AI6101 Reinforcement Learning Assignment

Chen Lei
G2202273D
Nanyang Technological University

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Abstract

This assignment implements a game agent to solve the CliffBoxPushing grid-world game, using Q-Learning algorithm. The Q-Learning algorithm adapt cosine annealing scheduler to decreased the ϵ parameter, which proves to be effective to get a relative good result.

Q-Learning

In this assignment, I choose Q-Learning algorithm to train the game agent. It is a model-free algorithm learning optimal policies based on reward observed when an action is taken at a specific state. The results(Q-values) are updated in a state-action table called Q-table. The Q-learning algorithm can be formulated as:

$$Q_{new}(S_t, A_t) = Q_{old}(S_t, A_t) + \alpha(R_{t+1} + \gamma \underset{\alpha}{max} Q_{old}(S_{t+1}, \alpha) - Q_{old}(S_t, A_t)) \quad (1)$$

where $Q_{new}(S_t, A_t)$ and $Q_{old}(S_t, A_t))$ refers to the new and old estimation when taking action A_t at state S_t, and α and γ is the learning rate and γ is the discount parameter.

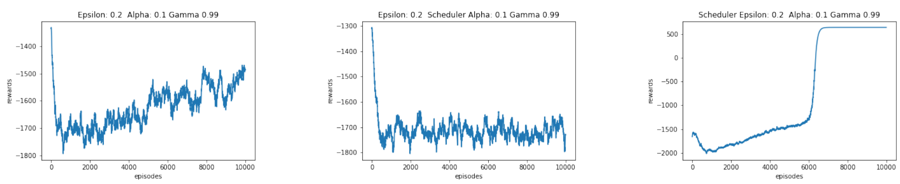
Also, in order to encourage the agent to explore more available paths, the Epsilon Greedy Method is used to enable agent to take actions randomly. However, Q-value finally converges to a consistent value, so I uses cosine annealing scheduler, which can be formulated as:

$$\eta_t = \eta^i_{min} + \frac{1}{2}(\eta^i_{max} - \eta^i_{min})(1 + cos(\frac{T_{cur}}{T_i}\pi)) \quad (2)$$

where η^i_{max} is the largest ϵ and η^i_{min} is the minimum ϵ(0 in this scenario) and T_{cur} is the current episode during training.

Implementation and Training

In this assignment, the agent is trained for 10,000 episodes. I have tried to use scheduler on ϵ and learning rate α, which is shown in Figure1. It seems that using cosine annealing scheduler can not improve the rewards, even worse, the curve keeps vibrating at a quite reward of $-1,602$ while the default Q-Learning agent gains the reward of -889. However, the decay of ϵ seems to be helpful as the agent succeeds to converge after trained for nearly $6,000$ episodes and gain 642 rewards at last. The final rewards are shown in table1.



(a) Default (b) Using scheduler on α (c) Using scheduler on ϵ

Figure 1: Episodes vs Rewards with three agents

Table 1: Rewards of three agents

Agent	Reward
Default	-889
Using α Scheduler	-1,602
Using ϵ Scheduler	642

After adapting cosine annealing scheduler on ϵ parameter during the training, I try to find a proper initial ϵ value. The experiments are conducted with 9 different ϵ value varying from 0.1 to 0.9 adding 0.1 each time. The episode vs reward curves of these experiments has little difference as figure3, which may means that a random initial ϵ value is suitable when using cosine annealing scheduler.

Result

After conducting the above experiments, I decide to train my agent for $10,000$ episodes with initial $\alpha = 0.1$, $\gamma = 0.99$ and $\epsilon = 0.2$. I use V-table to show the best value of each state(here is the position of agent in this game) when applying the policy. The V-table is as the Figure2:

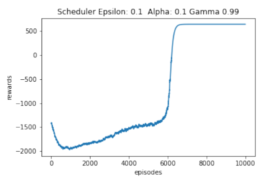
```
V table:
0 [-40.02, -40.31, -40.68, -40.94, -38.61, -44.45, 0.0, 0.0, -37.15, -31.7, -30.9, -29.78, -25.79, -24.35]
1 [-38.06, -35.75, -36.46, -44.64, -37.13, -43.3, 0.0, 0.0, -36.82, -29.51, -28.6, -27.73, -31.38, -23.94]
2 [-38.27, -36.83, -45.19, 0.0, -46.44, -44.03, 0.0, 0.0, -38.52, -30.51, -29.9, -41.43, 0.0, -28.37]
3 [-40.46, -35.84, -47.75, 0.0, -43.72, -43.6, 0.0, -44.51, -34.68, -34.11, -35.65, 0.0, 0.0, -30.22]
4 [-40.47, -37.27, -45.19, 0.0, -41.21, -35.8, -40.59, -33.72, -32.64, -31.97, -36.26, 0.0, 0.0, -28.71]
5 [-38.31, -38.35, -49.77, 0.0, -45.02, -38.48, -37.84, -36.82, -35.88, -32.53, -37.12, 0.0, 0.0, -27.63]
```

Figure 2: V-table

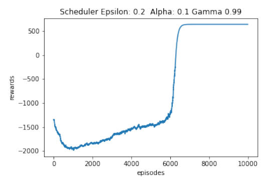
The agent can get the reward of 642 at last with the behavior history of [4, 1, 1, 1, 3, 1, 4, 4, 4, 4, 1, 4, 2, 2, 2, 3, 2, 4, 4, 4, 4, 4, 2, 4, 1, 1, 1, 3, 1, 4, 4, 4, 1, 4, 2, 2, 2] where 1, 2, 3, 4 refers to left, right, down and up. The policy is shown in the appendix result policy.

Appendix

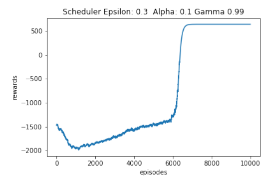
Episode vs Rewards with different ϵ value



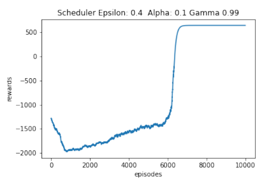
(a) $\epsilon = 0.1$



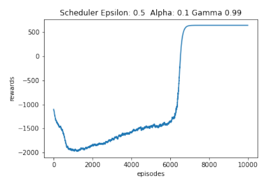
(b) $\epsilon = 0.2$



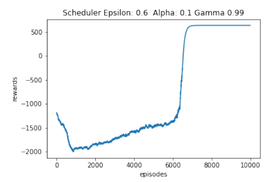
(c) $\epsilon = 0.3$



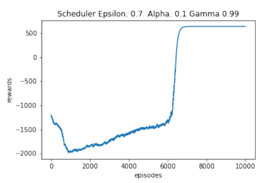
(d) $\epsilon = 0.4$



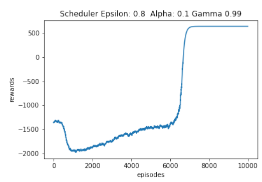
(e) $\epsilon = 0.5$



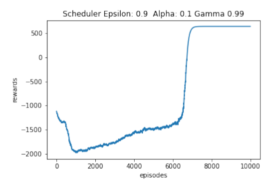
(f) $\epsilon = 0.6$



(g) $\epsilon = 0.7$



(h) $\epsilon = 0.8$



(i) $\epsilon = 0.9$

Figure 3: Episodes vs Rewards with different initial ϵ value

Result Policy

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[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'B' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'A' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
Learned Policy:
step: 1, state: (5, 0, 4, 1), actions: 4, reward: -14
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'B' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
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 [b'_' b'A' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 2, state: (5, 1, 4, 1), actions: 1, reward: -15
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'B' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'A' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 3, state: (4, 1, 3, 1), actions: 1, reward: -16
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'B' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'A' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 4, state: (3, 1, 2, 1), actions: 1, reward: -17
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'B' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'A' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 5, state: (2, 1, 1, 1), actions: 3, reward: -18
Action: 3
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'B' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'A' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 6, state: (2, 0, 1, 1), actions: 1, reward: -17
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'A' b'B' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 7, state: (1, 0, 1, 1), actions: 4, reward: -16
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'A' b'B' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
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 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 8, state: (1, 1, 1, 2), actions: 4, reward: -15
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'A' b'B' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 9, state: (1, 2, 1, 3), actions: 4, reward: -14
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'A' b'B' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 10, state: (1, 3, 1, 4), actions: 4, reward: -13
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'A' b'B' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 11, state: (1, 4, 1, 5), actions: 1, reward: -14
Action: 1
[[b'_' b'_' b'_' b'_' b'A' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'B' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 12, state: (0, 4, 1, 5), actions: 4, reward: -13
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'A' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'B' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 13, state: (0, 5, 1, 5), actions: 2, reward: -12
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
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 [b'_' b'_' b'_' b'_' b'_' b'A' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'B' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 14, state: (1, 5, 2, 5), actions: 2, reward: -11
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'A' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'B' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 15, state: (2, 5, 3, 5), actions: 2, reward: -10
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'A' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'B' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 16, state: (3, 5, 4, 5), actions: 3, reward: -11
Action: 3
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'A' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'B' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 17, state: (3, 4, 4, 5), actions: 2, reward: -10
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'A' b'B' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 18, state: (4, 4, 4, 5), actions: 4, reward: -9
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'A' b'B' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 19, state: (4, 5, 4, 6), actions: 4, reward: -8
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Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'A' b'B' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 20, state: (4, 6, 4, 7), actions: 4, reward: -7
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'A' b'B' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 21, state: (4, 7, 4, 8), actions: 4, reward: -6
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'A' b'B' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 22, state: (4, 8, 4, 9), actions: 4, reward: -5
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'A' b'B' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 23, state: (4, 9, 4, 10), actions: 2, reward: -6
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'B' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'A' b'_' b'x' b'x' b'_']]
step: 24, state: (5, 9, 4, 10), actions: 4, reward: -5
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'B' b'x' b'x' b'G']
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 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'A' b'x' b'x' b'_']]
step: 25, state: (5, 10, 4, 10), actions: 1, reward: -6
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'B' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'A' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 26, state: (4, 10, 3, 10), actions: 1, reward: -7
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'B' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'A' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 27, state: (3, 10, 2, 10), actions: 1, reward: -8
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'B' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'A' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 28, state: (2, 10, 1, 10), actions: 3, reward: -9
Action: 3
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'B' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'A' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 29, state: (2, 9, 1, 10), actions: 1, reward: -8
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'A' b'B' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 30, state: (1, 9, 1, 10), actions: 4, reward: -7
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'A' b'B' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
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 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 31, state: (1, 10, 1, 11), actions: 4, reward: -6
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'A' b'B' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 32, state: (1, 11, 1, 12), actions: 4, reward: -5
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'A' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 33, state: (1, 12, 1, 13), actions: 1, reward: -6
Action: 1
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'A' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 34, state: (0, 12, 1, 13), actions: 4, reward: -5
Action: 4
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'A']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 35, state: (0, 13, 1, 13), actions: 2, reward: -4
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'A']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 36, state: (1, 13, 2, 13), actions: 2, reward: -3
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
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 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'A']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'G']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
step: 37, state: (2, 13, 3, 13), actions: 2, reward: 998
Action: 2
[[b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'_' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'x' b'_' b'_' b'_' b'_' b'x' b'_']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'x' b'x' b'A']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'B']
 [b'_' b'_' b'_' b'x' b'_' b'_' b'_' b'_' b'_' b'_' b'_' b'x' b'x' b'_']]
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