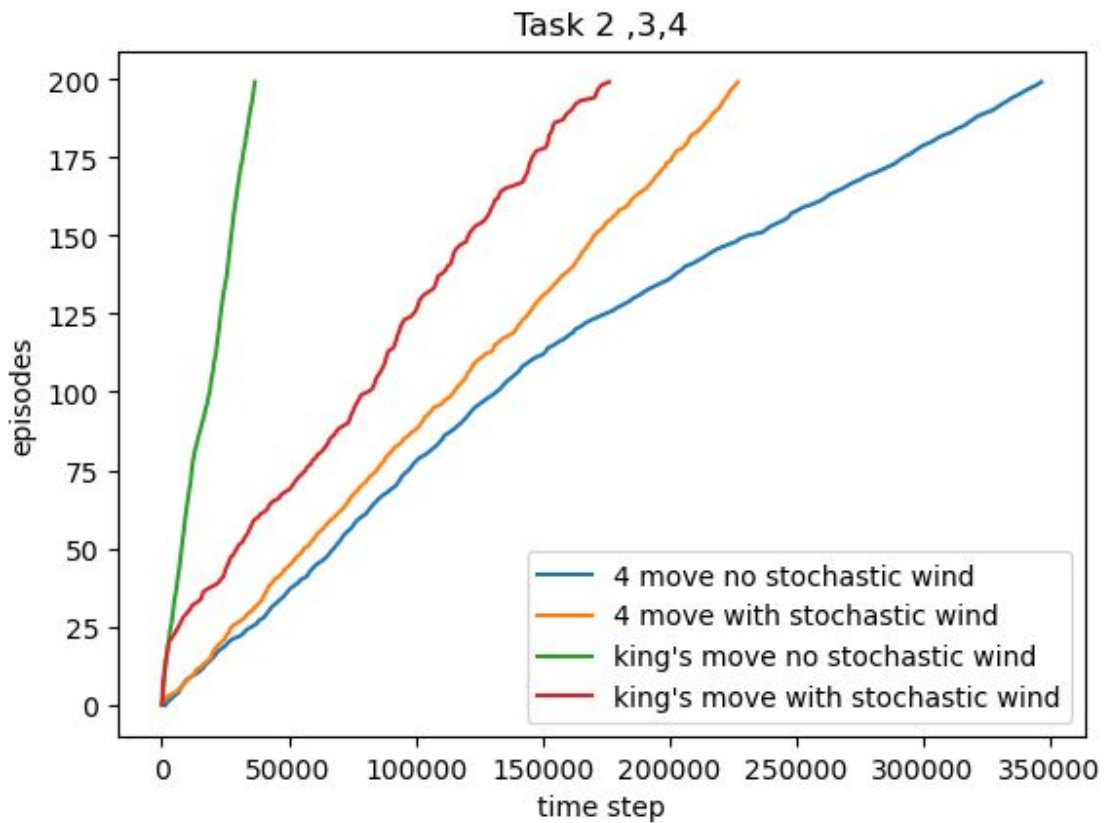# CS747 Programming Assignment 3
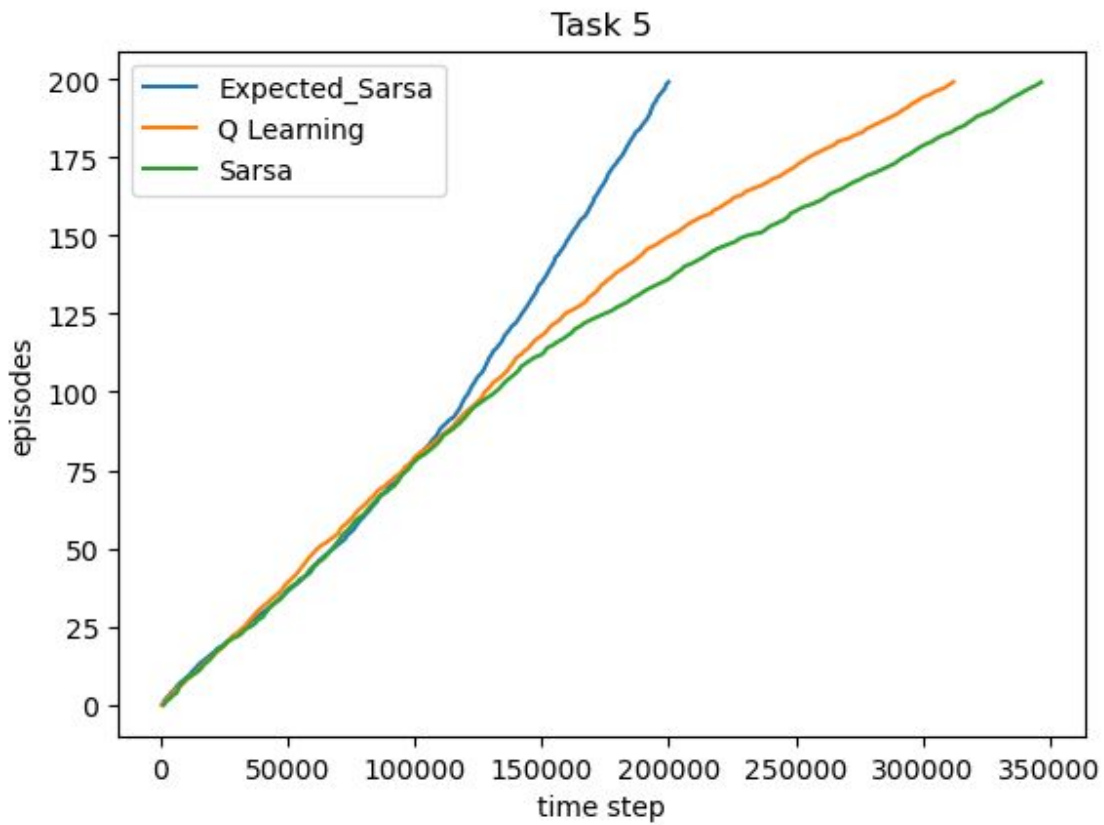## Sreeraj S J
170020110

Task 2 ,3,4

The Result is consistent with our expectations:
Increasing the complexity of the world increases the time required to solve it
Increasing the available motion eases the agent's ability to solve the world

Task 5

This Plot was made for Cartesian movements with no stochastic wind
We notice that expected Sarsa outperforms both Q learning and Sarsa by a large margin.
While Q learning is better than Sarsa

I have used geeks for geeks and, Sutton&Barto as reference
AN average of 10 random seeds are used for plotting the timestep

Additional graphs are attached under for different conditions

Q Learning

Expected Sarsa