

Q-SMA Reinforcement Learning

Ablation Study & Long-Run Experiment Report

MountainCar-v0 | branch: experiments/ablation-and-scaling

Environment : MountainCar-v0 (OpenAI Gymnasium)

Architecture : Q-SMA (Q-table + Flux Landscape + TDA + Splat Memory + Bridge)

Experiment 1 : Ablation Study – 2,000 episodes × 3 seeds × 5 configs

Experiment 2 : Long-Run Ablation – 20,000 episodes × 2 seeds × 5 configs

Configs tested : full | no_tda | no_splats | no_bridge | baseline

Date : 2026-02-27

Note : Results presented as observed. No interpretive filtering applied.

Experiment 1 — 2,000 Episode Ablation: Raw Results

Table 1 — 2k Ablation Results (mean over 3 seeds)

Config	Mean Win %	± Std	First Win Ep	Seeds
full	77.5%	±0.6%	0	3
no_tda	77.3%	±0.7%	0	3
no_splats	78.1%	±1.0%	0	3
no_bridge	31.1%	±0.7%	433	3
baseline	25.1%	±1.2%	479	3

Figure 1 — 2k Ablation: Win Rate by Config (error bars = σ over 3 seeds)

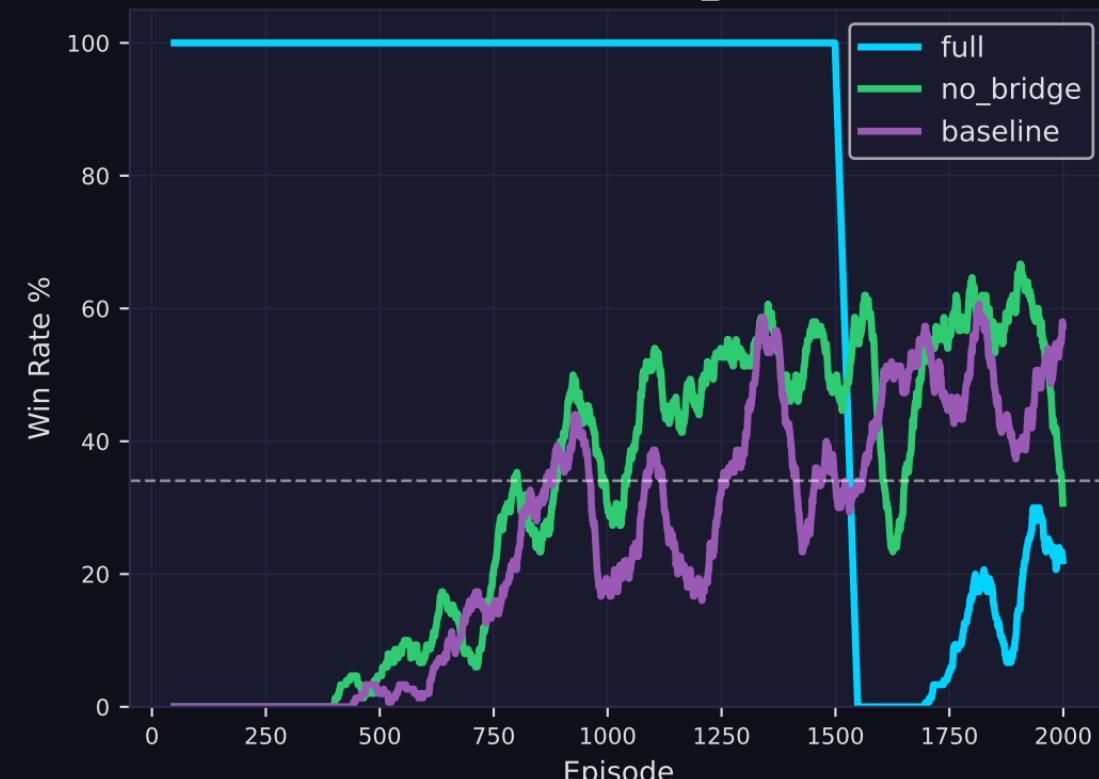


Experiment 1 – 2k Ablation: Learning Curves (avg over 3 seeds)

Rolling 50-ep Win Rate — All Configs



2k — Bridge Effect: full vs no_bridge vs baseline

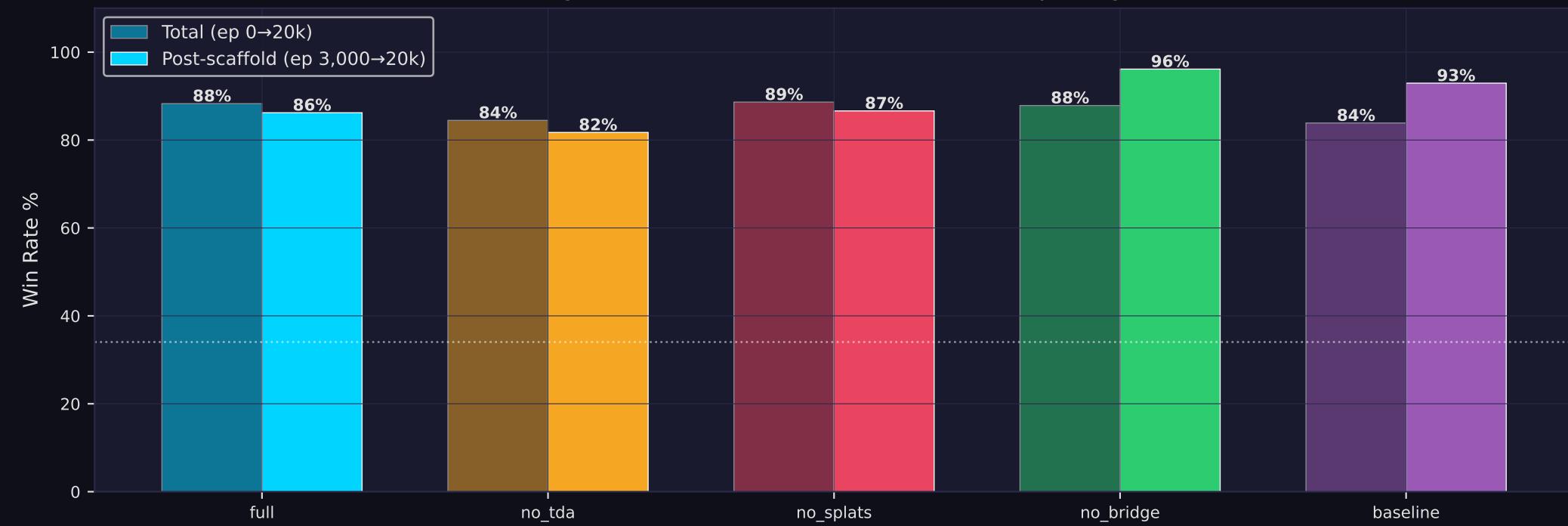


Experiment 2 — 20,000 Episode Long-Run: Raw Results

Table 2 — 20k Long-Run Results (scaffold off at ep 3,000, mean over 2 seeds)

Config	Total Win %	Post-Scaffold %	First Win Ep	Seeds	Scaffold Off
full	88.3%	86.2%	0	2	ep 3,000
no_tda	84.5%	81.7%	0	2	ep 3,000
no_splats	88.6%	86.6%	0	2	ep 3,000
no_bridge	87.9%	96.1%	416	2	ep 3,000
baseline	83.9%	92.9%	536	2	ep 3,000

Figure 2 — 20k: Total vs Post-Scaffold Win Rate by Config



Experiment 2 — 20k Long-Run: Learning Curves

Full 20k — Rolling 200-ep Win Rate



POST-SCAFFOLD ZOOM (ep 3,000→20k)
Pure learned performance only



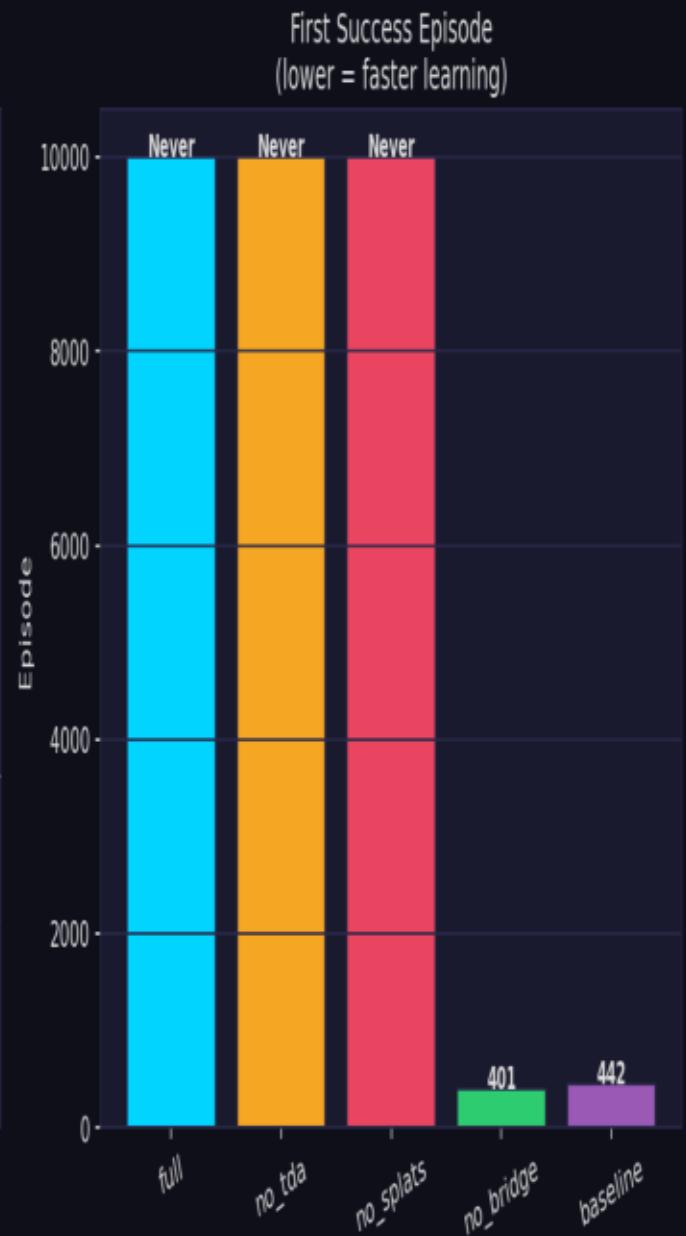
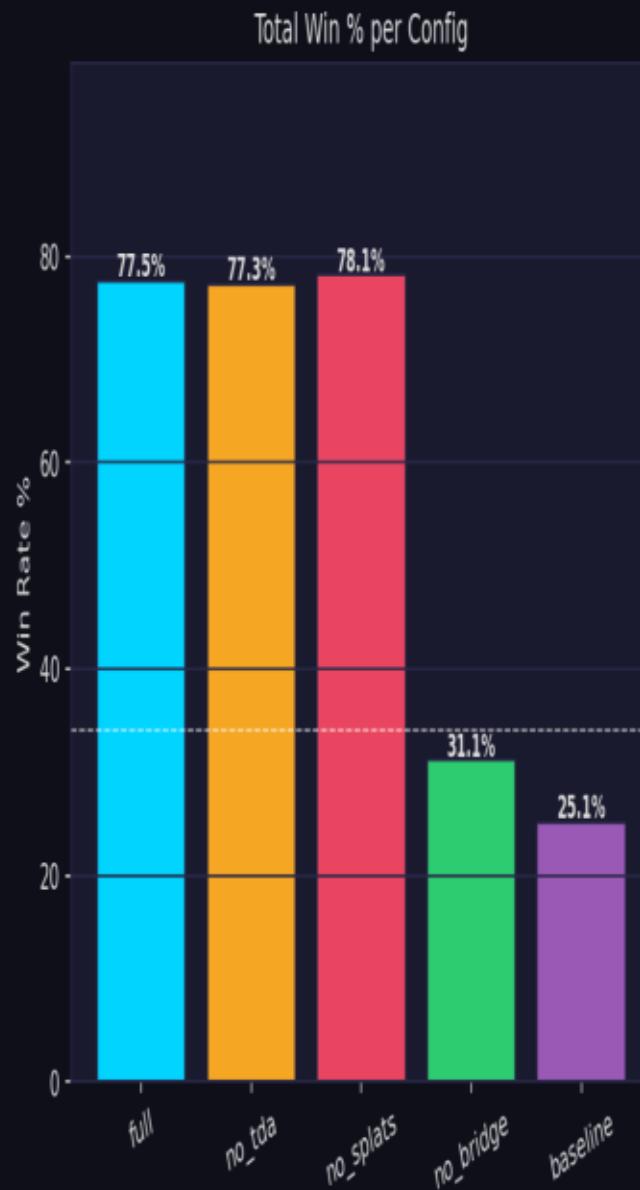
Cross-Experiment Comparison: 2k vs 20k – What Changed?



Plot 1/10 — Exp 1 — 2k Ablation: Comparison Summary (all 5 configs)

ablation_comparison_2026-02-27_184437.png

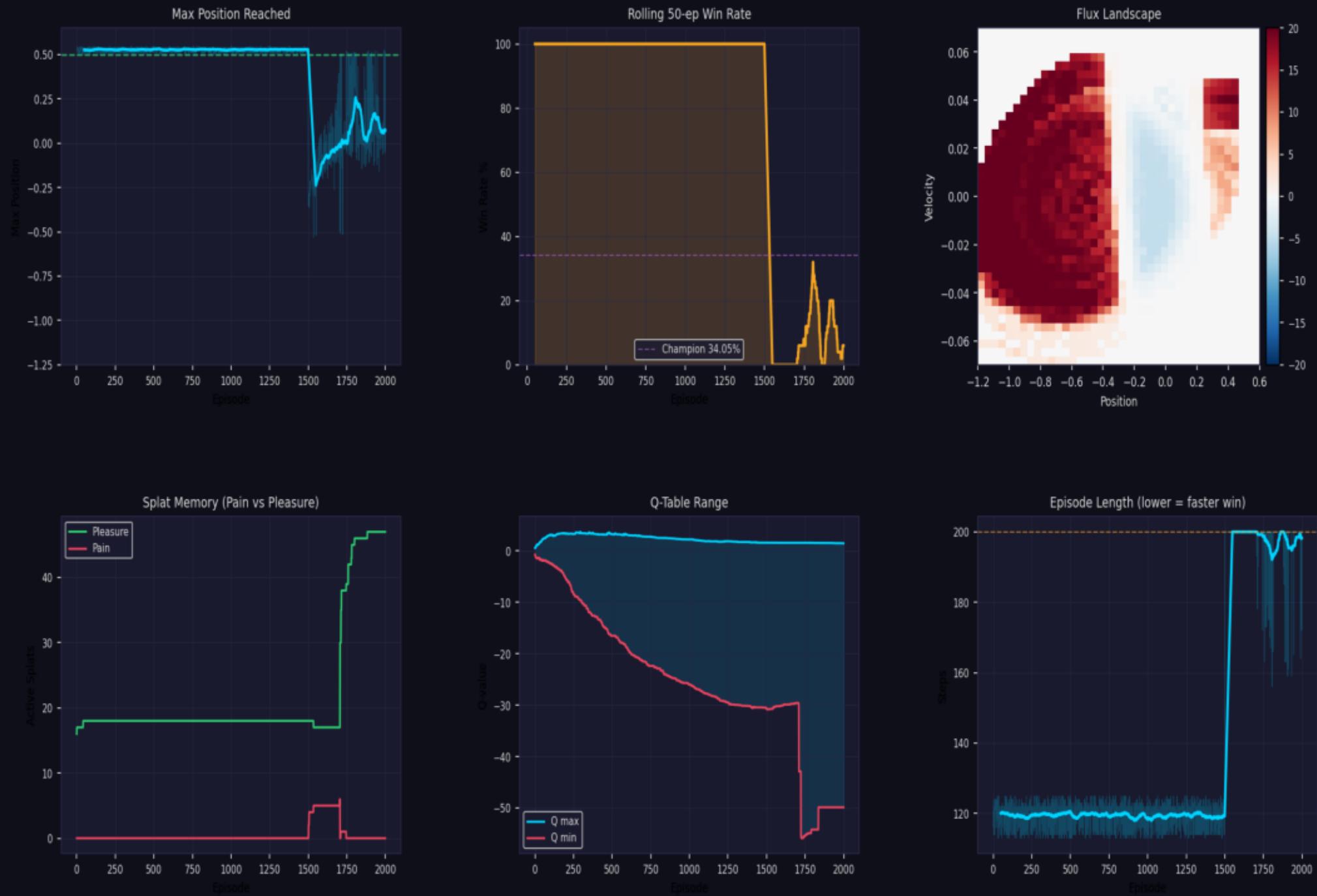
Ablation Study: Which Components Matter?



Plot 2/10 — Exp 1 — 2k: Full config live dashboard (seed 42)

ablation_full_seed42_2026-02-27_181523.png

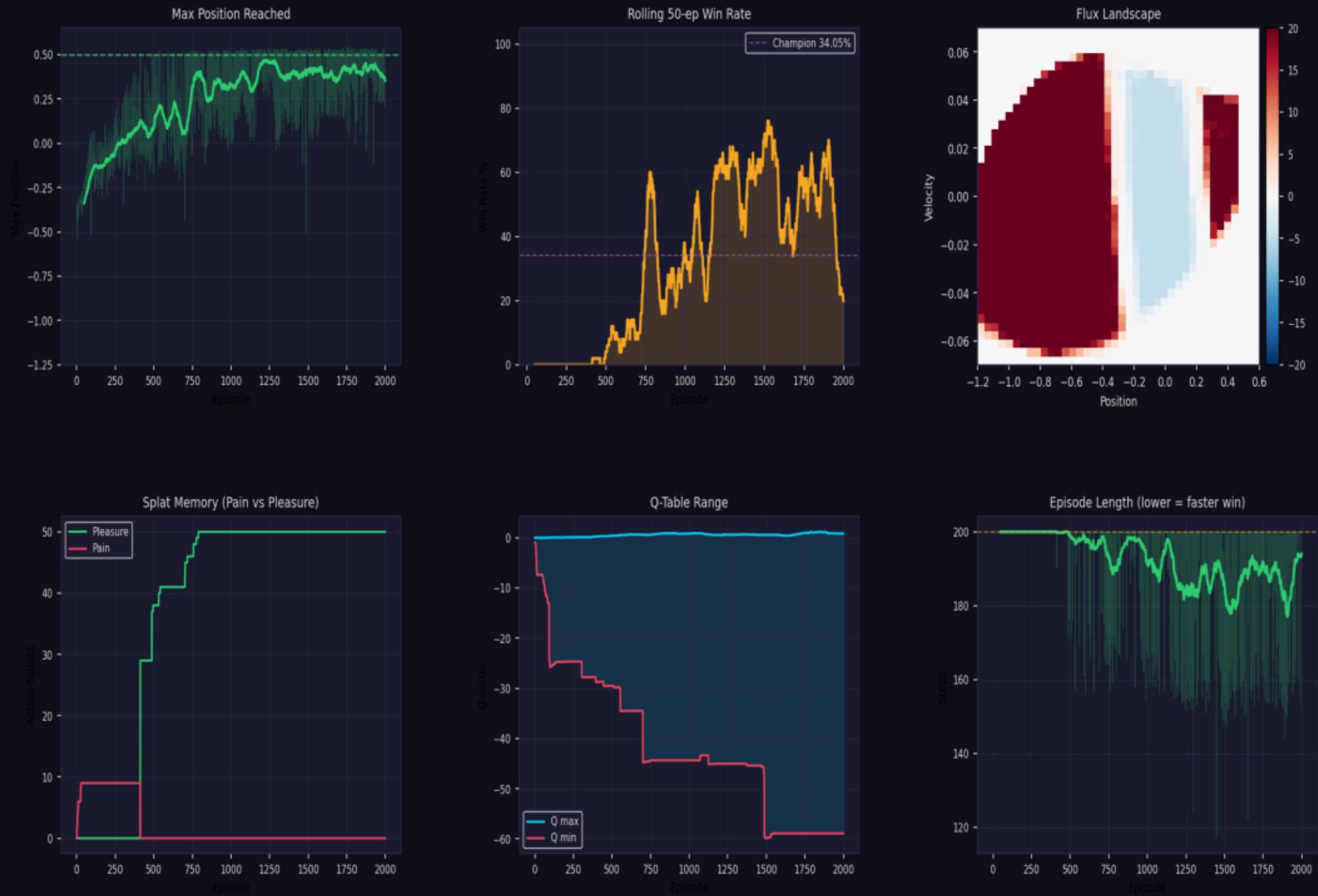
Ablation: full (seed=42) [2000 / 2000] 1536/2000 wins (76.8%) 25.6 ep/s



Plot 3/10 — Exp 1 — 2k: No-Bridge live dashboard (seed 42)

ablation_no_bridge_seed42_2026-02-27_182903.png

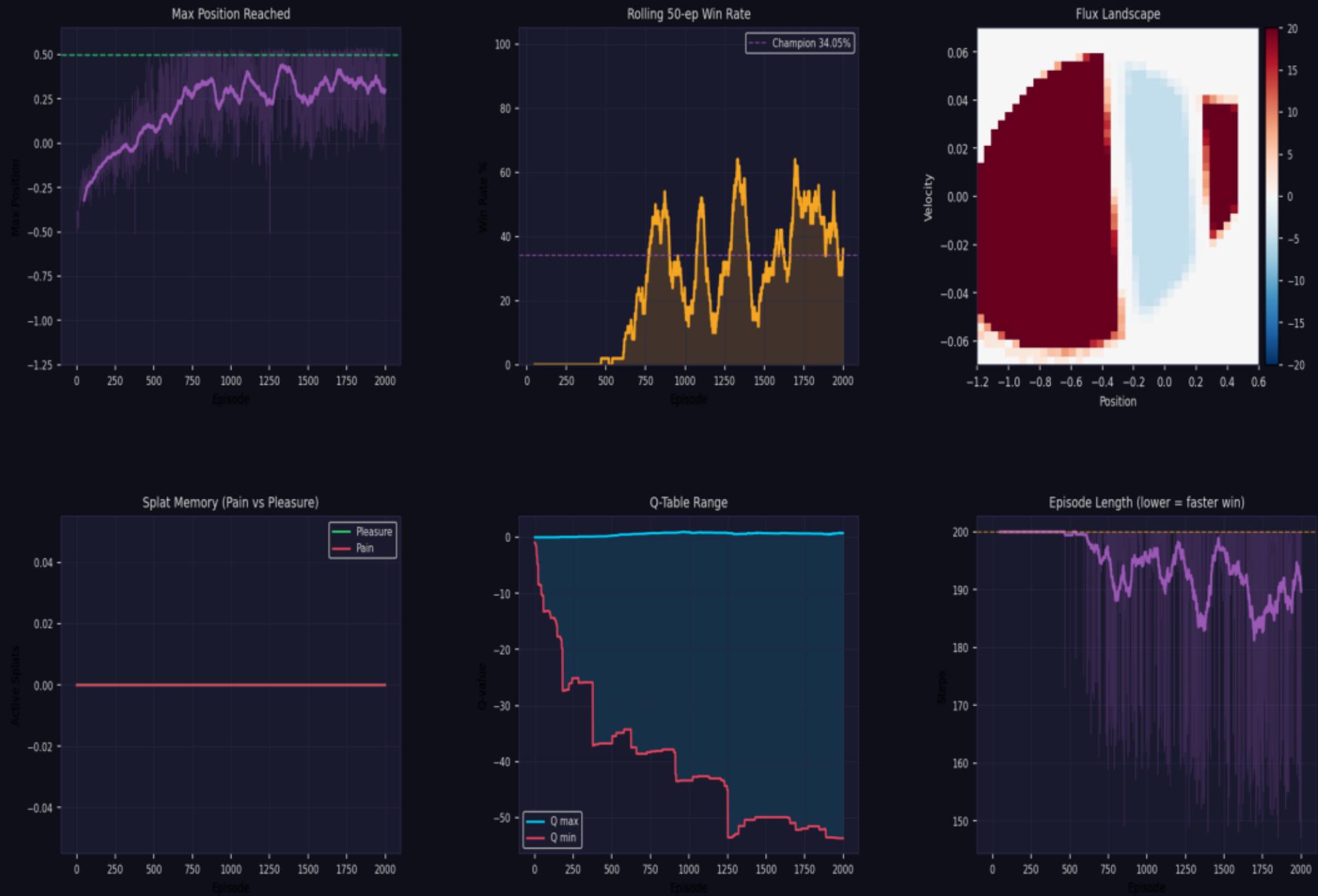
Ablation: no_bridge (seed=42) [2000 / 2000] 633/2000 wins (31.6%) 11.5 ep/s



Plot 4/10 — Exp 1 — 2k: Baseline (pure Q-learning) live dashboard (seed 42)

ablation_baseline_seed42_2026-02-27_184116.png

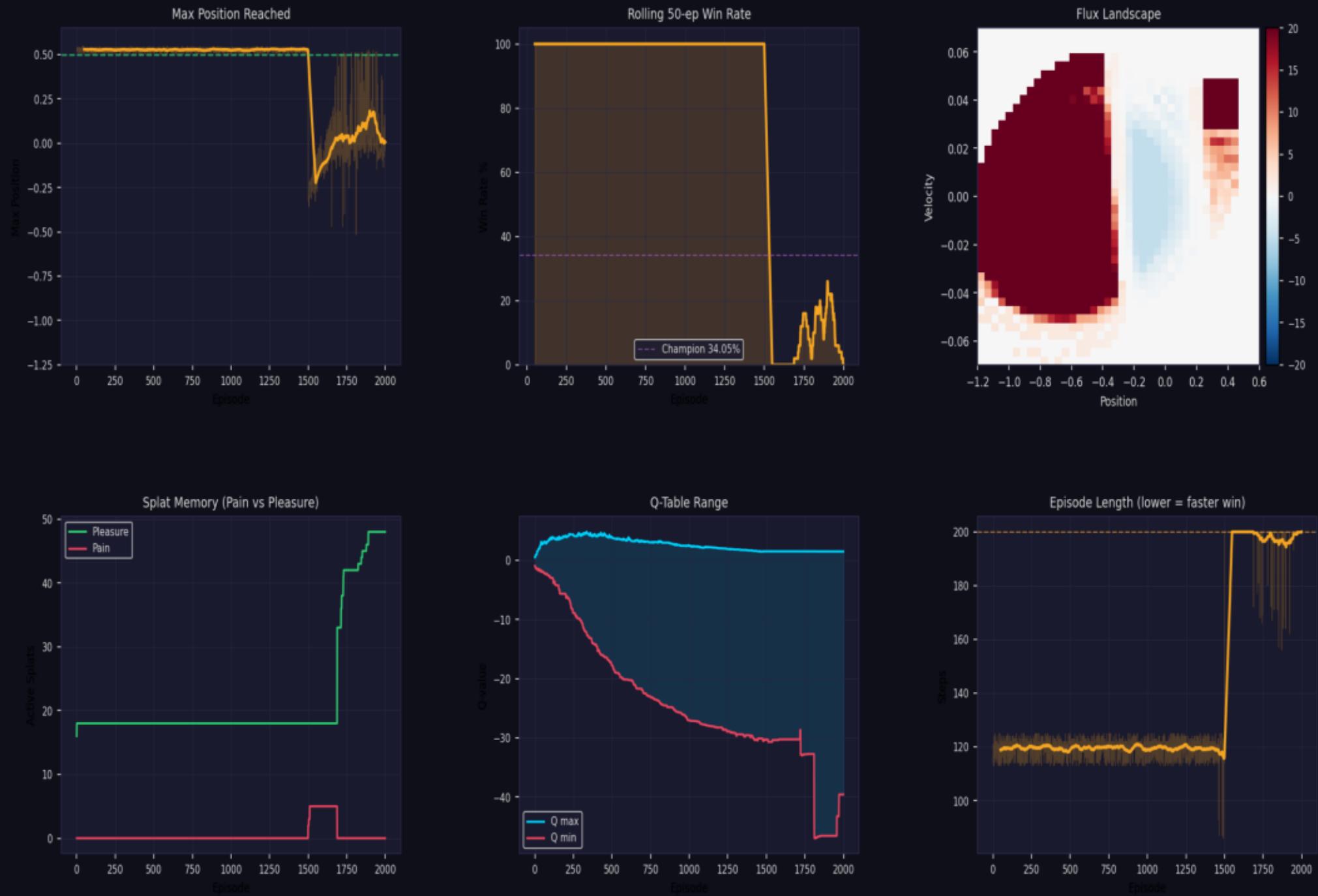
Ablation: baseline (seed=42) [2000 / 2000] 487/2000 wins (24.3%) 20.0 eps/s



Plot 5/10 — Exp 1 — 2k: No-TDA live dashboard (seed 42)

ablation_no_tda_seed42_2026-02-27_181932.png

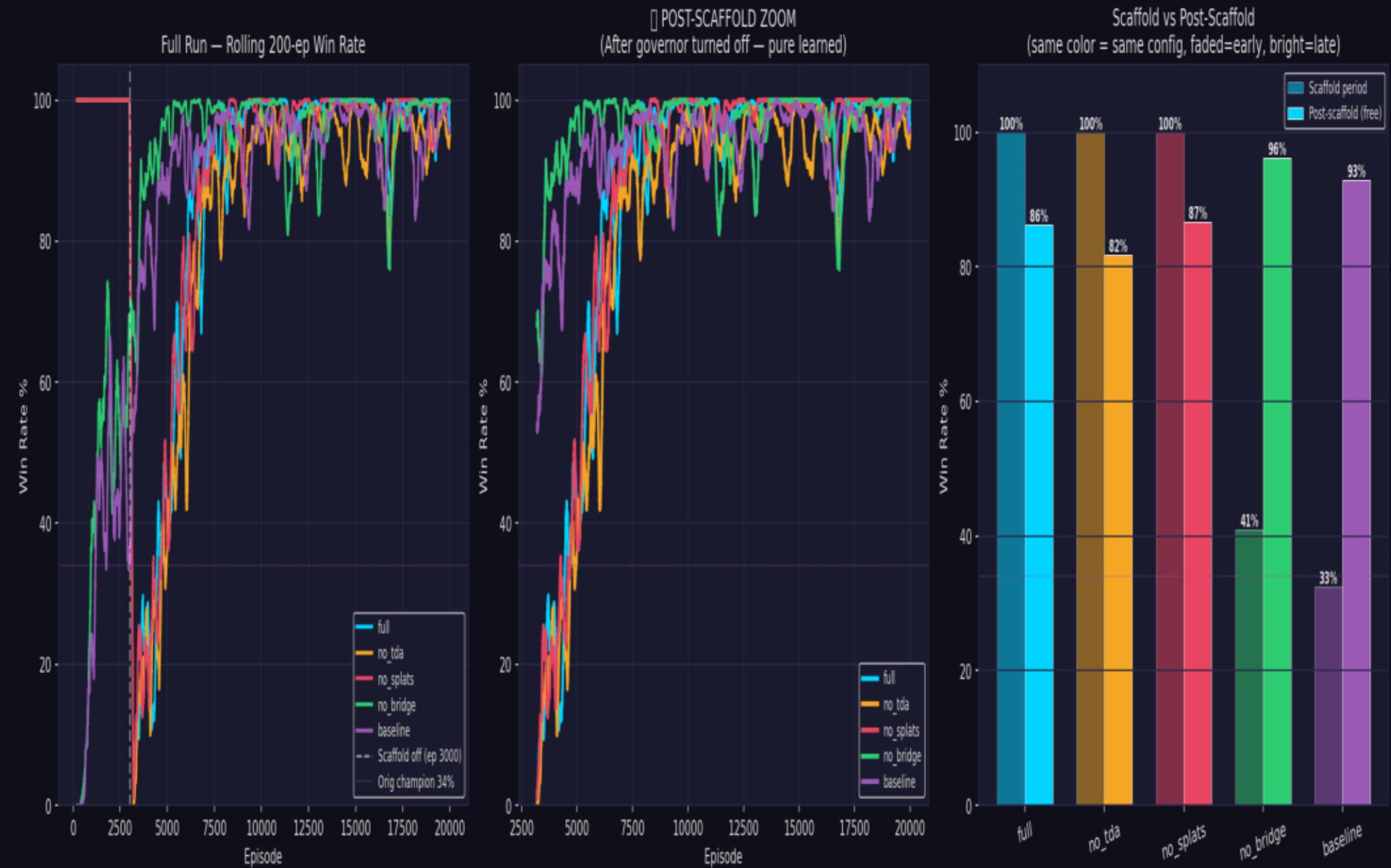
Ablation: no_tda (seed=42) [2000 / 2000] 1535/2000 wins (76.8%) 24.8 ep/s



Plot 6/10 — Exp 2 — 20k Long Run: Comparison (full curve + post-scaffold zoom + bars)

long_run_20000ep_comparison_2026-02-27_200455.png

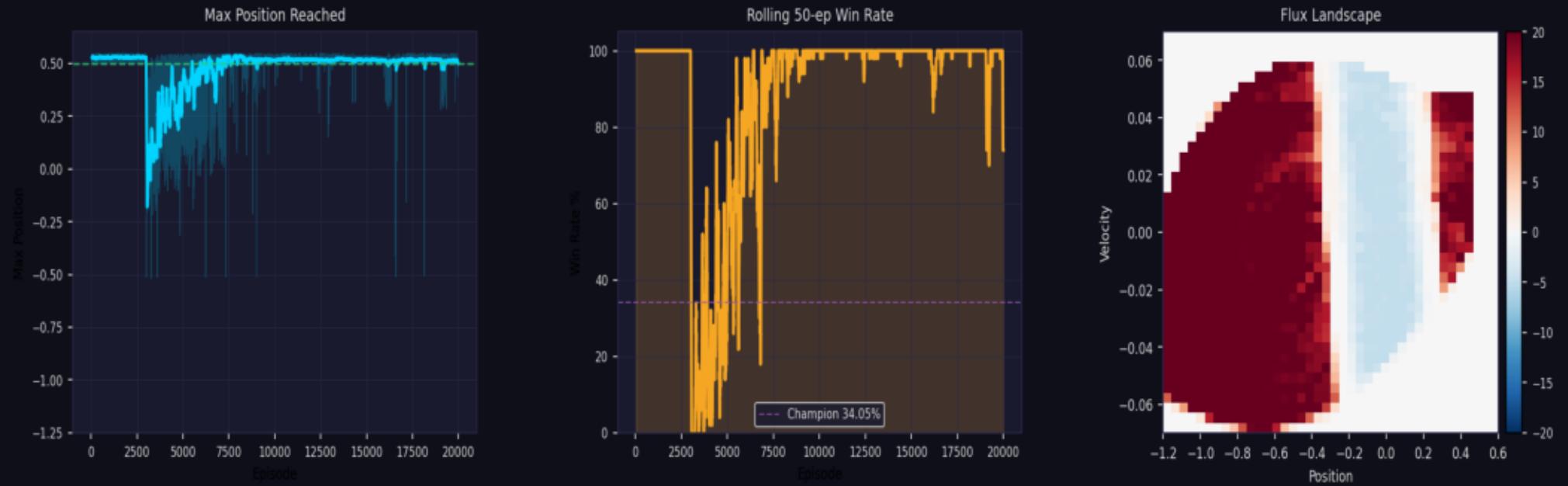
Long Run Ablation (20,000 eps) – Governor off at ep 3,000 (15%)



Plot 7/10 — Exp 2 — 20k: Full config live dashboard (seed 42)

longrun_full_20000ep_seed42_2026-02-27_185911.png

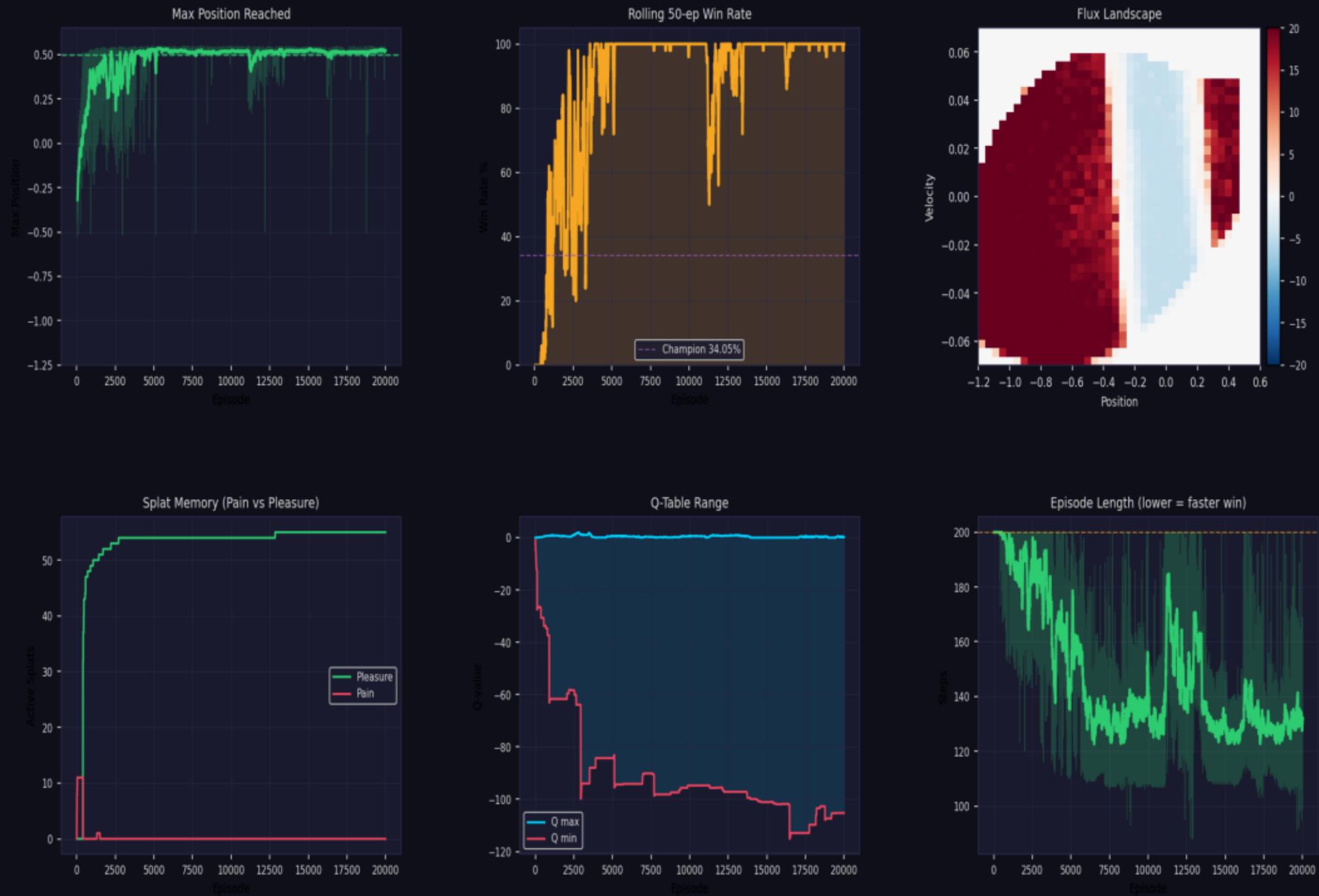
full | 20,000ep (seed=42) [20000 / 20000] 17656/20000 wins (88.3%) 87.4 ep/s



Plot 8/10 — Exp 2 — 20k: No-Bridge live dashboard (seed 42)

longrun_no_bridge_20000ep_seed42_2026-02-27_193725.png

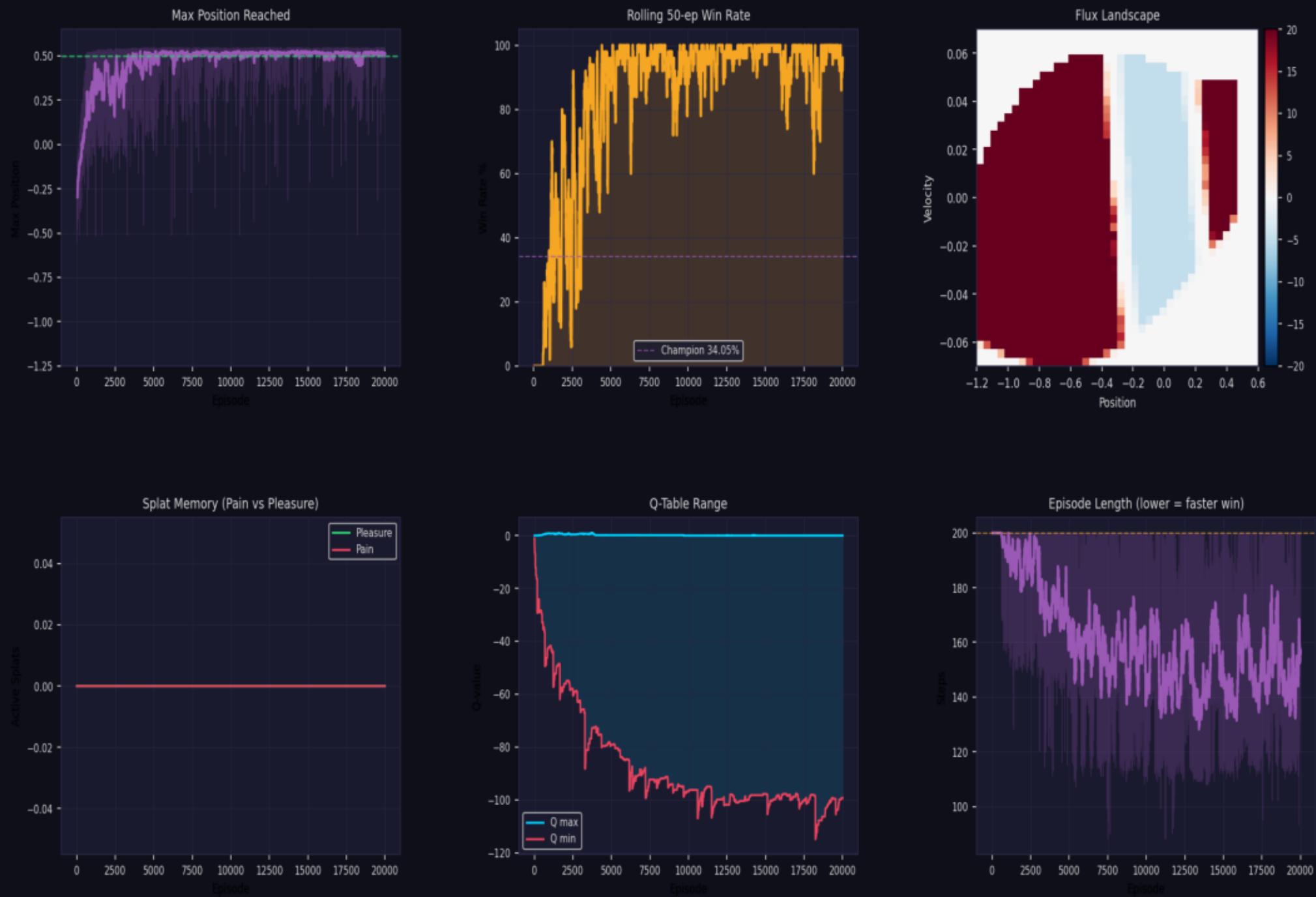
no_bridge | 20,000ep (seed=42) [20000 / 20000] 17628/20000 wins (88.1%) 16.4 ep/s



Plot 9/10 — Exp 2 — 20k: Baseline live dashboard (seed 42)

longrun_baseline_20000ep_seed42_2026-02-27_200138.png

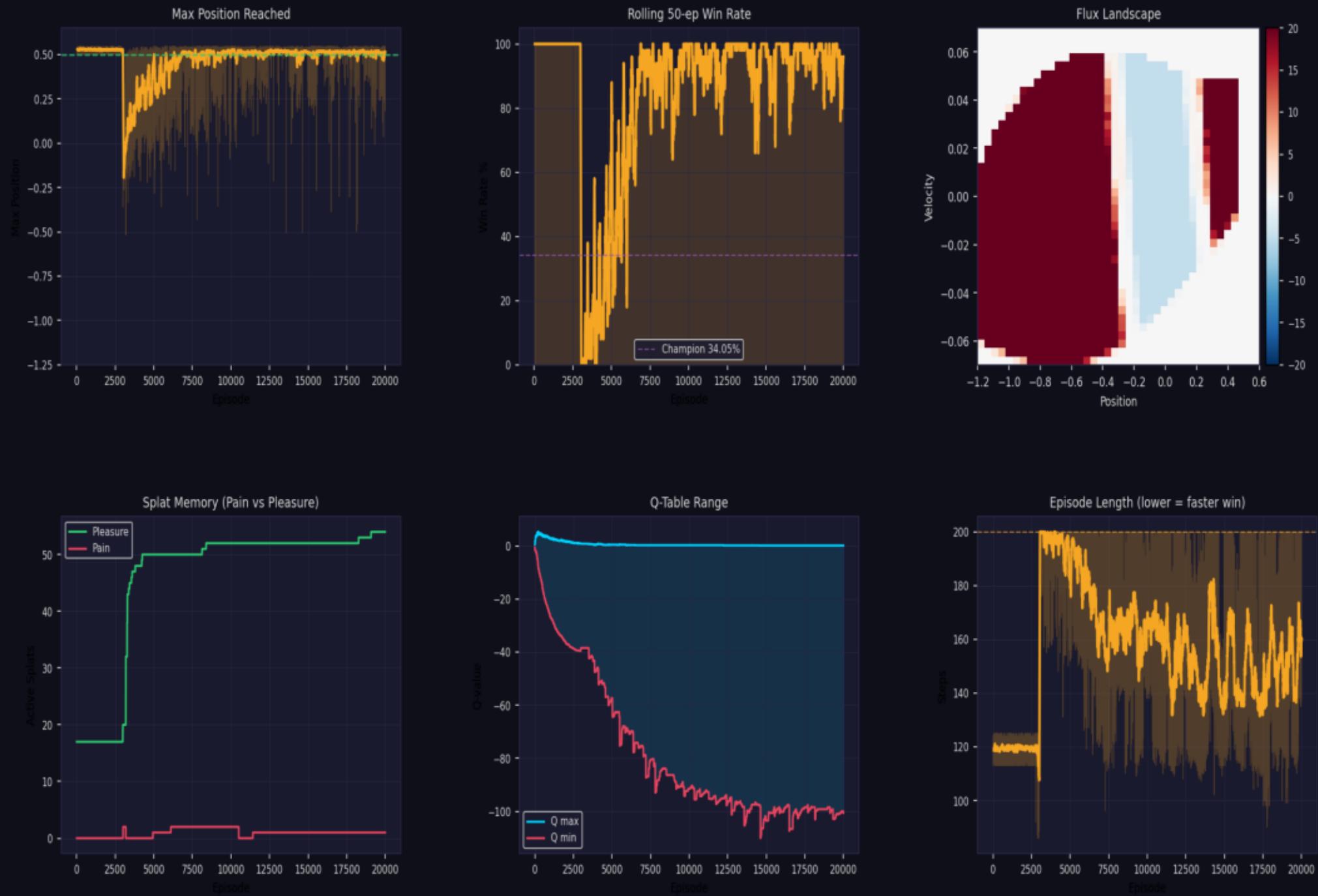
baseline | 20,000ep (seed=42) [20000 / 20000] 16772/20000 wins (83.9%) 103.4 ep/s



Plot 10/10 — Exp 2 — 20k: No-TDA live dashboard (seed 42)

longrun_no_tda_20000ep_seed42_2026-02-27_190631.png

no_tda | 20,000ep (seed=42) [20000 / 20000] 16890/20000 wins (84.5%) 95.6 ep/s



Metric	Factual Summary — Observed Metrics (no interpretation)	2k Ablation	20k Long-Run
Highest total win rate	no_splats 78.1%		no_splats 88.6%
Lowest total win rate	baseline 25.1%		baseline 83.9%
Highest post-scaffold win rate	N/A (2k no scaffold split)		no_bridge 96.1%
Lowest post-scaffold win rate	N/A		no_tda 81.7%
Configs with first win at ep 0	full, no_tda, no_splats (bridge present)		full, no_tda, no_splats (bridge present)
Configs without ep-0 win	no_bridge (ep 433 avg), baseline (ep 479 avg)		no_bridge (ep 416 avg), baseline (ep 536 avg)
Gap: full vs baseline (total)	52.5pp		4.4pp
Gap: full vs no_bridge (total)	46.4pp		0.4pp
Seeds used	3		2
Total episodes per config	2,000		20,000
Governor scaffold off at	fixed ep 1,500		ep 3,000 (15%)

Notes:

- 'Post-scaffold' = win rate for episodes AFTER governor turned off (pure learned behavior).
- All win rates averaged over available seeds. Standard deviation available in JSON files.
- 'First win ep' = earliest episode in which position ≥ 0.5 was observed, averaged over seeds.
- Configs with bridge (full, no_tda, no_splats) begin with physics-seeded Q-table \rightarrow ep-0 wins expected by design.
- Environment: MountainCar-v0, reward = $-1/\text{step}$, win = position ≥ 0.5 , timeout = 500 steps.
- Raw JSON data: ablation_2026-02-27_184437.json | long_run_20000ep_2026-02-27_200455.json
- Generated: 2026-02-27 20:10