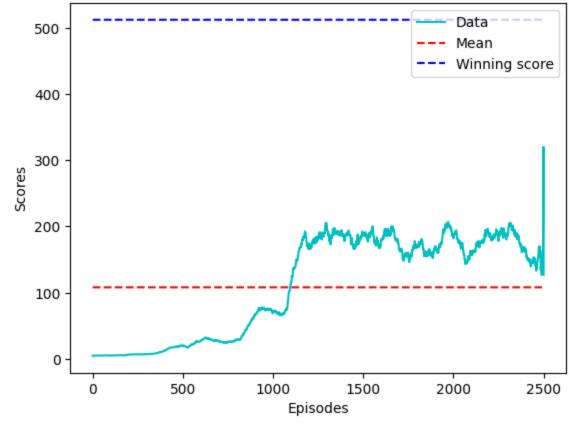
Winning rate: 282/2500 Previous games: 0 Agent: MonteCarlo ε: 0.2 Final-ε: 0.0001 γ: 1 Initial optimistic value: 20 Data 500 500 --- Mean --- Winning score 400 400 300 300 Scores Scores 200 200 100 100 0 0 1500 1000 500 2000 2500 500 0 0 **Episodes** (0, Balls) (0, HalfHex) (0, Hex) (0, HexO) (0, 1)(0, Movingl) (0, 0)(0, Triangles) (0, Walls) (0, X)

Winning rate: 142/2500 Previous games: 0 Agent: QLearning

ε: 0.4 Final-ε: 0.0001 γ: 1 Initial optimistic value: 20



	3	20	37	54	71	88	105	122	139	156	173	190	207	224	241	258	275	292	309	326	343	360
(0, Balls)	4	<b>→</b>	<b>→</b>	1	1	1	+	1	1	1	+	+	+	+	+	<b>→</b>	1	<b>→</b>	+	+	+	+
(0, HalfHex)	<b>→</b>	<b>→</b>	1	1	1	1	1	1	1	1	+	+	+	+	+	+	+	1	+	+	+	+
(0, Hex)	1	+	+	+	<b>→</b>	1	-	+	+	<b>→</b>	+	+	<b>→</b>	→	<b>→</b>	→						
(0, HexO)	1	+	1	+	1	1	<b>→</b>	<b>→</b>	<b>→</b>	<b>→</b>	1	1	1	+	+	1	1	1	+	<b>→</b>	+	+
(0, 1)	1	<b>→</b>	<b>→</b>	<b>→</b>	1	1	+	+	<b>→</b>	<b>→</b>	1	<b>→</b>	1	1	1	1	1	1	<b>→</b>	+	<b>→</b>	1
(0, Movingl)	<b>→</b>	<b>→</b>	<b>→</b>	1	+	+	<b>→</b>	1	1	1	+	+	→	<b>→</b>	1	1	1	1	1	1	+	→
(0, O)	<b>→</b>	<b>→</b>	1	+	1	1	+	+	<b>→</b>	1	+	+	+	<b>→</b>	<b>→</b>	<b>→</b>	1	1	+	+	+	<b>→</b>
(0, Triangles)	<b>→</b>	<b>→</b>	<b>→</b>	<b>→</b>	1	1	+	+	+	<b>→</b>	1	1	1	<b>→</b>	<b>→</b>	<b>→</b>	<b>→</b>	1	1	1	+	<b>→</b>
(0, Walls)	1	1	+	+	+	+	+	+	<b>→</b>	<b>→</b>	1	1	-	+	+	+	+	+	+	+	<b>→</b>	1
(0, X)	1	1	1	+	1	1	1	<b>→</b>	<b>→</b>	<b>→</b>	1	1	+	<b>→</b>	<b>→</b>	<b>→</b>	<b>†</b>	+	<b>→</b>	<b>→</b>	<b>→</b>	1