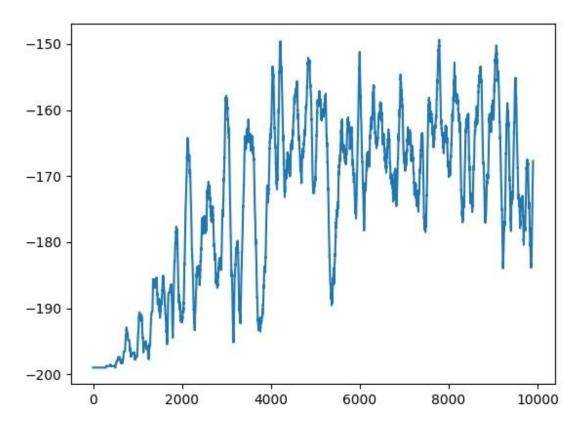
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As the number of iterations increases the model performs better on average since it undergoes training and weights are modified accordingly.

The training results shown above are noisy because sometimes the environment might be initialized to a state that is hard and requires more time steps to solve.

In task 1 I got a -140 reward, and in task 2 I got a -118 reward. The difference is mainly due to the feature functions. Also, we see from the graph, task 2 converges slightly fast than task 1.

	Epsilon	Learning Rate	Reward
Task 1	0.1	0.1	-140
Task 2	0.02	0.325	-118



Task -1

