

# Q-SMA Reinforcement Learning

## Ablation Study & Long-Run Experiment Report

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

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|                |   |
|----------------|---|
| 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. |

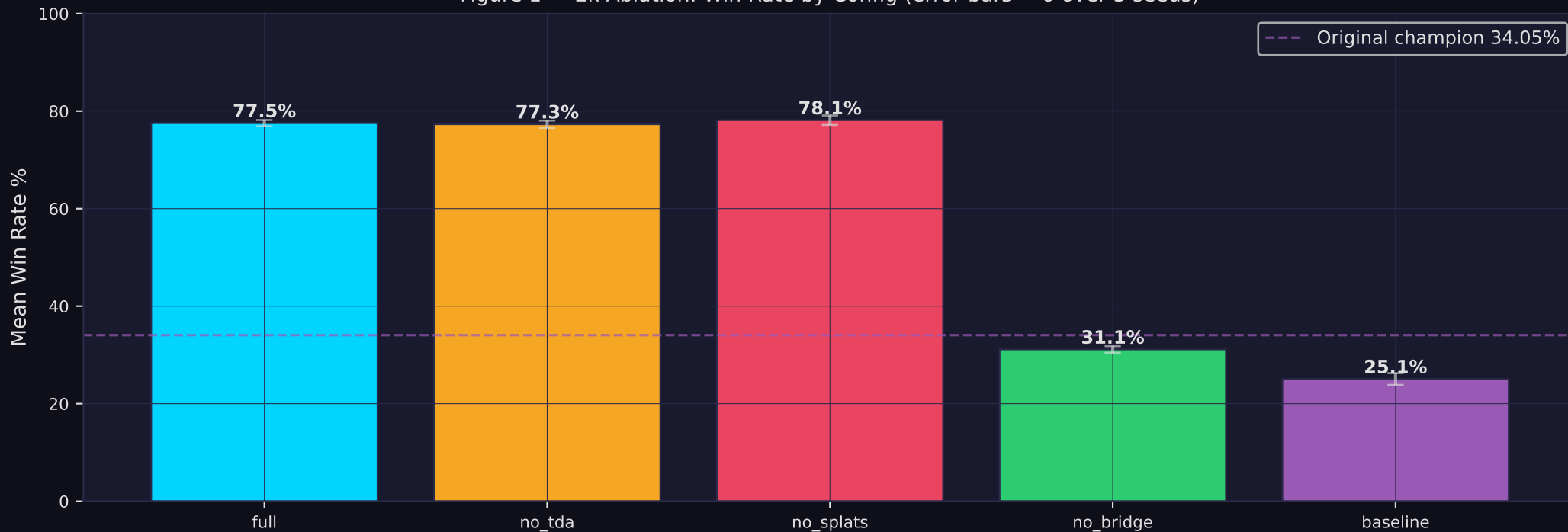
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# Experiment 1 — 2,000 Episode Ablation: Raw Results

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

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

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



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

Rolling 50-ep Win Rate — All Configs



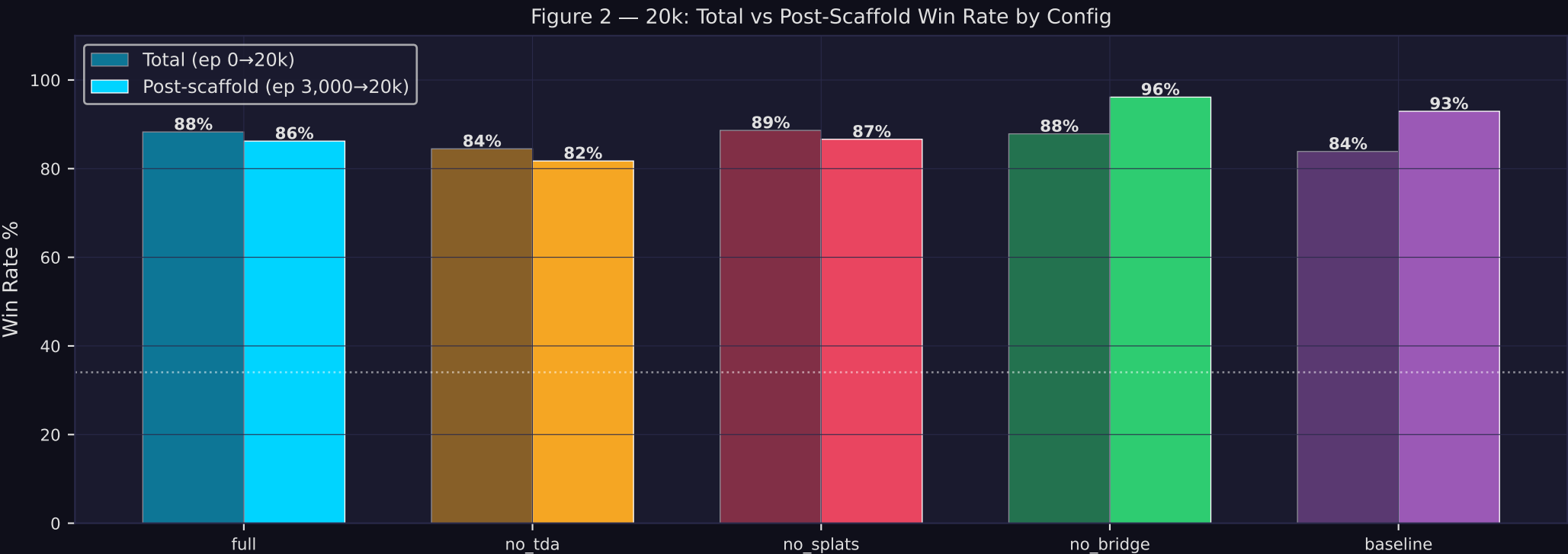
2k — Bridge Effect: full vs no\_bridge vs baseline



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

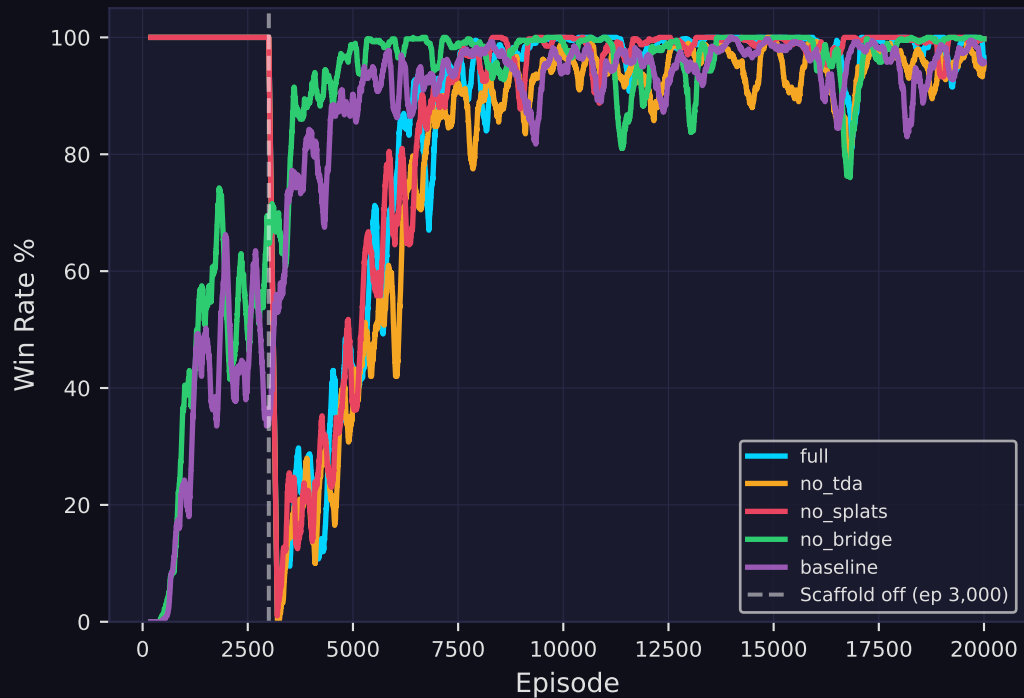
Table 2 — 20k Long-Run Results (scaffold off at ep 3,000, mean over 2 seeds)

| 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     |



## Experiment 2 — 20k Long-Run: Learning Curves

Full 20k — Rolling 200-ep Win Rate

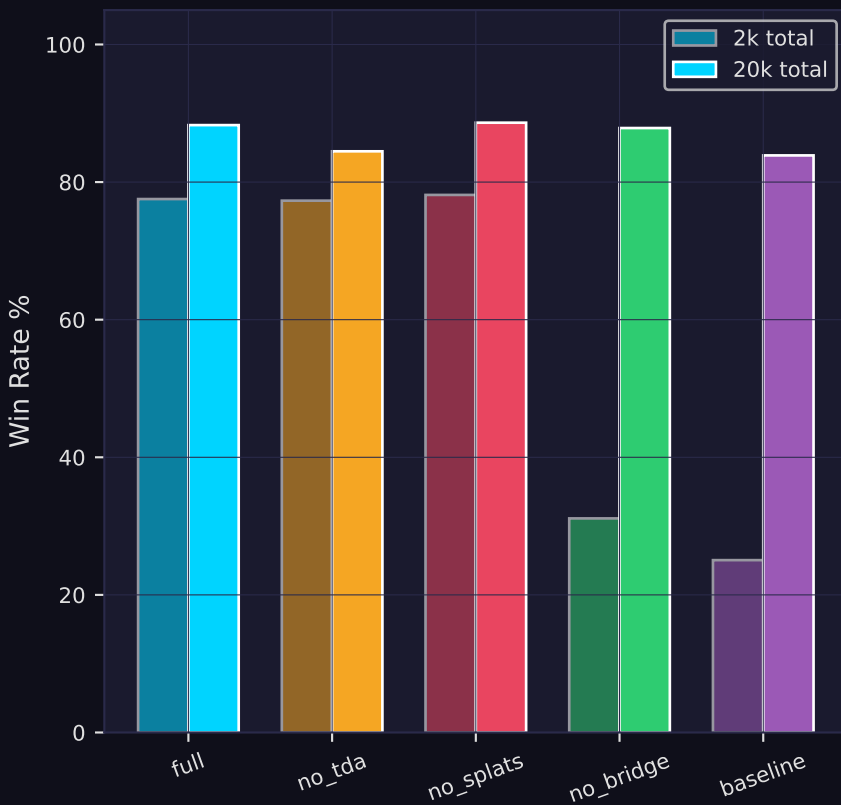


POST-SCAFFOLD ZOOM (ep 3,000→20k)  
Pure learned performance only

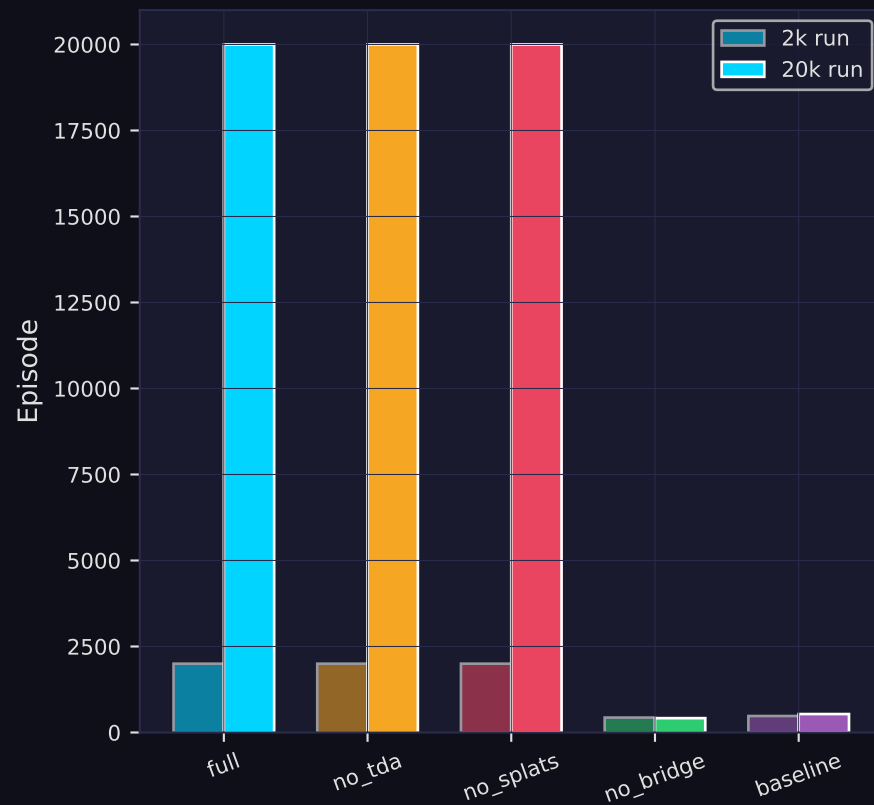


# Cross-Experiment Comparison: 2k vs 20k — What Changed?

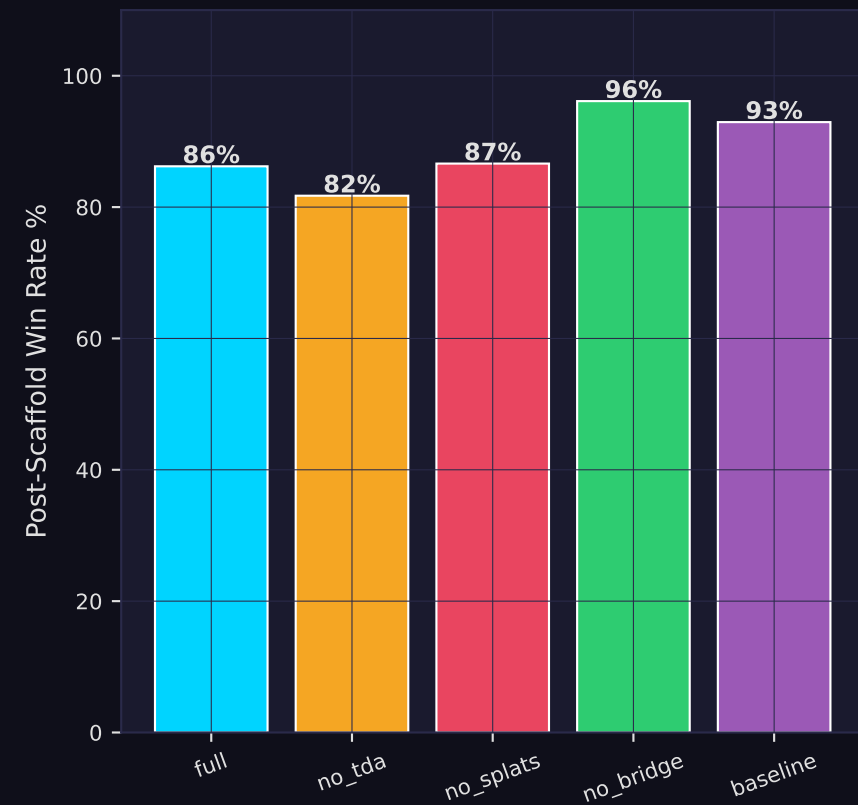
Total Win Rate  
2k (faded) vs 20k (bright)



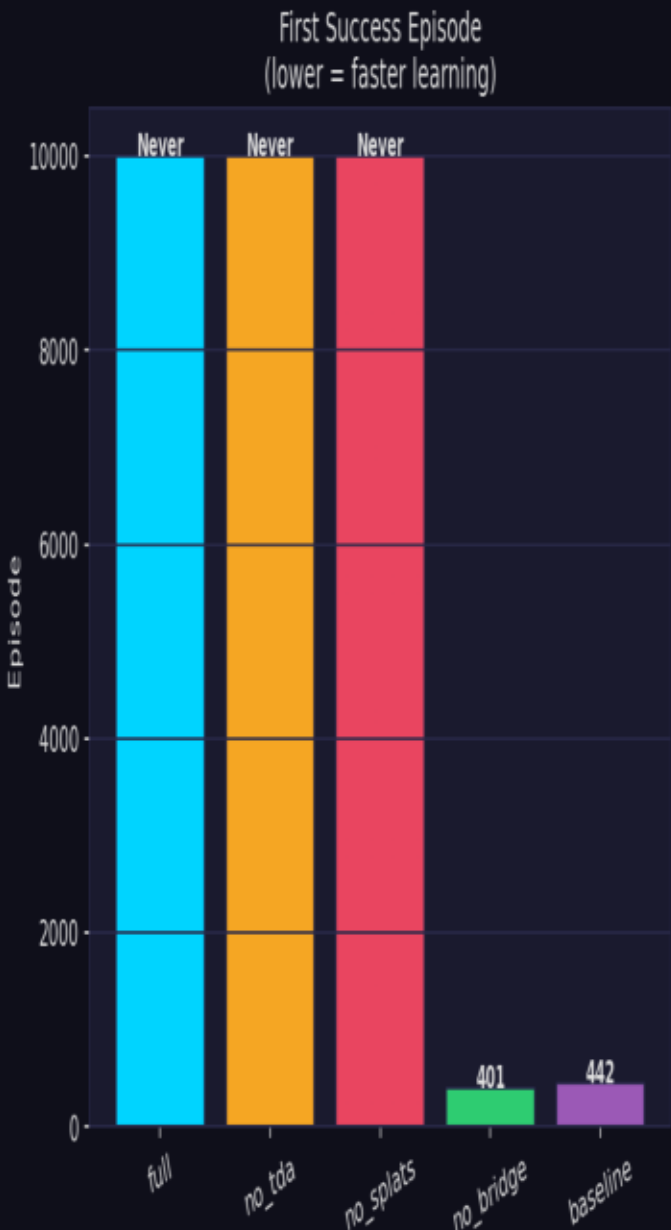
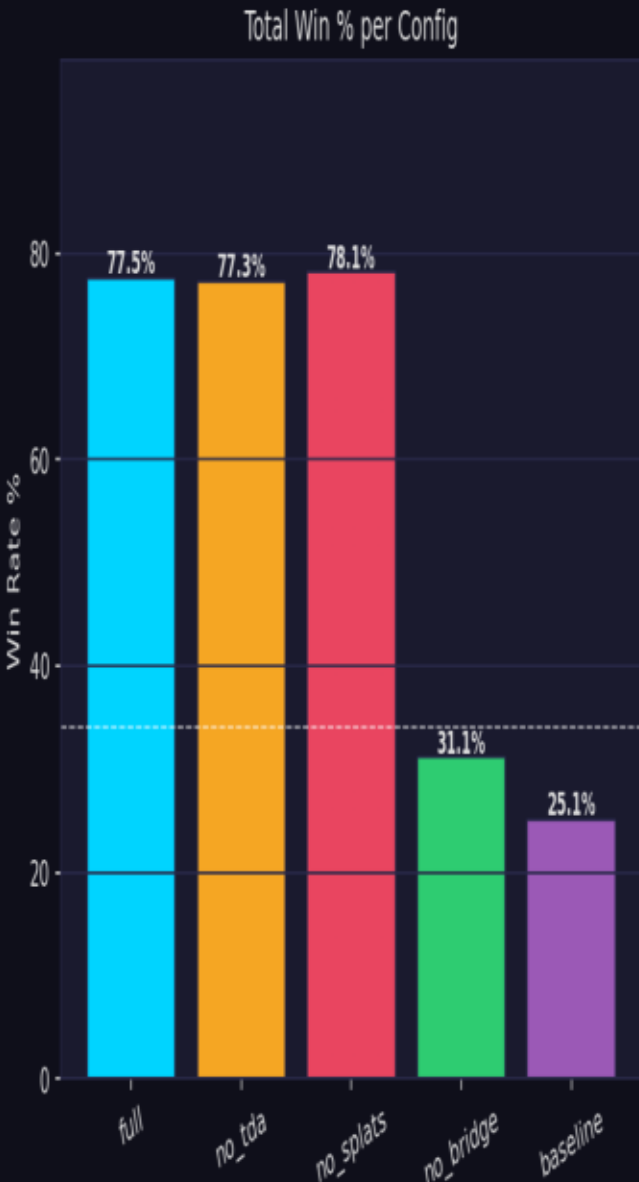
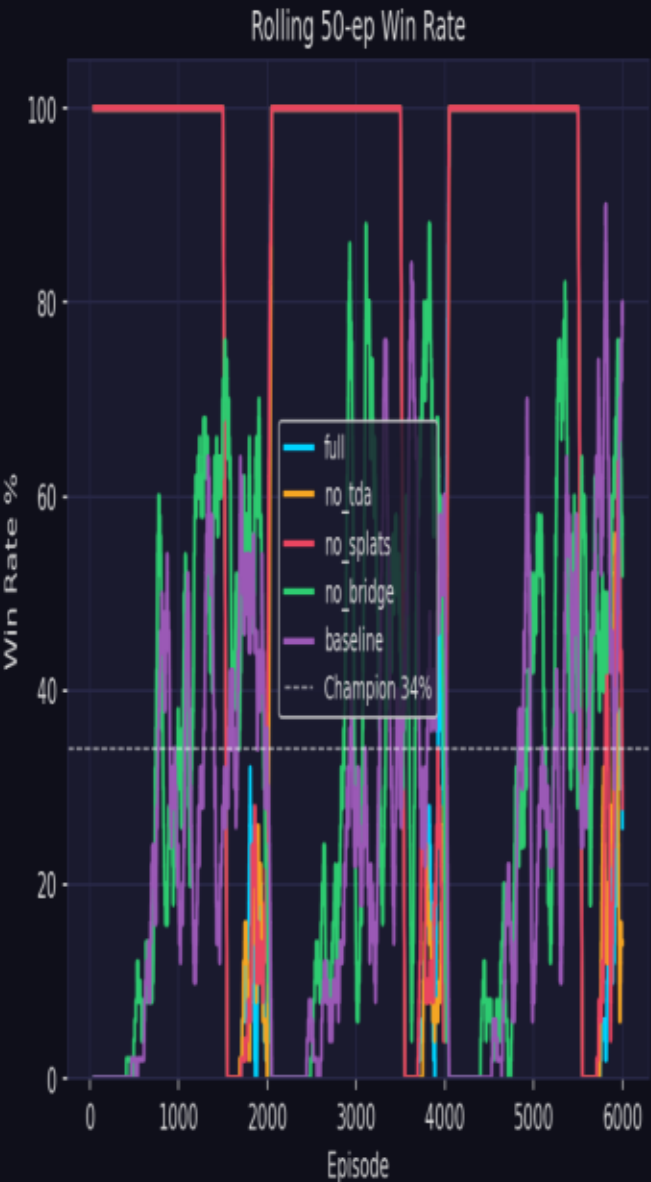
First Win Episode  
(lower = faster)



Post-Scaffold Win Rate (20k run)  
ep 3,000→20,000 only



Ablation Study: Which Components Matter?

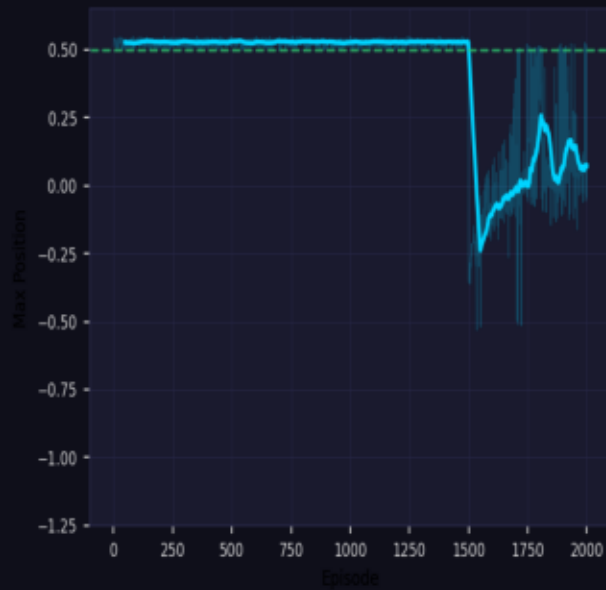


## Plot 2/10 — Exp 1 — 2k: Full config live dashboard (seed 42)

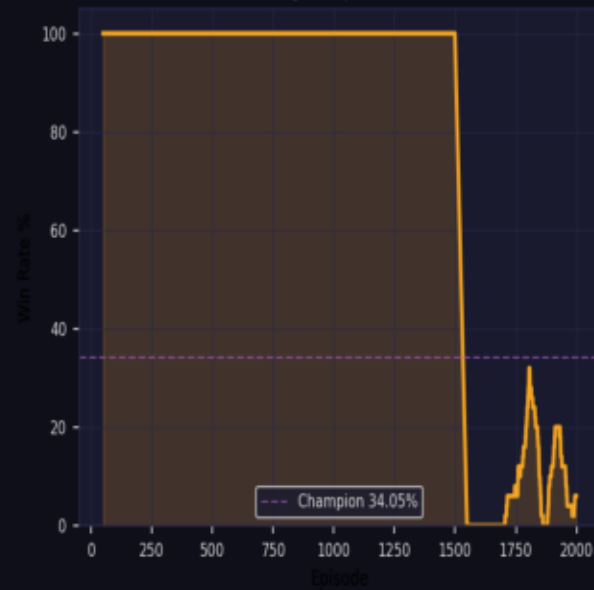
ablation\_full\_seed42\_2026-02-27\_181523.png

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

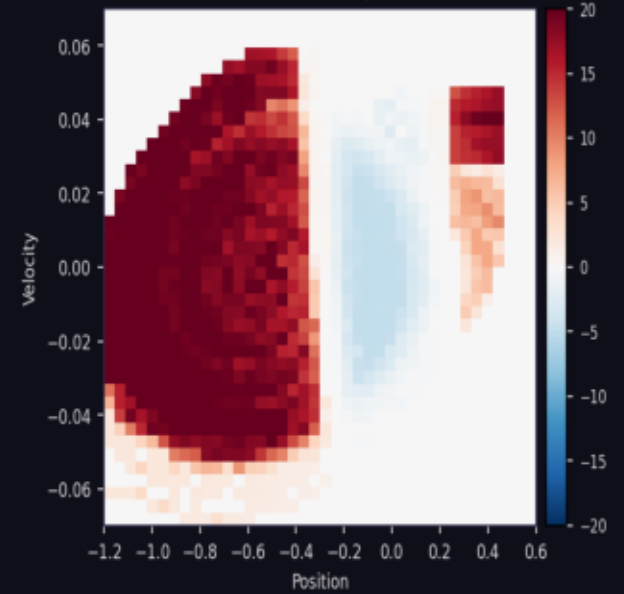
Max Position Reached



Rolling 50-ep Win Rate



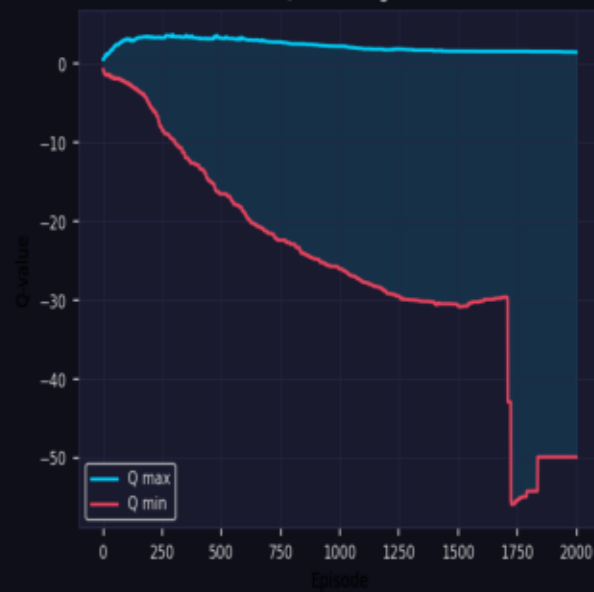
Flux Landscape



Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)





### 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**

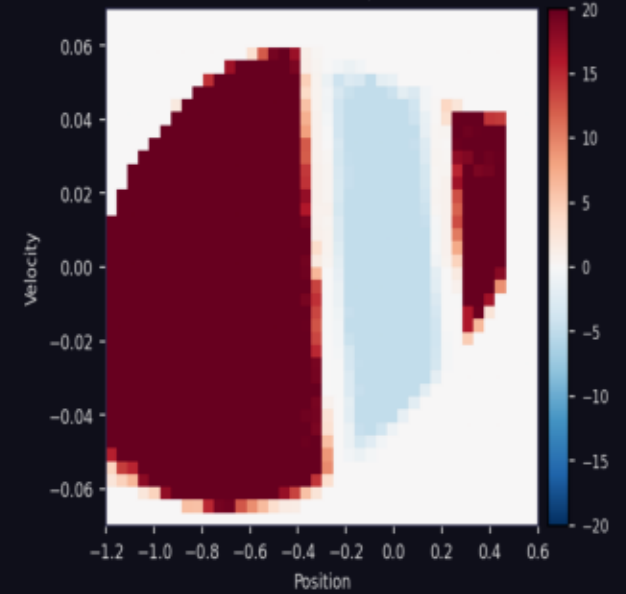
Max Position Reached



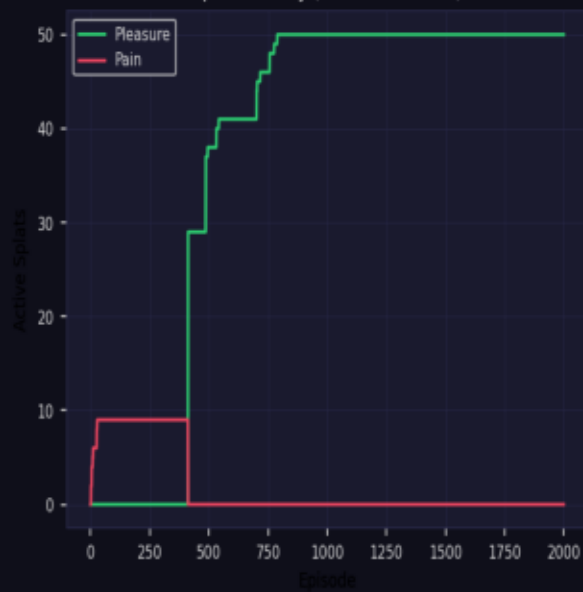
Rolling 50-ep Win Rate



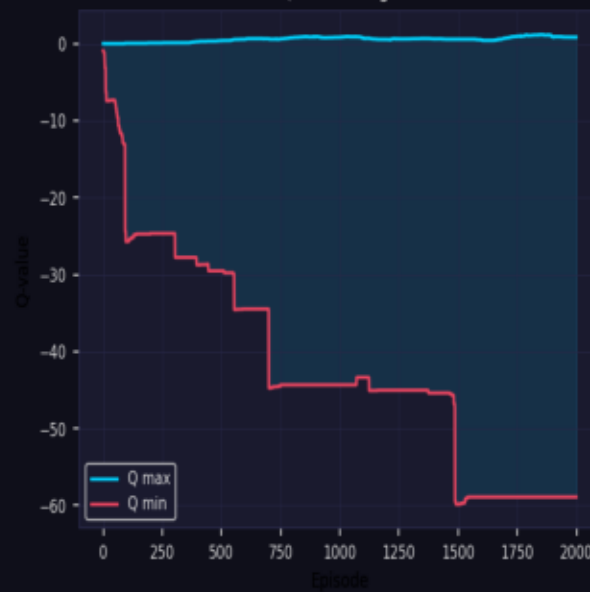
Flux Landscape



Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)

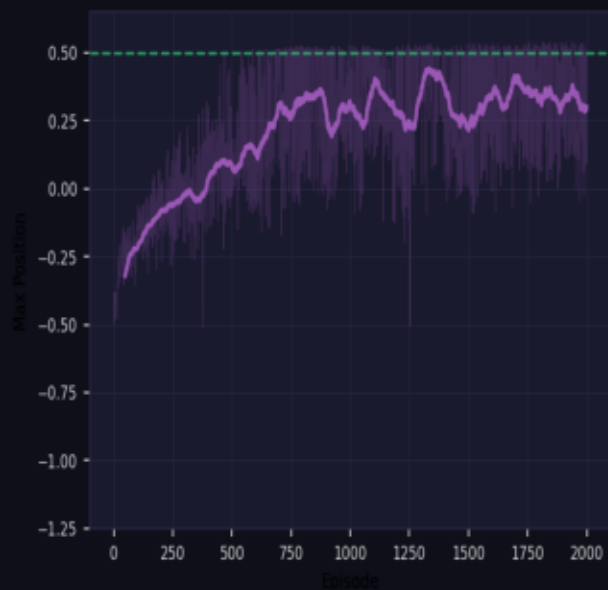


# Plot 4/10 — Exp 1 — 2k: Baseline (pure Q-learning) live dashboard (seed 42)

ablation\_baseline\_seed42\_2026-02-27\_184116.png

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

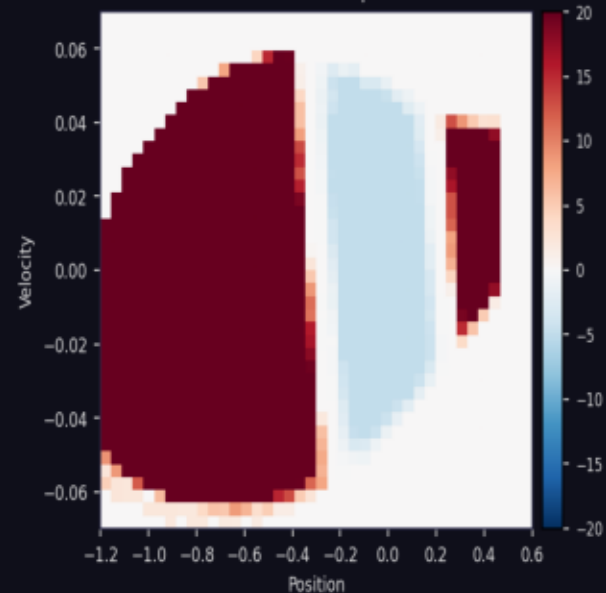
Max Position Reached



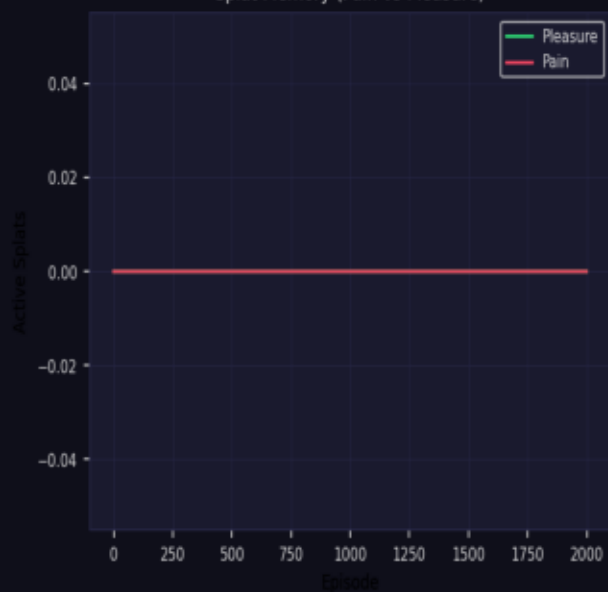
Rolling 50-ep Win Rate



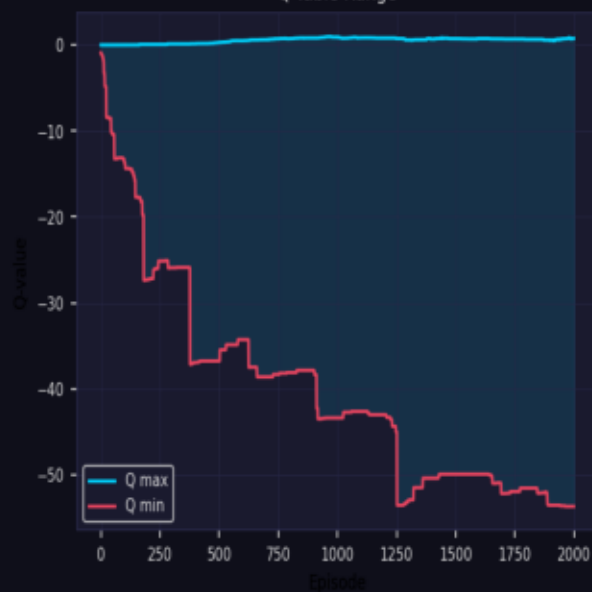
Flux Landscape



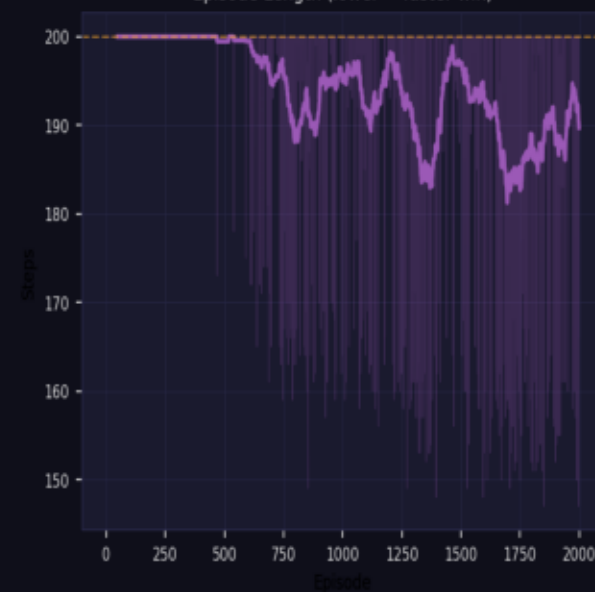
Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)



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

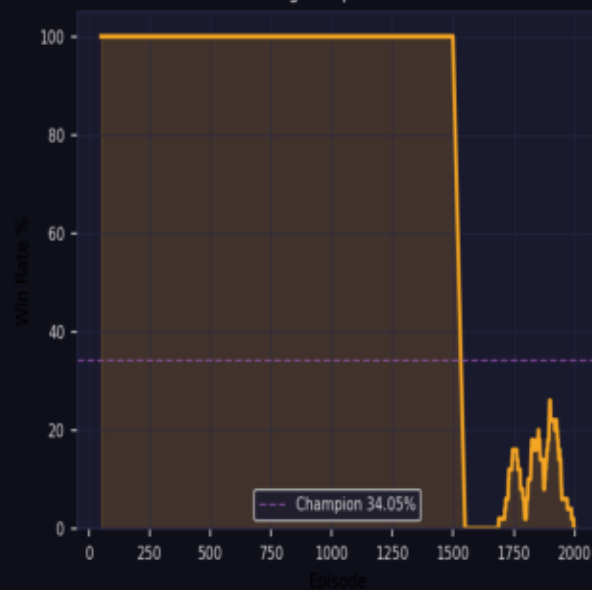
ablation\_no\_tda\_seed42\_2026-02-27\_181932.png

**Ablation: no\_tda (seed=42) [2000 / 2000] 1535/2000 wins (76.8%) 24.8 ep/s**

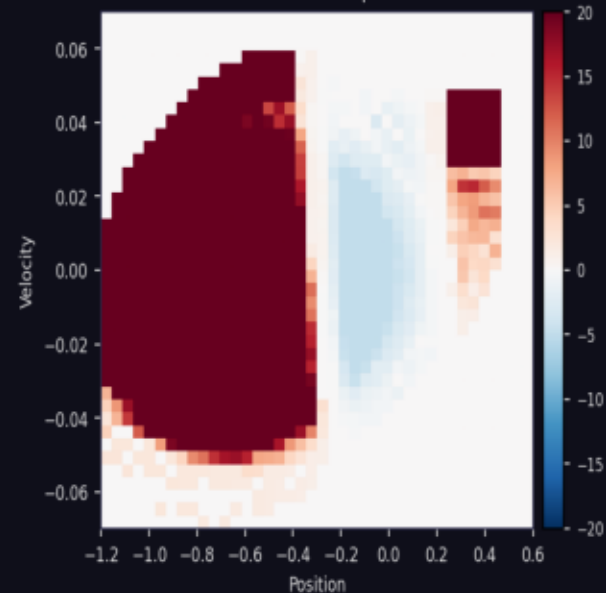
Max Position Reached



Rolling 50-ep Win Rate



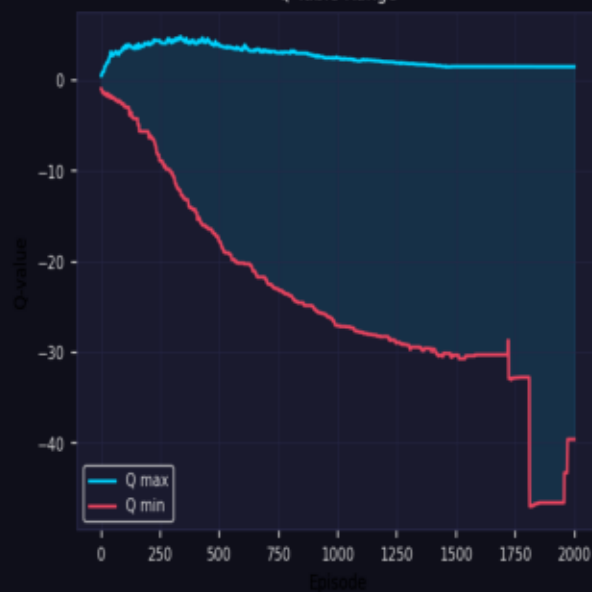
Flux Landscape



Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)

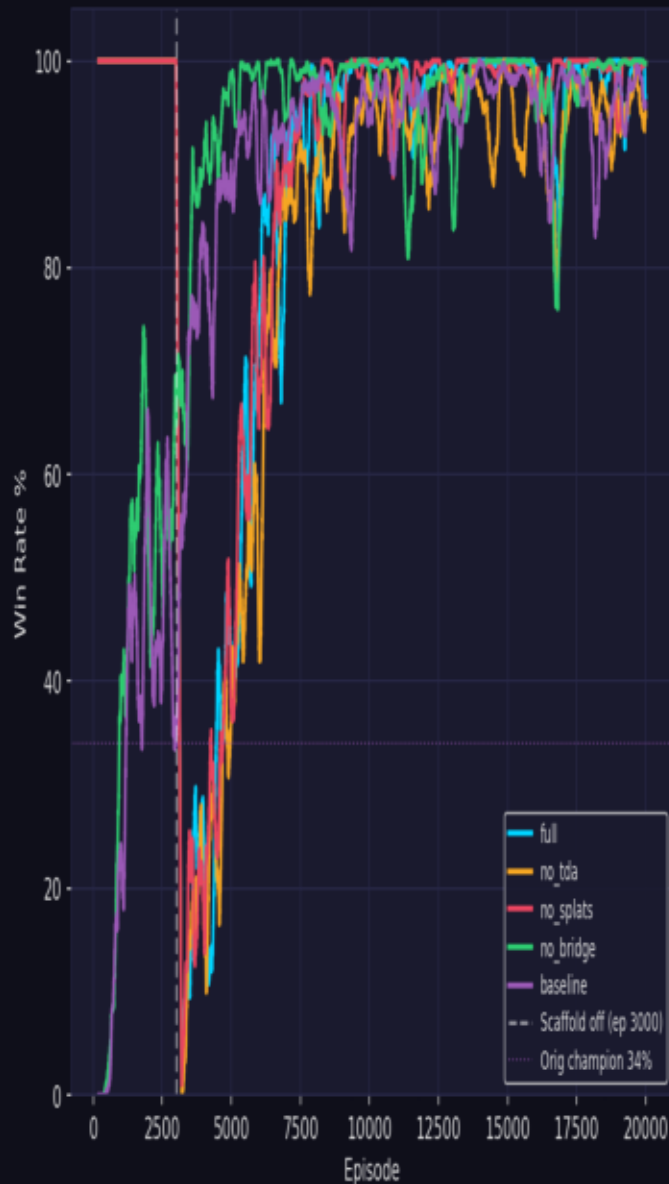


# Plot 6/10 — Exp 2 — 20k Long Run: Comparison (full curve + post-scaffold zoom + bars)

long\_run\_20000ep\_comparison\_2026-02-27\_200455.png

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

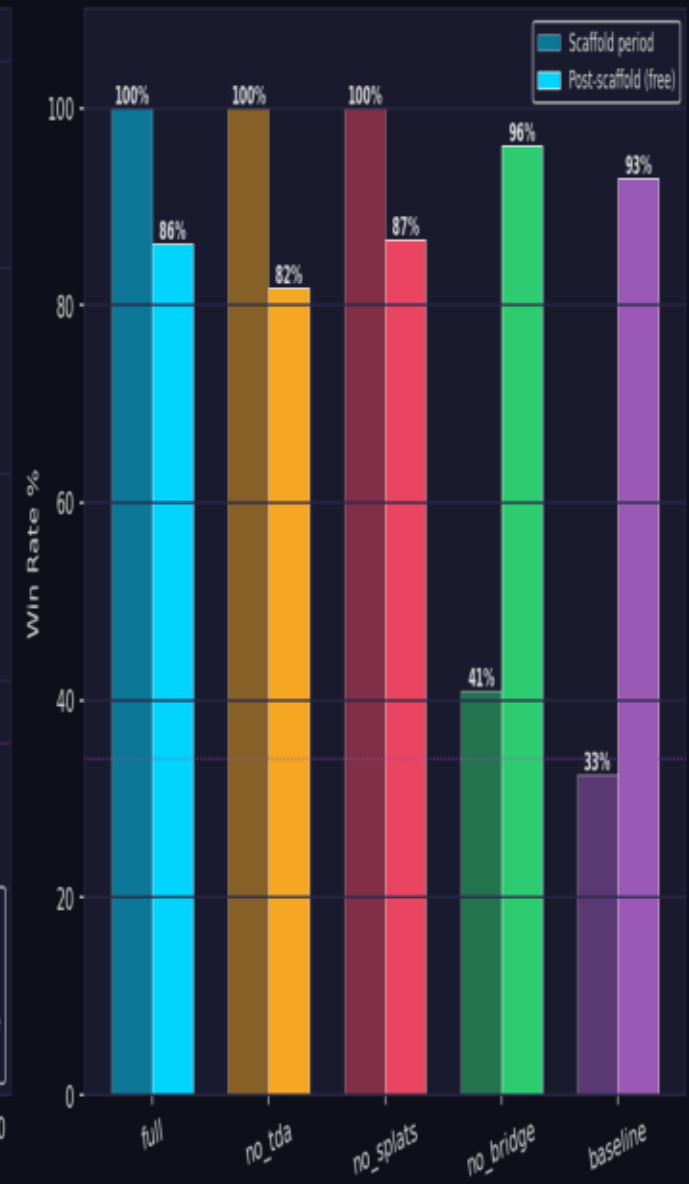
Full Run — Rolling 200-ep Win Rate



POST-SCAFFOLD ZOOM  
(After governor turned off — pure learned)



Scaffold vs Post-Scaffold  
(same color = same config, faded=early, bright=late)

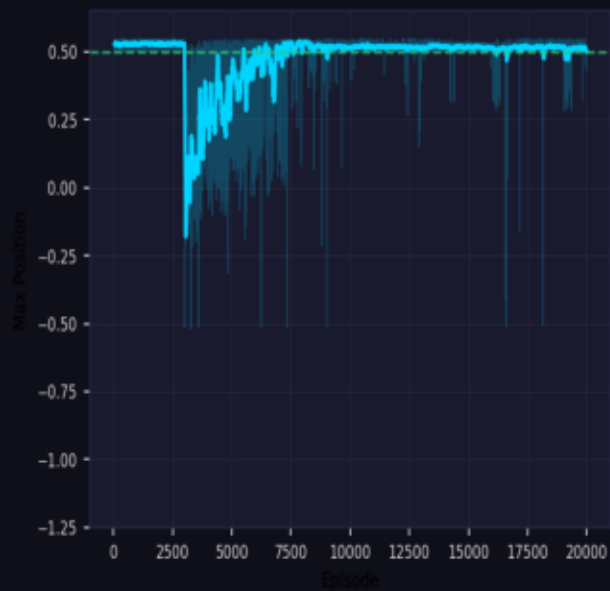


# Plot 7/10 — Exp 2 — 20k: Full config live dashboard (seed 42)

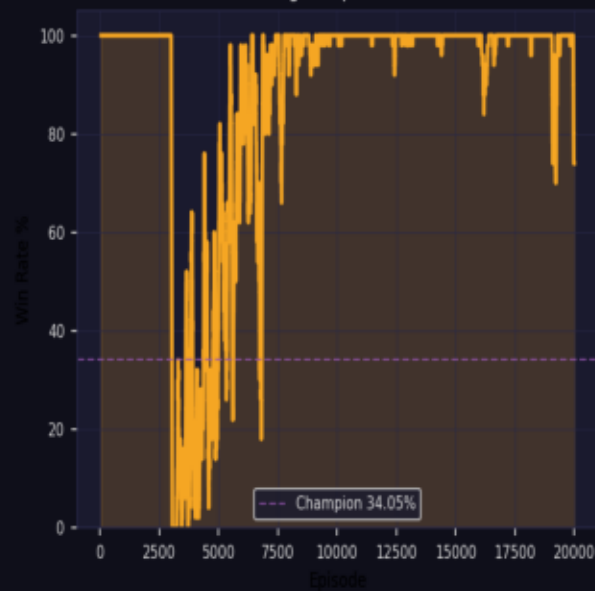
longrun\_full\_20000ep\_seed42\_2026-02-27\_185911.png

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

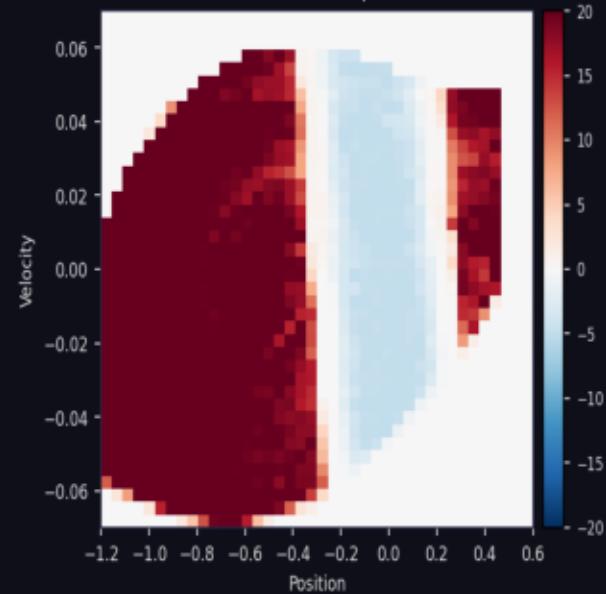
Max Position Reached



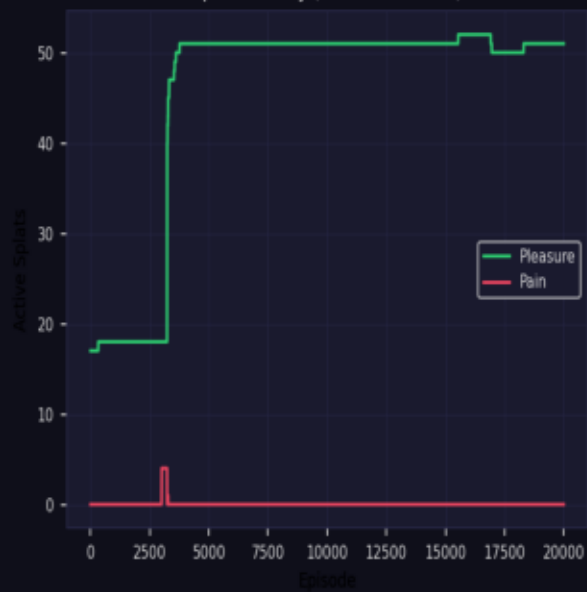
Rolling 50-ep Win Rate



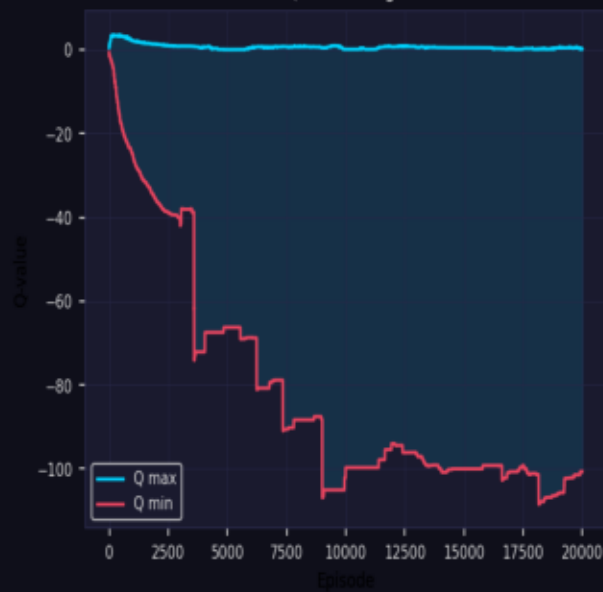
Flux Landscape



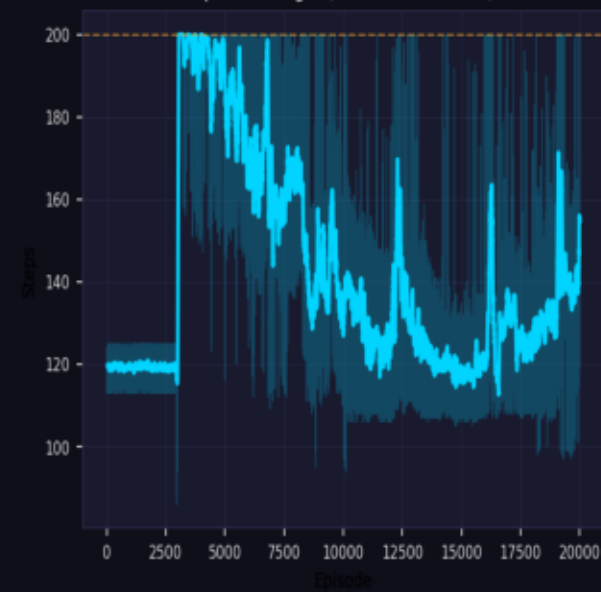
Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)



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

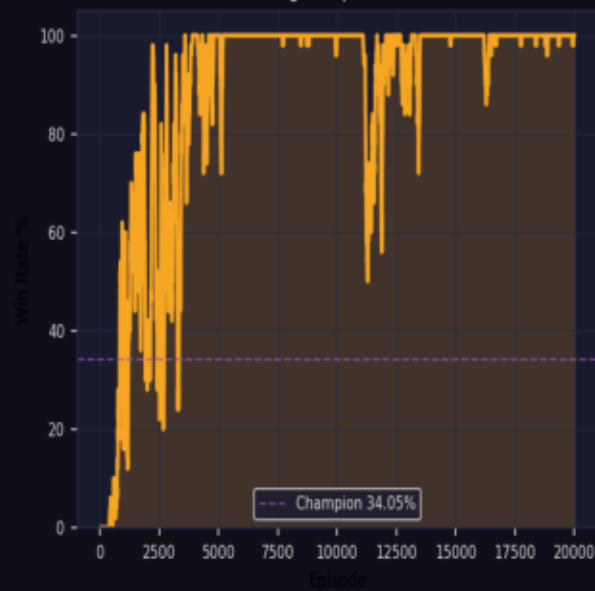
longrun\_no\_bridge\_20000ep\_seed42\_2026-02-27\_193725.png

**no\_bridge | 20,000ep (seed=42) [20000 / 20000] 17628/20000 wins (88.1%) 16.4 ep/s**

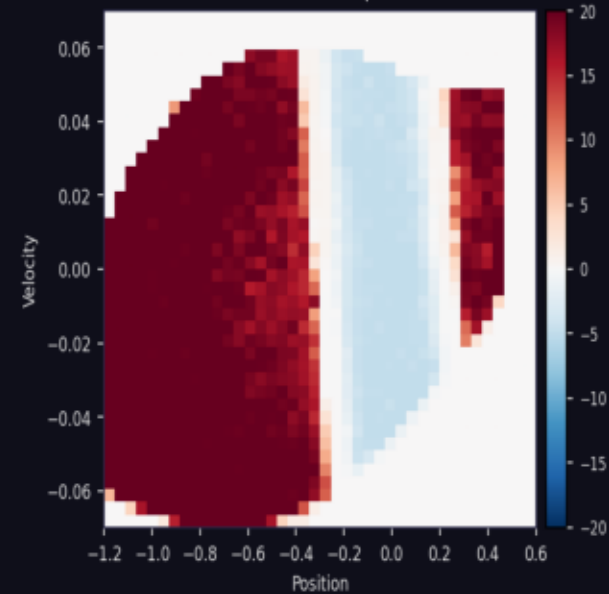
Max Position Reached



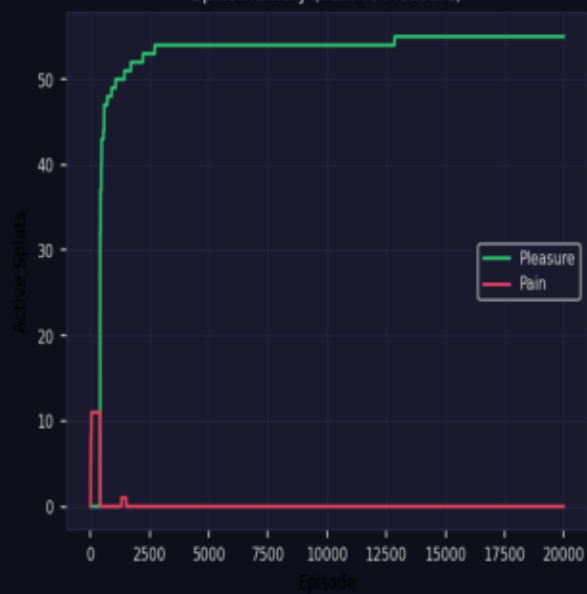
Rolling 50-ep Win Rate



Flux Landscape



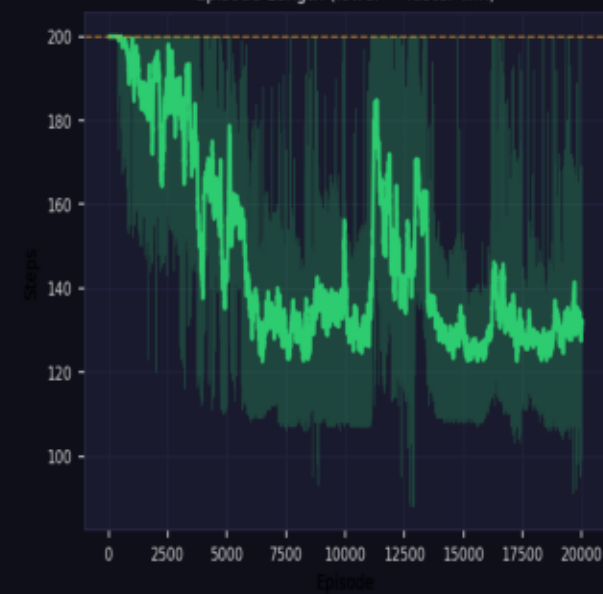
Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)

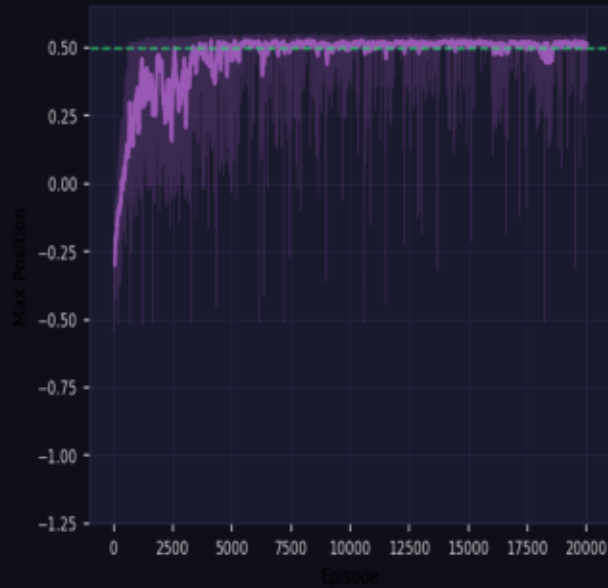


## Plot 9/10 — Exp 2 — 20k: Baseline live dashboard (seed 42)

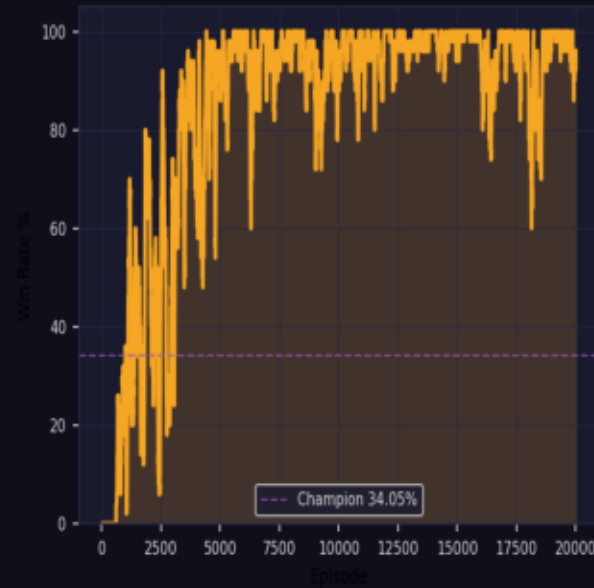
longrun\_baseline\_20000ep\_seed42\_2026-02-27\_200138.png

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

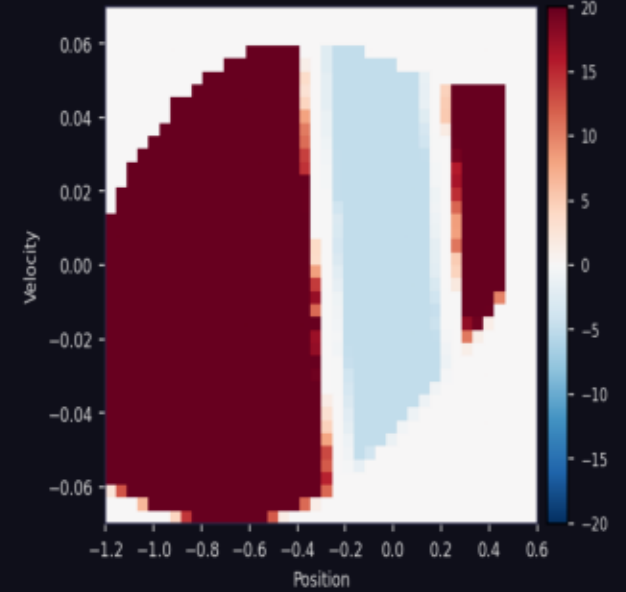
Max Position Reached



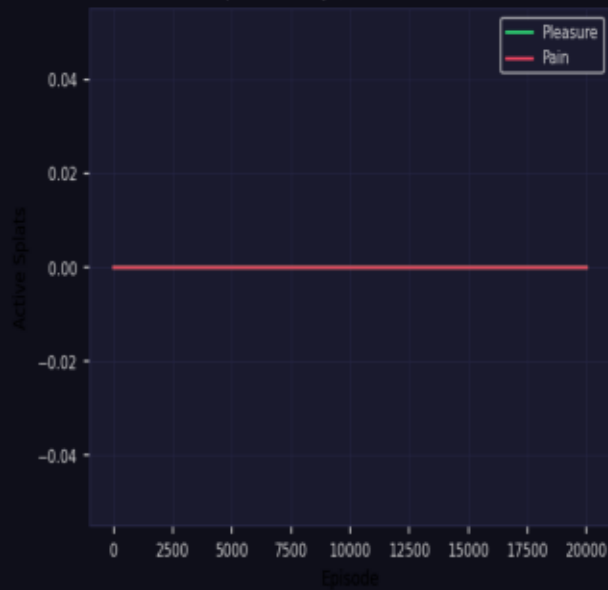
Rolling 50-ep Win Rate



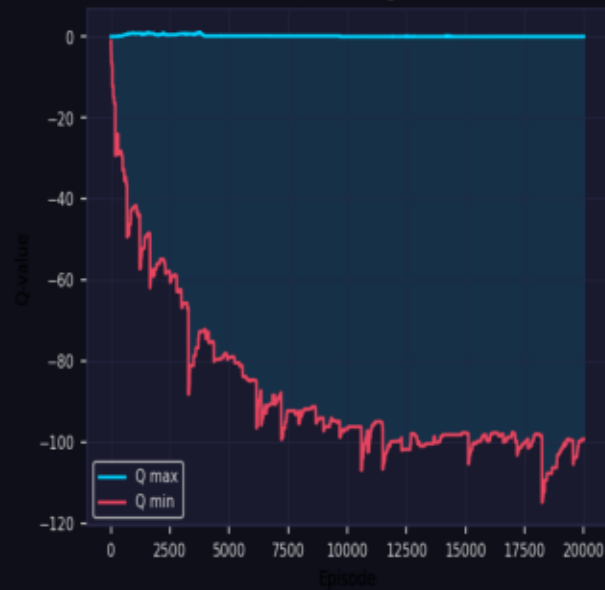
Flux Landscape



Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)



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

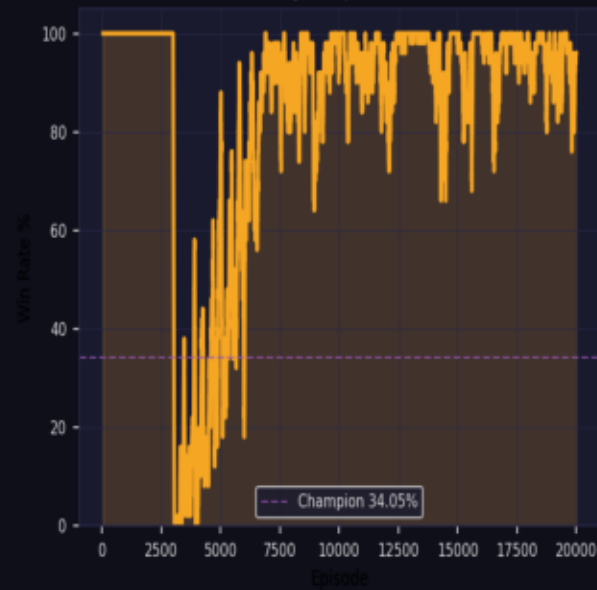
longrun\_no\_tda\_20000ep\_seed42\_2026-02-27\_190631.png

no\_tda | 20,000ep (seed=42) [20000 / 20000] 16890/20000 wins (84.5%) 95.6 ep/s

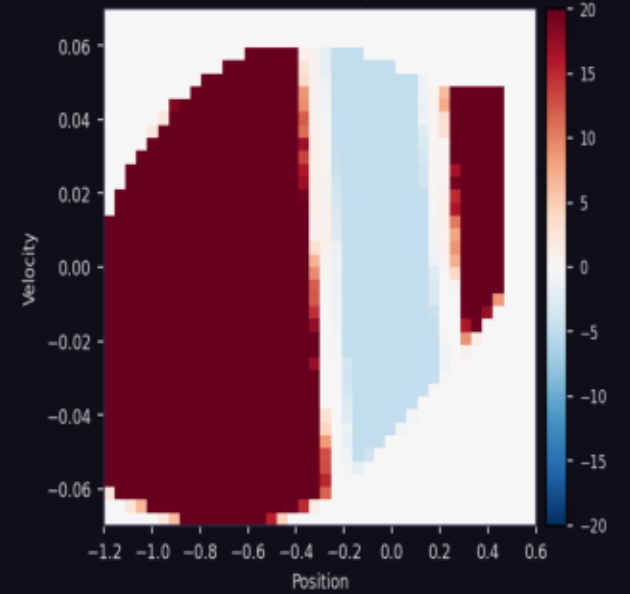
Max Position Reached



Rolling 50-ep Win Rate



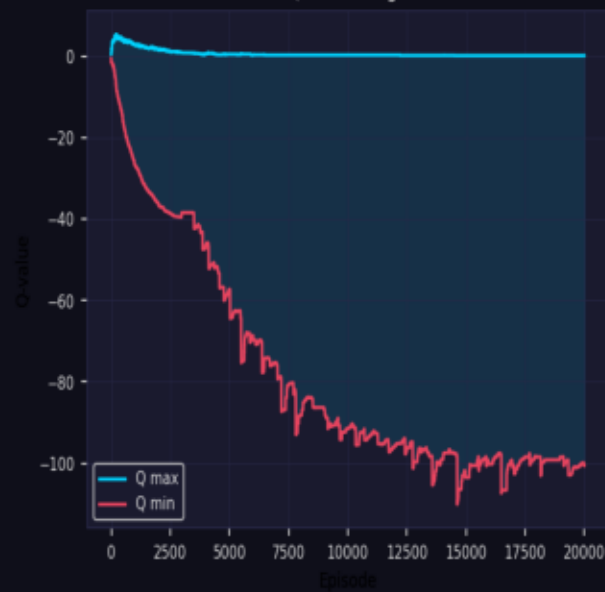
Flux Landscape



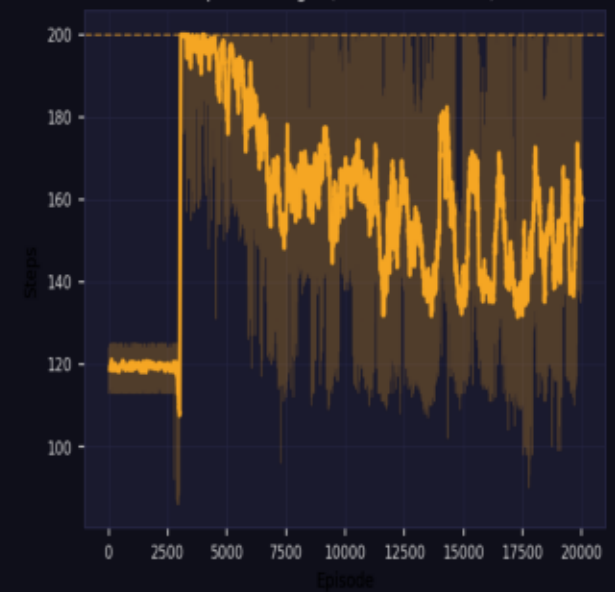
Splat Memory (Pain vs Pleasure)



Q-Table Range



Episode Length (lower = faster win)





| Metric                         | 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  $\geq 0.5$  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  $\geq 0.5$ , 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