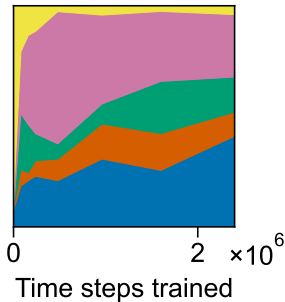
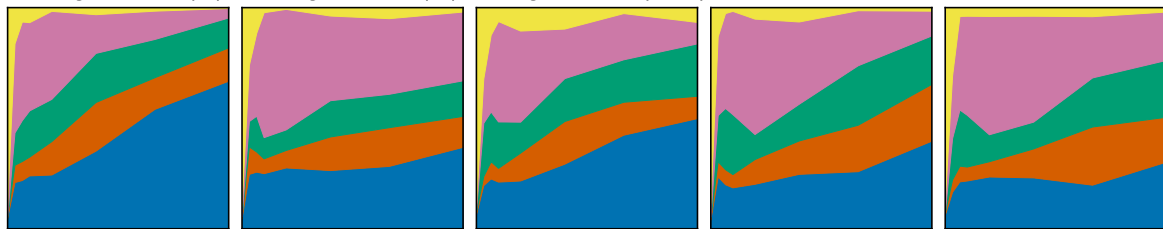


Behavior Frequency

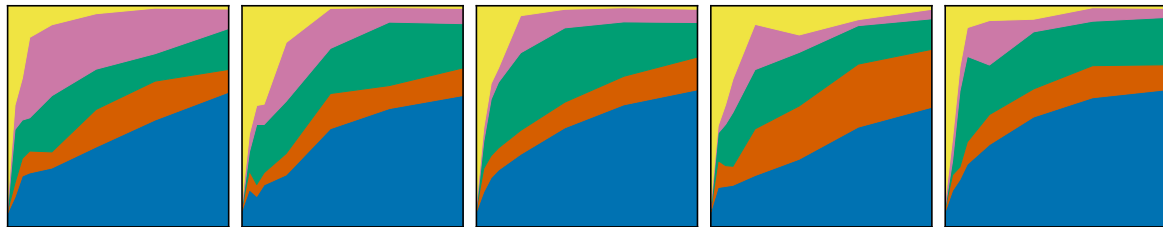
A. Control



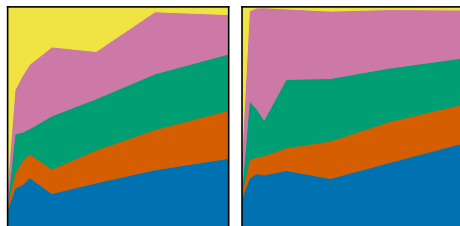
B. ■ Angle Dist. (E) ■ Angle Dist. (N) ■ Angle Dist. (N/E) ■ Goal Dist. ■ Terminal Pred.



C. × Left Right (E) × Left Right (N) × Left Right (N/E) × Quadrant Pos. × Faced Wall



D. ▲ Dist. Bonus ▲ Explore Bonus



Behavior Classifications

- Direct
- Indirect
- Corner Test
- Circling
- Stuck