Figure 1: Top row shows Q-value discrepancy ΔQ as a measure for recurrent state staleness. **(a)** Diagram of how ΔQ is computed, with green box indicating a whole sequence sampled from replay. For simplicity, $l = 0$ (no burn-in). **(b)** ΔQ measured at first state and last state of replay sequences, for agents training on a selection of DMLab levels (indicated by initials) with different training strategies. Bars are averages over seeds and through time indicated by bold line on x-axis in bottom row. **(c)** Learning curves on the same levels, varying the training strategy, and averaged over 3 seeds.