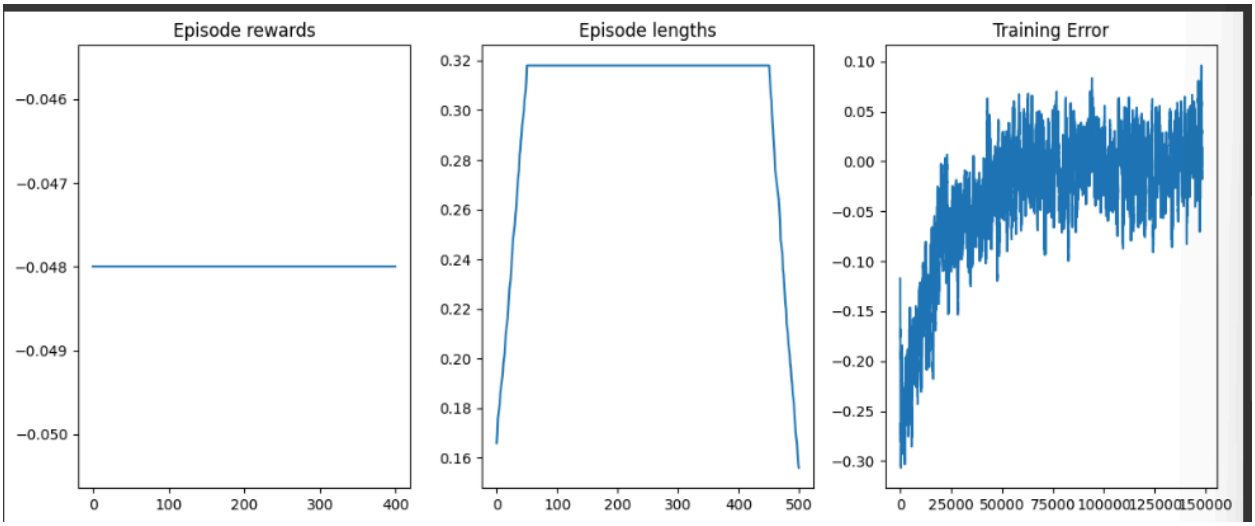
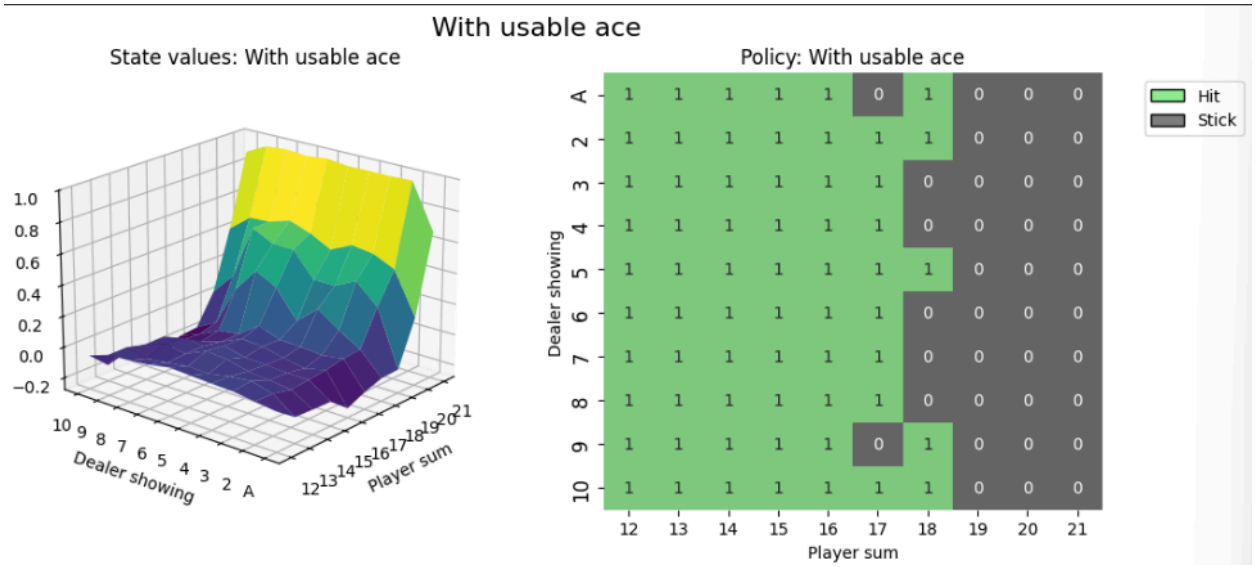
Blackjack Policy Output



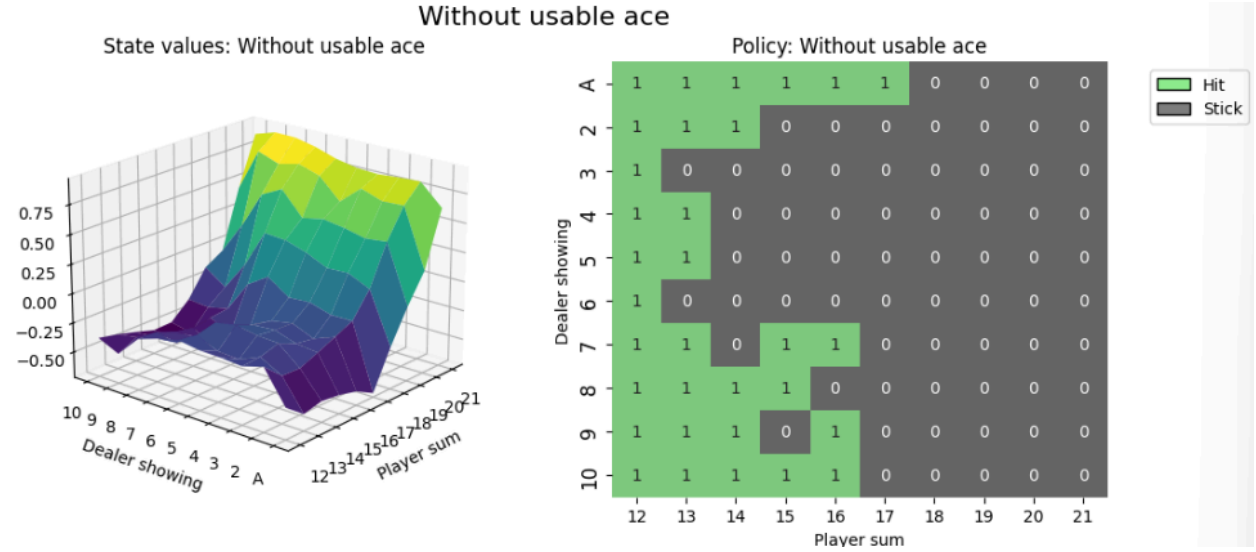
Relevance:

This output shows how in a simplified Blackjack environment, a training agent uses reinforcement learning to improve its performance over repeated episodes. Even though it is not directly navigation-based, it demonstrates how an agent learns through experience. This connects to RL in robotic navigation, where agents can optimize their policies under safety constraints, when facing adversarial input scenarios.



Relevance:

The value map and policy visualization show that the agent can learn to make decisions under uncertain conditions. This is relevant to where the robot must interpret environmental inputs like sensor readings and decide whether to take safe or risky actions in real time.



Relevance:

This graph shows how the agent changes its strategy when it loses an advantage. For my research, this reflects how learning-based robots may need to adapt their decision-making when sensor reliability is compromised or when facing adversarial disruptions.