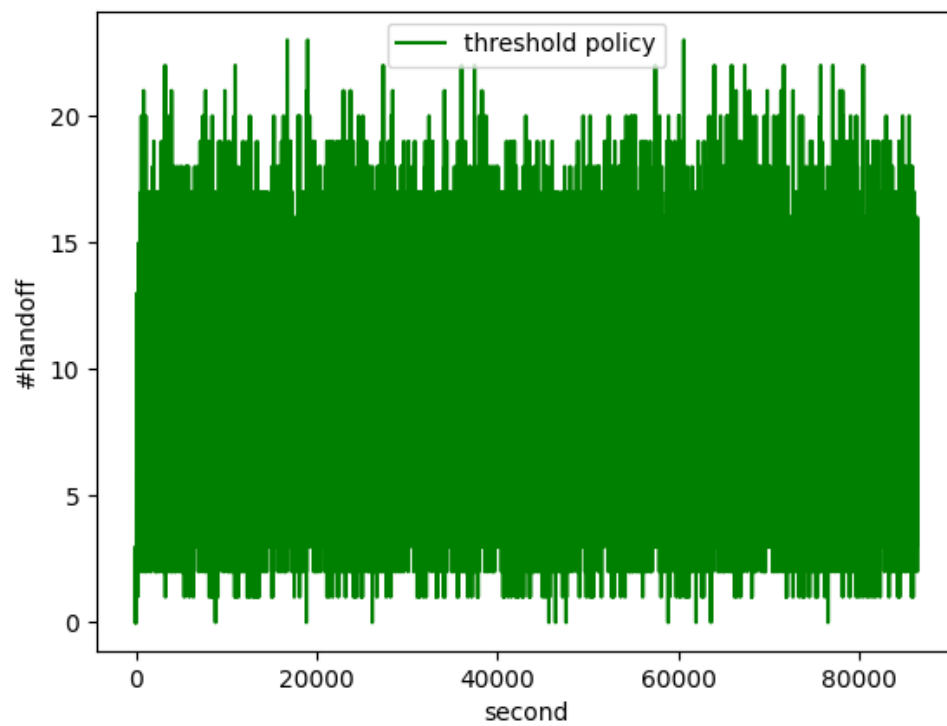
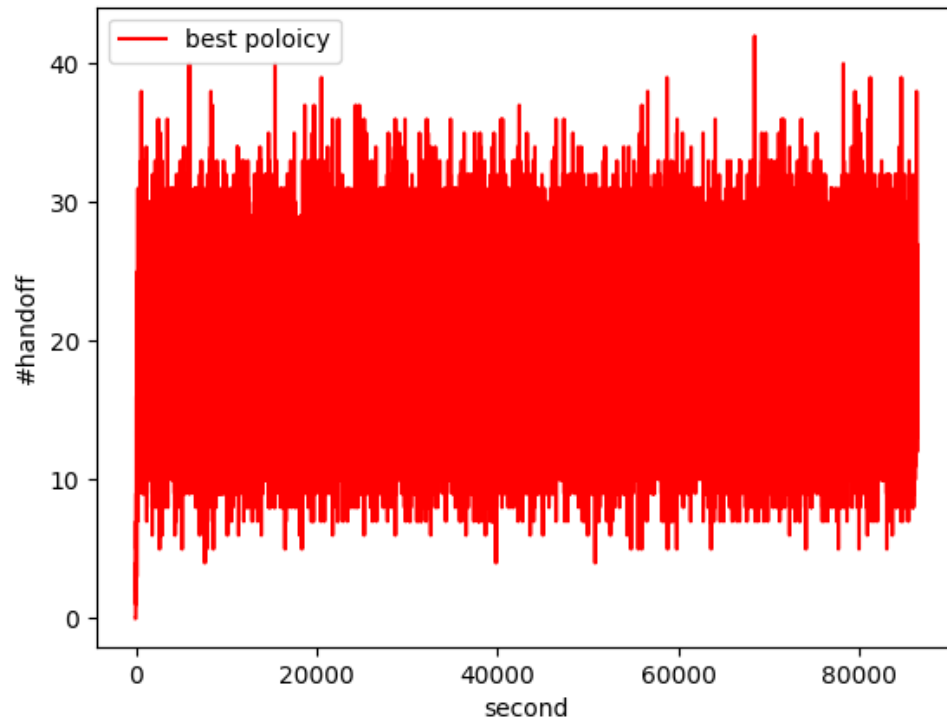
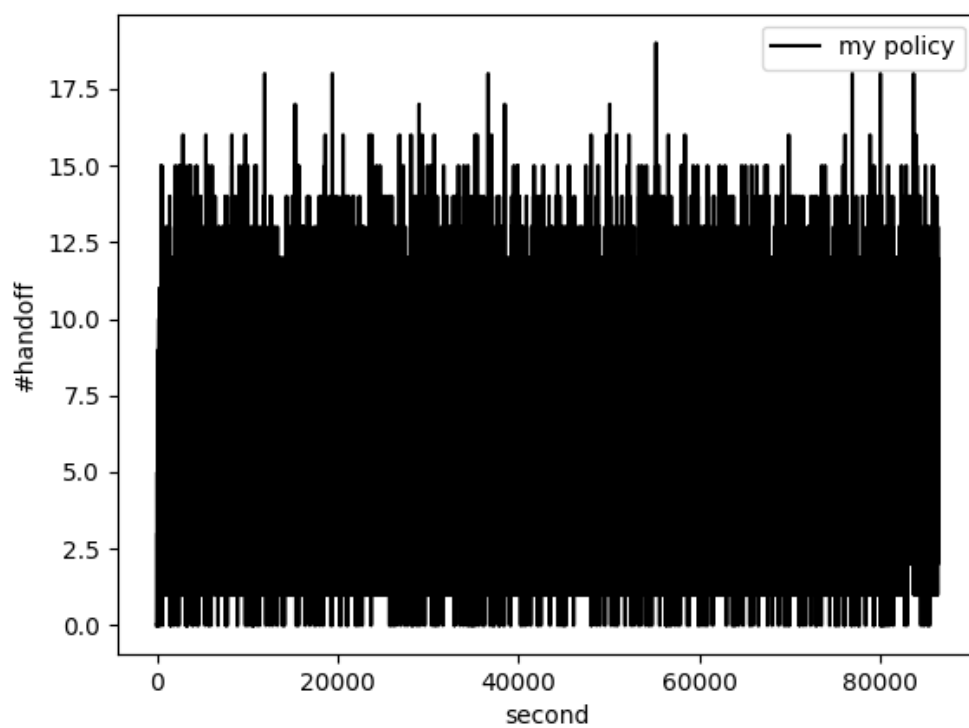
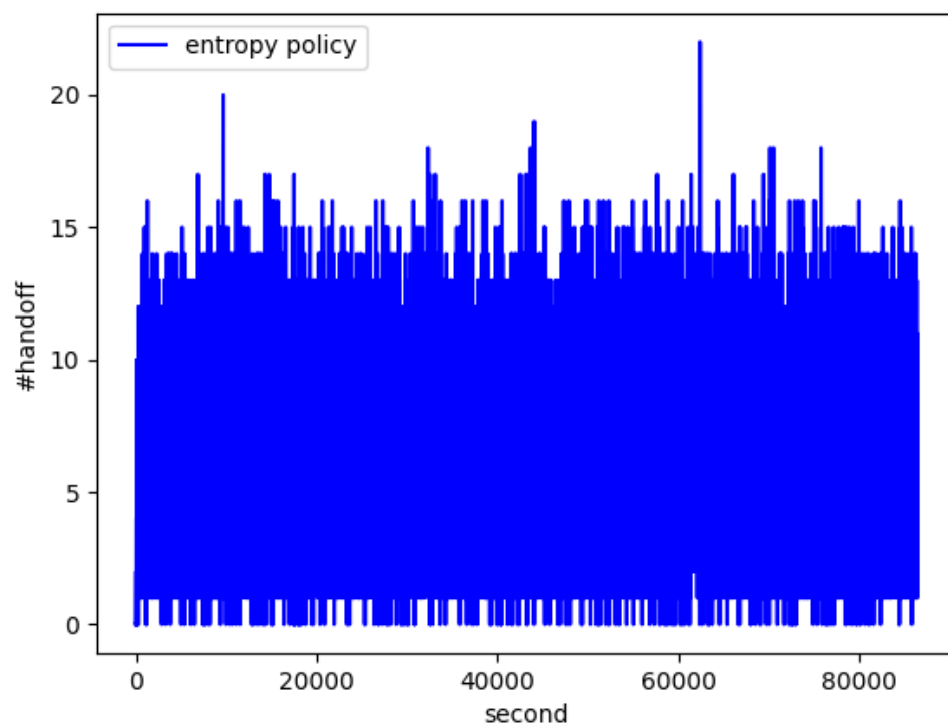
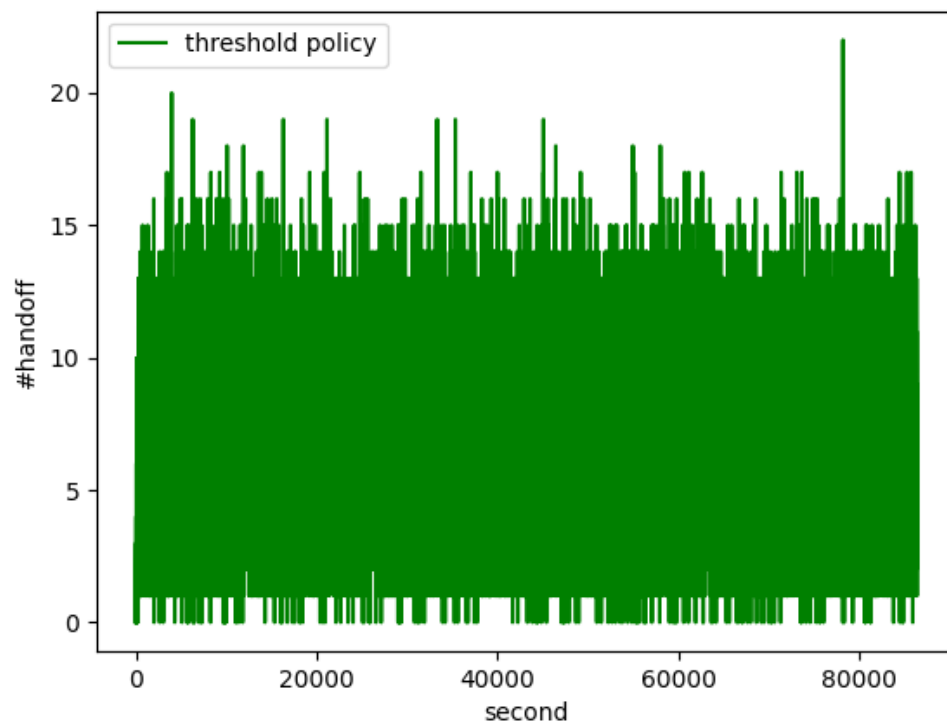
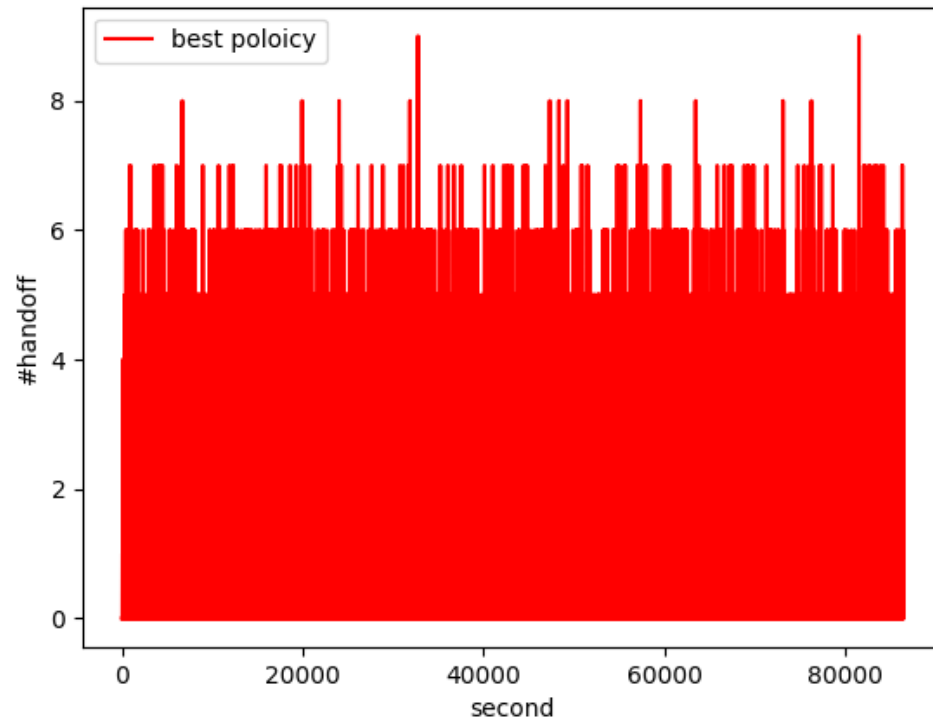


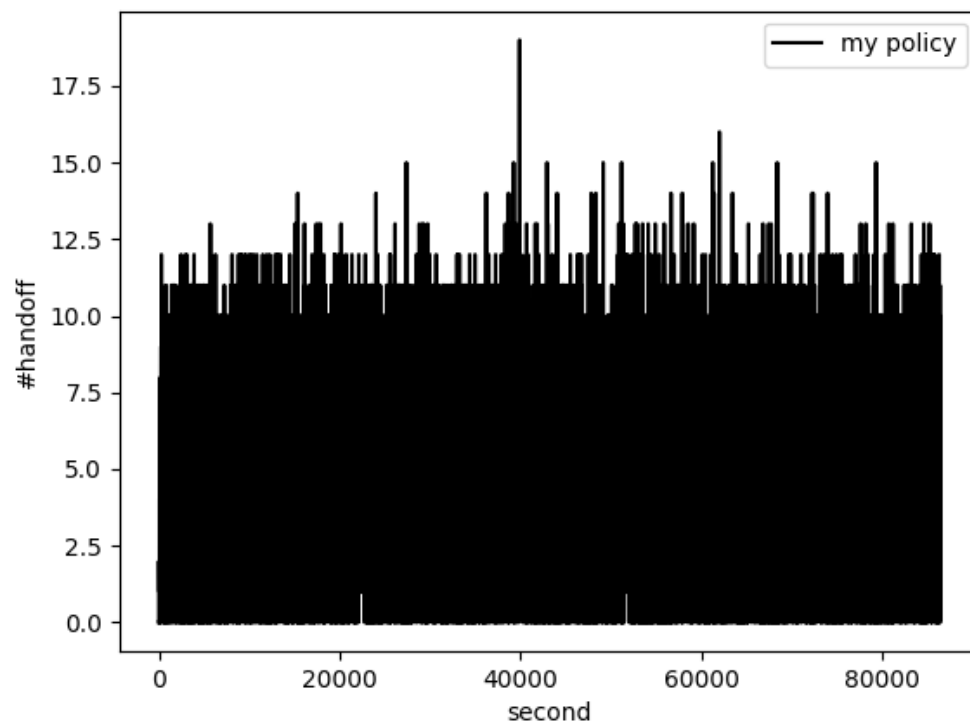
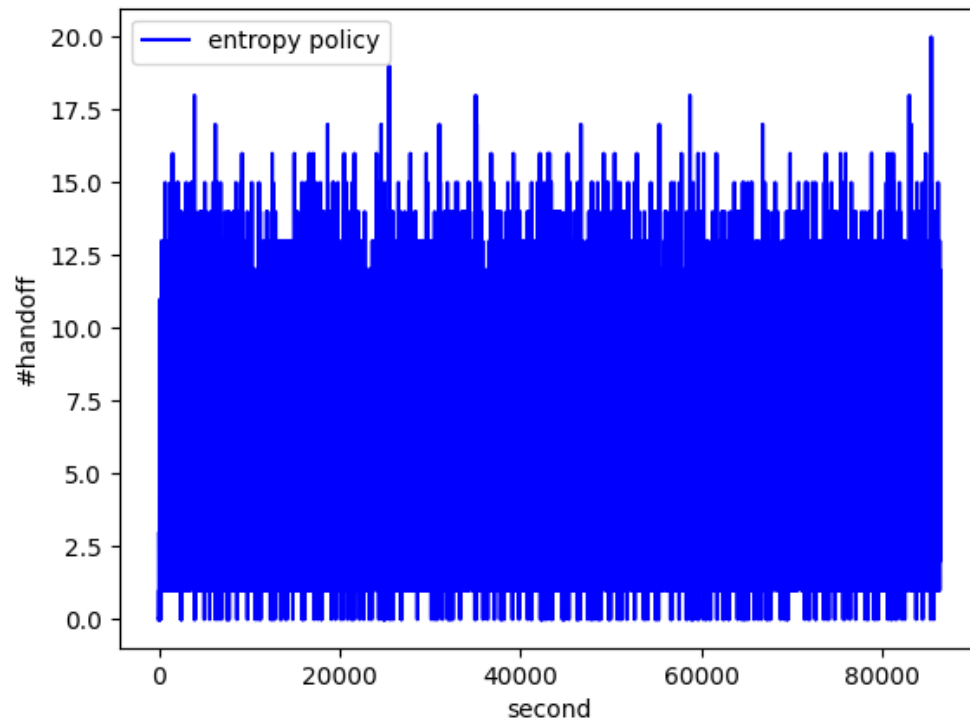
Lambda = 1/2:



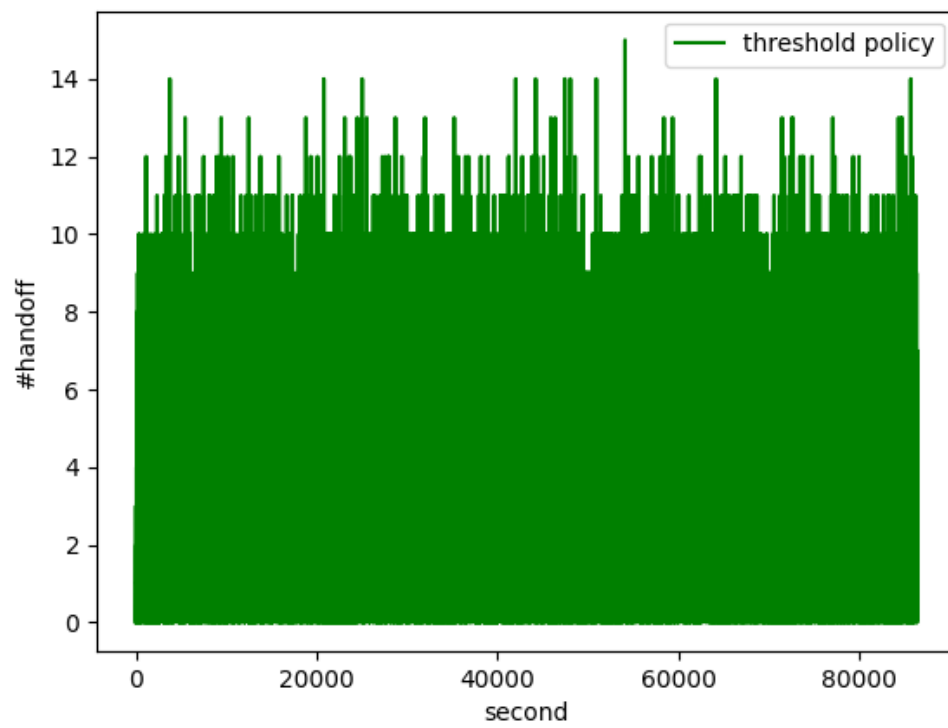
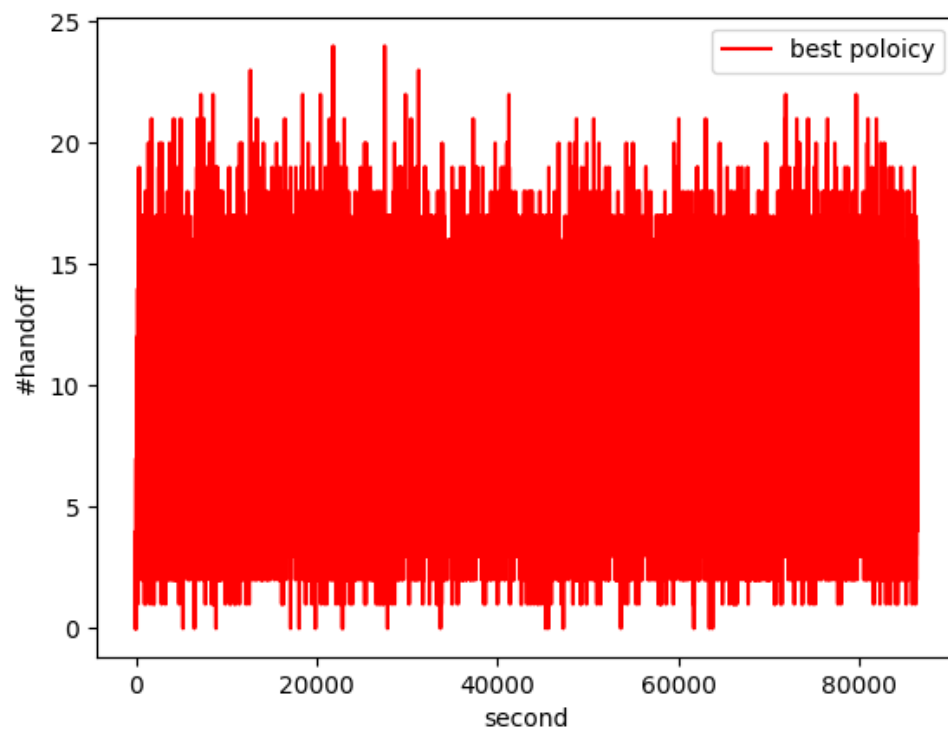


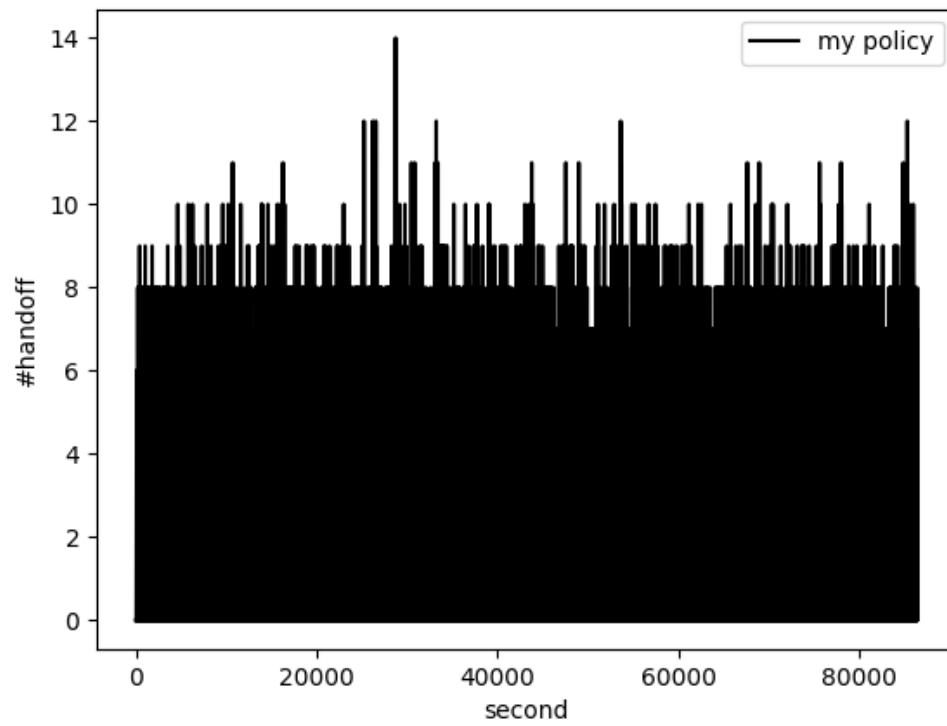
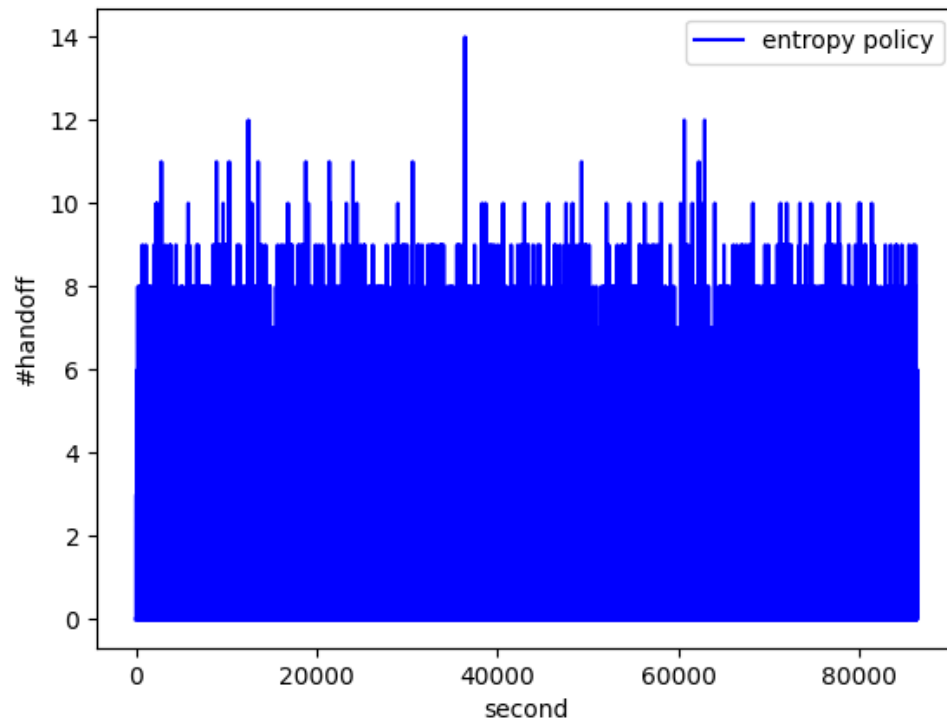
Lambda = 1/3:





Lambda = 1/5:





My Policy 特點:

以 Entropy Policy 為基底去改，除了給定 E 值外，並將 Best Policy 距離稍做修改，僅在較靠近新的 server 時才 handoff，car 若在 server 間邊界遊走則繼續維持原本 sever 不做 handoff，我認為這樣可以有效減少那些可能在邊界中遊走而造成的多餘 handoff。

下圖為 4 個 policy 在 $\lambda = 0.5$ 時的每秒 handoff，可發現 My Policy 次數最少

