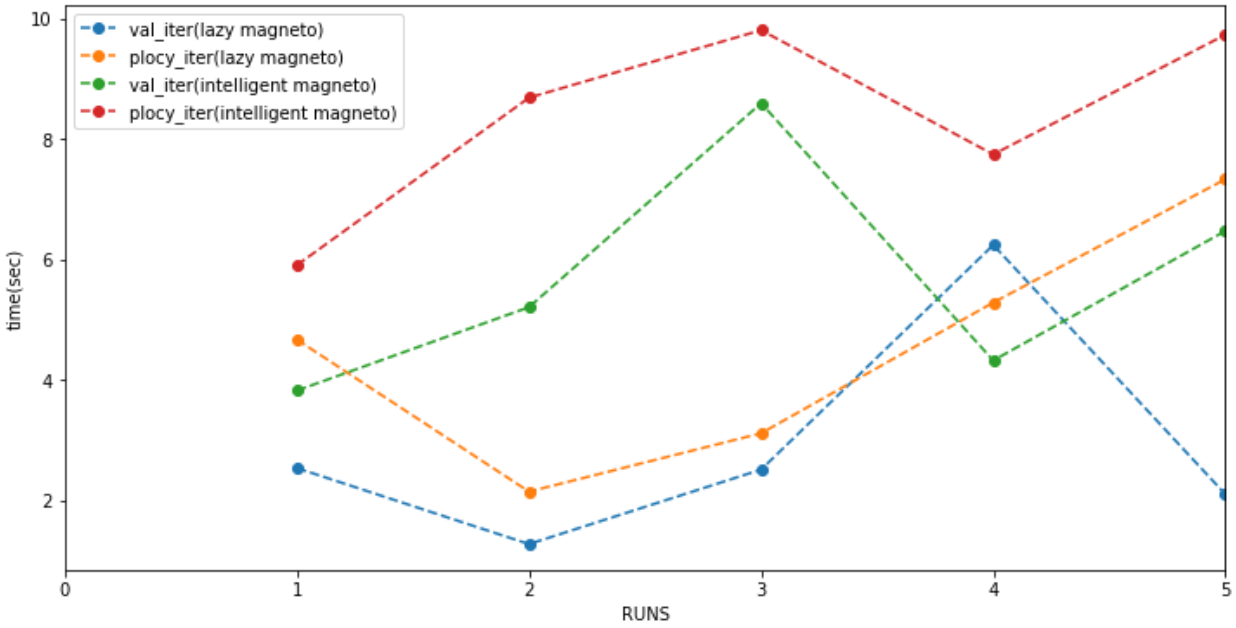
PART (III)

Algo time(sec) ⇢ Run⇣	Val_iteration (Lazy B)	Policy_Iteration (Lazy B)	Val_iteration (Intel. A)	Policy_Iteration (Intel. B)
run1	2.5397	4.6714	3.8254	5.9058
run2	1.2785	2.1490	5.2098	8.6848
run3	2.5148	3.1172	8.5931	9.8046
run4	6.2408	5.2863	4.3247	7.7443
run5	2.1057	7.3324	6.4738	9.7294

(this table includes the readings taken for 5 diff. Runs of each algo and approach and comparison is done wrt time efficiency)

COMPARISON GRAPH OF 2 ALGORITHMS(POLICY AND VALUE ITERATION) FOR TWO APPROACHES OG MAGNETO



X-axis in the graph above depicts the 5 different runs of all four approaches and Y-axis in the graph depicts the time in seconds . Policy iteration was observed to be consuming maximum time . And in general when magneto behaves intelligently more time is being consumed as observed from the graph as task for wolverine becomes difficult with smart moves of Magneto.Overall Value Iteration with lazy Magneto becomes a good algorithm as lesser time is taken for convergence and random moves of Magneto affect lesser as compared to the smarter ones.