## AerialWildfireSuppression Train & Test Metrics: Difficulty: 4, Task: 6 Entropy Water Drop Water Pickup **Extinguishing Trees Reward Preparing Trees Reward Preparing Trees** 1.00 300 300 1.6 0.010 source source 50 source training 9 0.75 training 9 200 · 100 · training 9 0.005 9 200 -100 source 8 1.5 -Value 25 test test training 0.50 0.000 1.5 0.0 1.5 1.5 1.0 1.5 0.0 0.0 1.0 0.0 1.0 1.5 0.5 1.0 0.0 0.5 1.0 0.5 1.0 1.5 1e6 1e6 1e6 1e6 1e6 1e6 Step Step Step Step Step Step Fire too Close to City **Extinguishing Trees** Fire Out Episode Length Extrinsic Value Estimate Crash Count 0.05 0.05 source source source source source \alpha \frac{1}{2} \text{Value} training training training — training training Value Value 0.00 test test training test -0.05 -0.05 -0.0 1.5 0.0 0.5 1.5 0.0 1.5 0.0 1.5 0.0 0.5 1.0 0.0 0.5 1.5 0.0 1.0 1.0 0.5 1.5 1.0 Step 1e6 Step 1e6 Step 1e6 Step 1e6 Step 1e6 Step 1e6 Cumulative Reward Extrinsic Reward Policy Loss Learning Rate **Epsilon** Value Loss 0.06 source source source 10000 0.0002 training Value 500 <sub>1</sub> Value - 005 training training 0.05 Nalue - 0.15 source source source Valu 5000 test test training training training test test test 0.04 0.0000 0.0 0.5 1.5 0.5 1.0 1.5 0.0 1.5 0.0 0.5 1.0 1.5 0.5 1.0 1.5 1.0 0.0 0.5 1.0 0.0 1.0 1.5 0.0 1e6 1e6 1e6 1e6 Step Step Step Step 1e6 Step 1e6 Step Beta source 0.004 Value 0.002 training

0.000 -

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