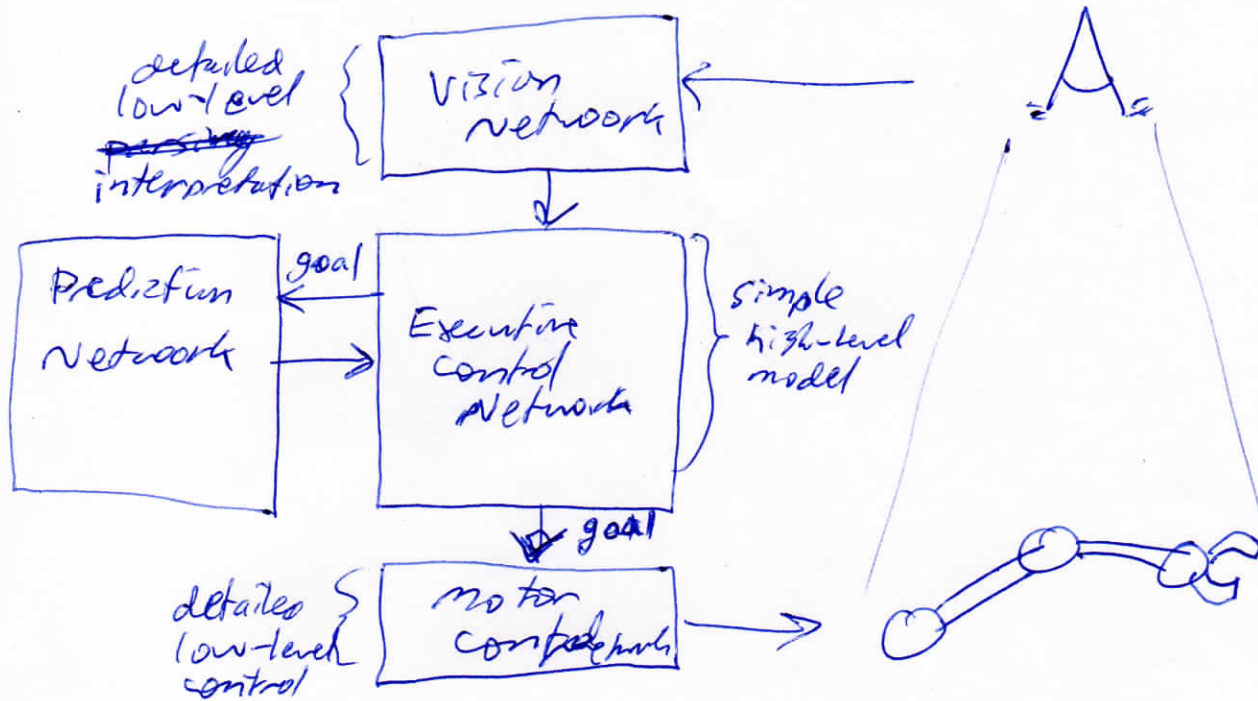


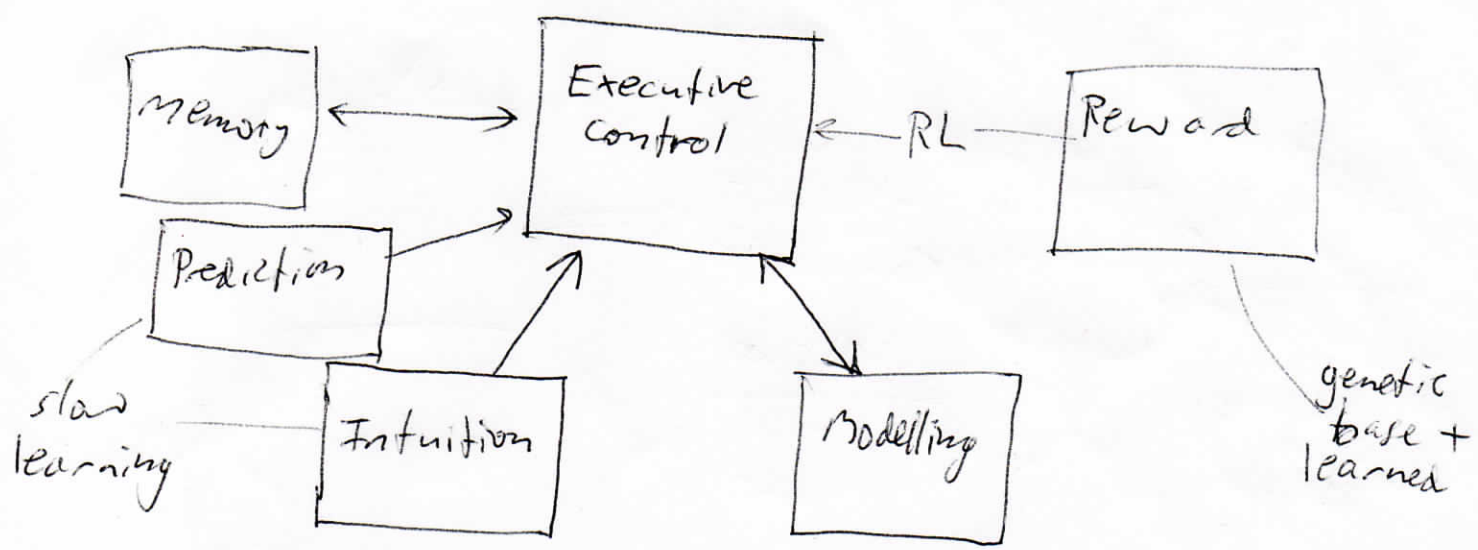
Auto-Learning through feedback



Self-trains ~~based on~~ with reward based on its ability to ~~the~~ control arm and observe vision as predicted.

Learns ~~from the action/result/motor-control~~ action/motor-control/result circuit ~~the~~ across all action causes, both high-level driven & low-level (lizard brain) driven, (aka intentional and unintentional) so perfect for bootstrapping learning of capabilities from zero a-priori goals/knowledge.

- learning to "drive" the mind - RL
 - ↳ auto-reward function
 - ← learned
- high-level modelling ~~← perceptive + generative~~
- slow-learning



• RL alone good at things that are simple and provide short term rewards.

• Humans:

• see key + door \Rightarrow must be good to put key in door in a game

• self reward when learning to drive (already know not to go ~~out~~ off ~~the~~ road).

• Learn to model arms as baby.



Use "Adversarial Networks"
to combine slow re-inforcement
learning with rapid online
learning.

