

## Epsilon-Greedy Exploration Strategy:

V1: my-saved-qtable.pkl 10k

```
TRANSITION_HISTORY_SIZE = 5
RECORD_ENEMY_TRANSITIONS = 1.0
self.learning_rate = 0.01
self.discount_factor = 0.95
self.epsilon = 1.0
self.epsilon_decay = 0.9
self.min_epsilon = 0.05
self.gamma = 0.95
self.alpha = 0.1
```

V2: my-saved-qtable-1.pkl 10k

```
TRANSITION_HISTORY_SIZE = 5
RECORD_ENEMY_TRANSITIONS = 1.0
self.learning_rate = 0.01
self.discount_factor = 0.995
self.epsilon = 1.0
self.epsilon_decay = 0.9
self.min_epsilon = 0.05
self.gamma = 0.95
self.alpha = 0.1
```

## Softmax Exploration Strategy:

V1: my-saved-qtable.pkl 20k

```
TRANSITION_HISTORY_SIZE = 5
RECORD_ENEMY_TRANSITIONS = 1.0
self.learning_rate = 0.1
self.discount_factor = 0.95
self.epsilon = 1.0 # Exploration factor
self.epsilon_decay = 0.995 # Decay rate for exploration
self.min_epsilon = 0.05 # Minimum exploration factor
self.gamma = 0.95 # Discount factor for rewards in the Bellman equation
self.alpha = 0.1
```

V2: my-saved-qtable-1.pkl 20k

```
TRANSITION_HISTORY_SIZE = 5
RECORD_ENEMY_TRANSITIONS = 1.0
self.learning_rate = 0.01
self.discount_factor = 0.95
self.epsilon = 1.0 # Exploration factor
self.epsilon_decay = 0.995 # Decay rate for exploration
self.min_epsilon = 0.05 # Minimum exploration factor
self.gamma = 0.95 # Discount factor for rewards in the Bellman equation
self.alpha = 0.1 # Learning rate for Q-value updates
```

V3: my-saved-qtable-2.pkl

```
TRANSITION_HISTORY_SIZE = 5
RECORD_ENEMY_TRANSITIONS = 1.0
self.learning_rate = 0.01
self.discount_factor = 0.95
self.epsilon = 1.0 # Exploration factor
self.epsilon_decay = 0.9 # Decay rate for exploration
self.min_epsilon = 0.1 # Minimum exploration factor
self.gamma = 0.95 # Discount factor for rewards in the Bellman equation
self.alpha = 0.1 # Learning rate for Q-value updates
```