

# Maze Reward Shaping Report (Manhattan Potential)

## Argumentative Rewrite

February 13, 2026

## 1 Research Objective

**Why this section matters.** A clear research question is necessary to interpret the same curves as either “theory-consistent” or “implementation-specific” behavior.

This report asks: *In a stochastic maze domain, how much practical learning benefit do potential-based shaping rewards provide under finite training, and how does that benefit change when the potential is based on Manhattan distance?*

We compare three conditions exactly as in the ICML-style setup:

- `no_shaping`
- `phi_half` ( $\kappa = 0.5$ )
- `phi_full` ( $\kappa = 1.0$ )

## 2 Theoretical Motivation (Ng et al., 1999)

**Why this section matters.** The experiment is only meaningful if we separate *policy invariance in theory* from *learning speed in practice*.

Ng et al. (1999) show that shaping of the form

$$F(s, a, s') = \gamma\Phi(s') - \Phi(s)$$

is policy-invariant (under their assumptions), meaning the set of optimal policies is unchanged after reward transformation. This motivates our design: we intentionally use potential-based shaping so that any difference across conditions should primarily reflect optimization dynamics (sample efficiency, exploration guidance), not a different task objective.

In this experiment, base reward is  $R(s, a, s') = -1$  per step and shaped reward is

$$R'_\kappa(s, a, s') = R(s, a, s') + \gamma\Phi_\kappa(s') - \Phi_\kappa(s),$$

with

$$\Phi_\kappa(s) = \kappa\Phi(s), \quad \kappa \in \{0, 0.5, 1.0\}, \quad \gamma = 1.0.$$

For this Manhattan version,

$$\Phi_0(s) = -(|r - r_g| + |c - c_g|),$$

where  $(r_g, c_g)$  is the goal coordinate.

### 3 Experimental Design

**Why this section matters.** Design choices determine whether observed improvements answer the research question or are artifacts.

Design choices were tied directly to the question above:

- **Same environment, same algorithm, same hyperparameters across conditions:** isolates the effect of shaping magnitude  $\kappa$ .
- **Three shaping scales (0, 0.5, 1.0):** tests whether stronger potential gradients produce stronger optimization bias.
- **Stochastic transitions (slip probability 0.2):** stresses robustness, making exploration quality measurable.
- **Repeated runs (12 seeds):** reduces single-seed variance and supports condition-level comparison.
- **Validation every 25 episodes (30 greedy rollouts):** tracks whether training improvements transfer to greedy policy quality.

Fixed settings: SARSA (tabular),  $\alpha = 0.02$ ,  $\epsilon = 0.10$ ,  $\gamma = 1.0$ , 500 episodes, max 350 steps per episode.

### 4 Used Maze Instance

**Why this section matters.** Maze geometry controls whether Manhattan potential is aligned or misaligned with true progress, directly affecting the research question.

The experiment used one fixed maze instance, **maze\_00**:

Field	Value
Maze ID	<b>maze_00</b>
Seed	0
Cell size	$10 \times 10$
Grid size	$21 \times 21$
Start / Goal	(1, 1) / (19, 19)
Shortest path length (BFS)	44
Wall count / ratio	242 / 0.5488
Dead-end count	13

Table 1: Metadata of the maze used in this Manhattan-potential run.

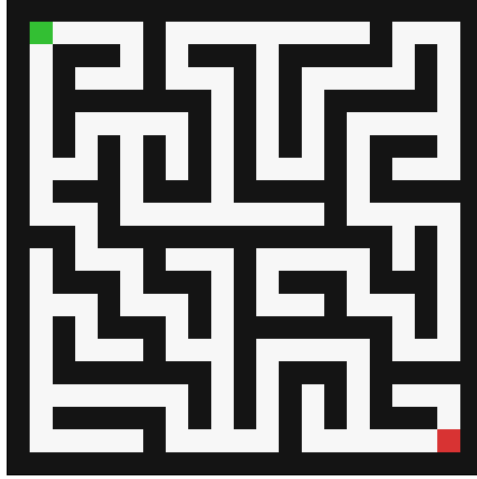


Figure 1: Maze instance `maze_00`.

## 5 Results

**Why this section matters.** This section quantifies whether potential scaling changes learning outcomes under finite data.

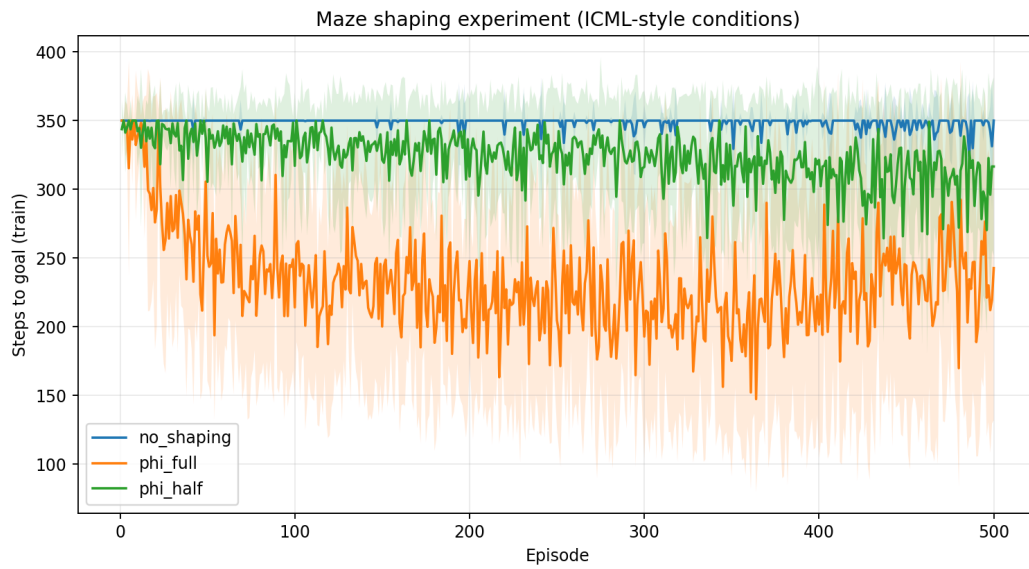


Figure 2: Training steps-to-goal (mean with std band).

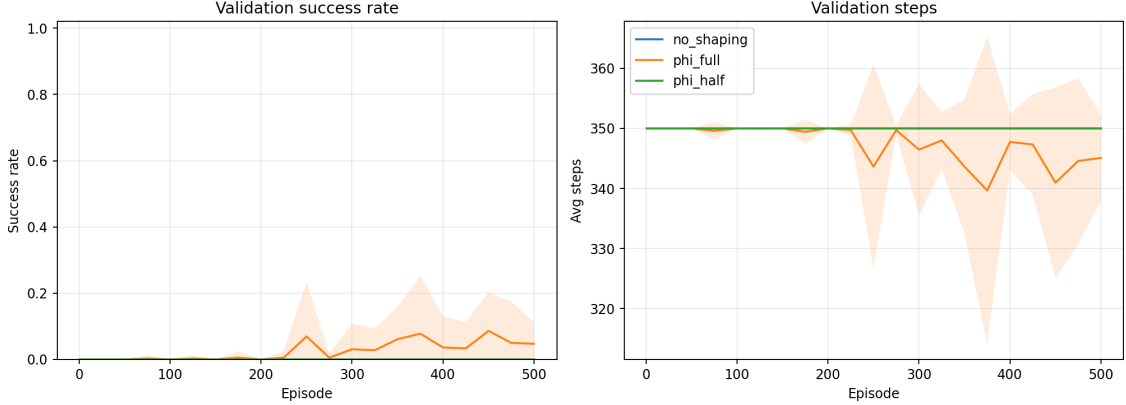


Figure 3: Validation success and validation average steps over training.

Condition	Train mean steps (ep 500)	Validation success (ep 500)	Validation mean steps (ep 500)
no_shaping	350.00	0.0000	350.00
phi_half	316.58	0.0000	350.00
phi_full	242.67	0.0472	345.08

Table 2: Final-episode summary for Manhattan potential.

Additional observation: peak validation success for **phi\_full** was 0.0861, while **no\_shaping** and **phi\_half** stayed at 0.

## 6 Discussion: Mechanism-Level Interpretation

**Why this section matters.** Summary statistics alone do not explain *why* Manhattan shaping underperformed BFS shaping in the same maze.

**Mechanism 1: gradient alignment with true geodesic progress.** Manhattan distance ignores walls. In corridors and detours, moves that reduce Manhattan distance can be locally attractive but globally unhelpful. Therefore the shaping term can provide weak or misleading short-horizon guidance compared to BFS-based potential, which is aligned with maze topology.

**Mechanism 2: magnitude vs direction trade-off.** Comparing **phi\_half** and **phi\_full**, stronger shaping ( $\kappa = 1.0$ ) produced better training metrics, suggesting that signal strength helps. However, the low validation success indicates that stronger but misaligned guidance does not reliably produce robust goal-reaching greedy policies.

**Mechanism 3: finite-sample regime vs asymptotic invariance.** Potential-based shaping is theoretically policy-invariant, but our experiment is finite-horizon training with stochastic transitions and nonzero exploration. In this regime, invariance does not guarantee equal sample efficiency. The observed gap is therefore compatible with Ng et al.: objective-equivalence can hold while optimization behavior differs substantially.

**Mechanism 4: validation gap as a diagnostic.** The large train/validation mismatch for Manhattan shaping suggests policies that partially exploit shaped reward structure without consistently solving the maze under greedy execution.

## 7 Qualitative Policy Snapshots (GIF)

**Why this section matters.** Rollout movies help verify whether numerical trends correspond to qualitatively better navigation.

Five checkpoint GIFs:

- `../../outputs/maze_shaping_icml_style_manhattan_v1/gifs/policy_rollout_ep_0000.gif`
- `../../outputs/maze_shaping_icml_style_manhattan_v1/gifs/policy_rollout_ep_0125.gif`
- `../../outputs/maze_shaping_icml_style_manhattan_v1/gifs/policy_rollout_ep_0250.gif`
- `../../outputs/maze_shaping_icml_style_manhattan_v1/gifs/policy_rollout_ep_0375.gif`
- `../../outputs/maze_shaping_icml_style_manhattan_v1/gifs/policy_rollout_ep_0500.gif`

## 8 Reproducibility Artifacts

**Why this section matters.** Explicit artifact paths enable exact reruns and auditing.

- Script: `../../experiments/maze_shaping_icml_style/run_maze_shaping_experiment.py`
- Learning CSV: `../../outputs/maze_shaping_icml_style_manhattan_v1/learning_curve.csv`
- Validation CSV: `../../outputs/maze_shaping_icml_style_manhattan_v1/validation_progress.csv`
- Run config summary: `../../outputs/maze_shaping_icml_style_manhattan_v1/run_summary.json`

## 9 Conclusion

**Why this section matters.** The conclusion maps evidence back to the original research question.

In this maze and training budget, Manhattan-based potential shaping improved training efficiency over no shaping, but the gain was limited and did not translate into strong validation success. This supports the view that potential-based shaping can preserve objective structure while still being highly sensitive to the *choice of potential* for practical learning speed.