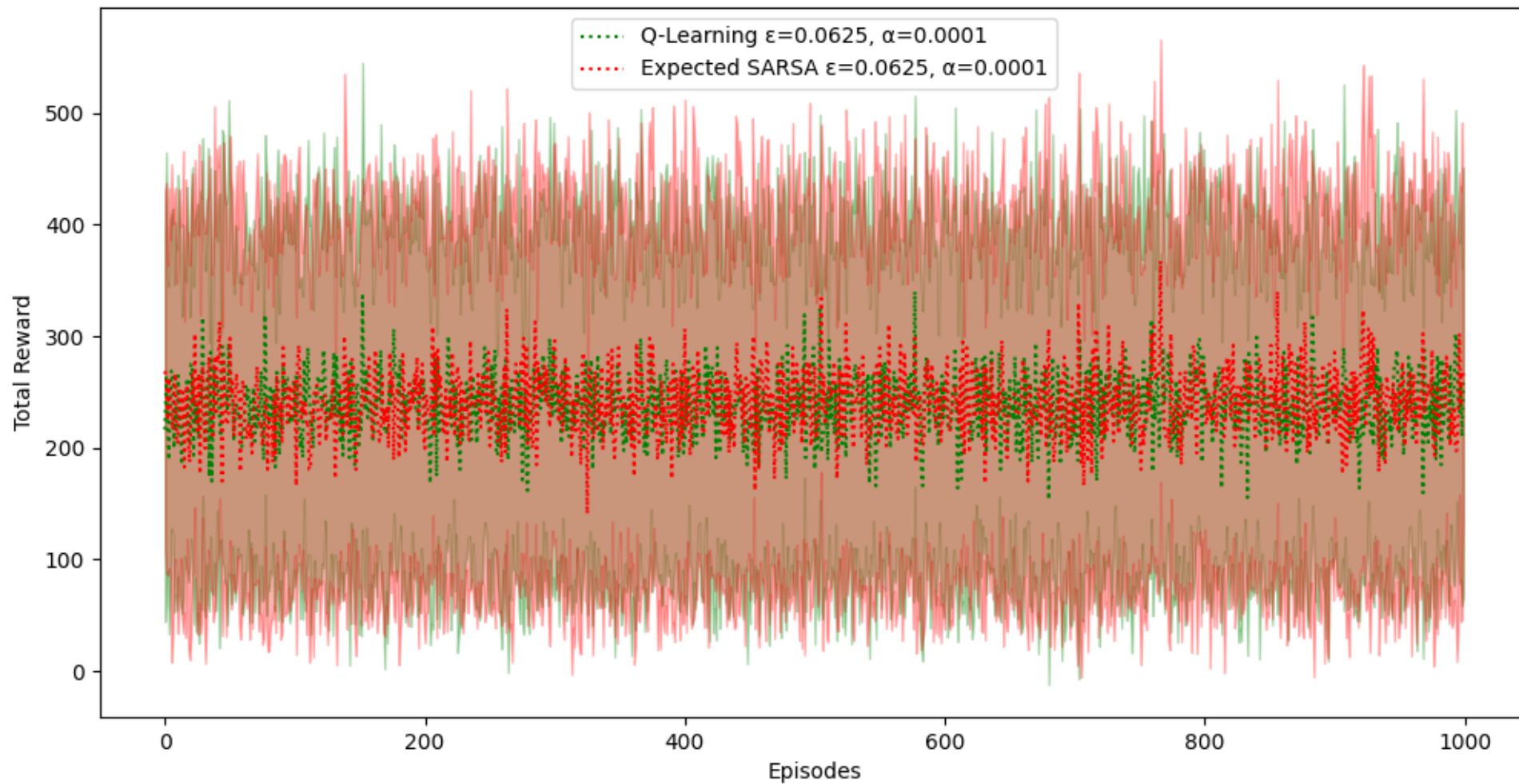
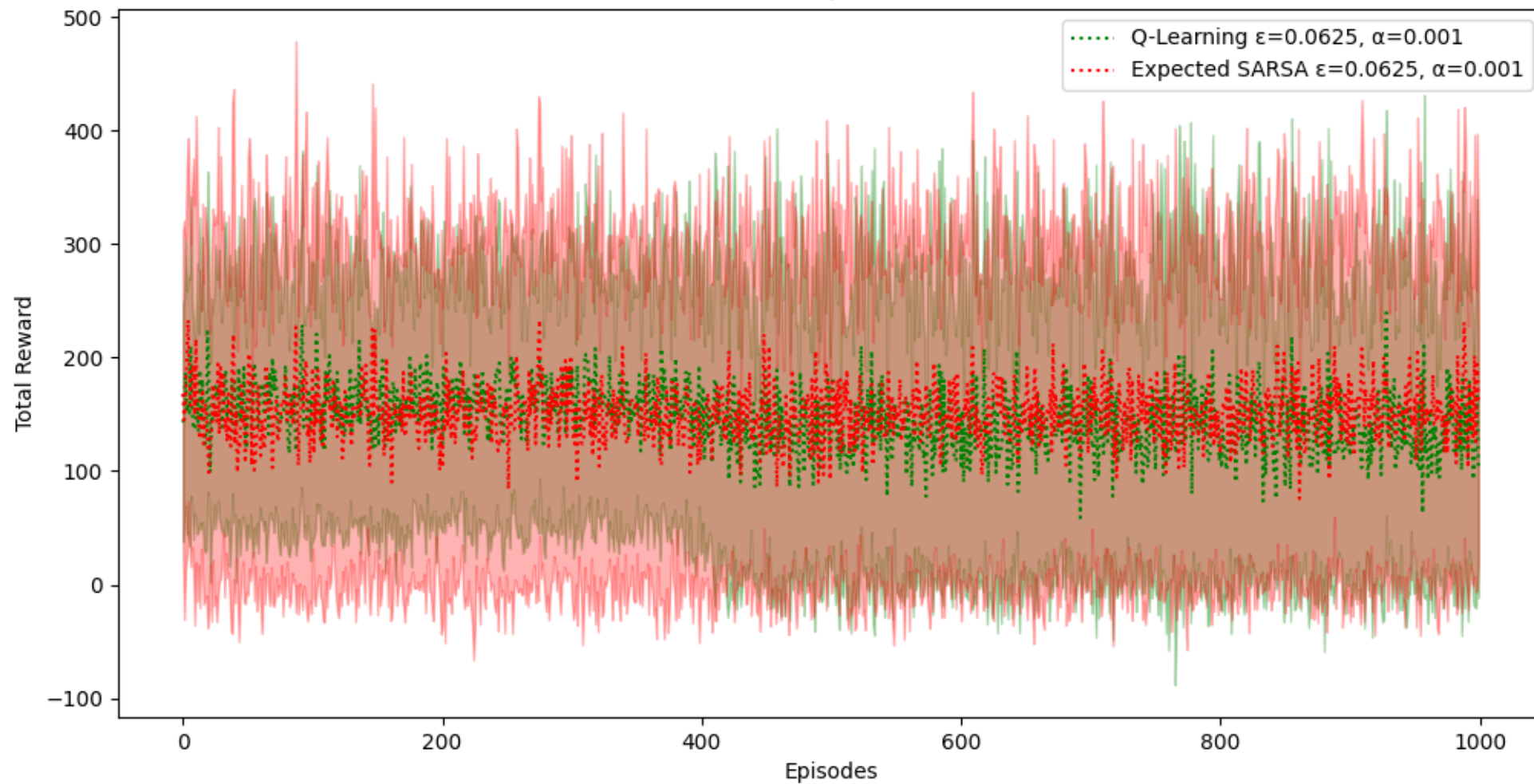


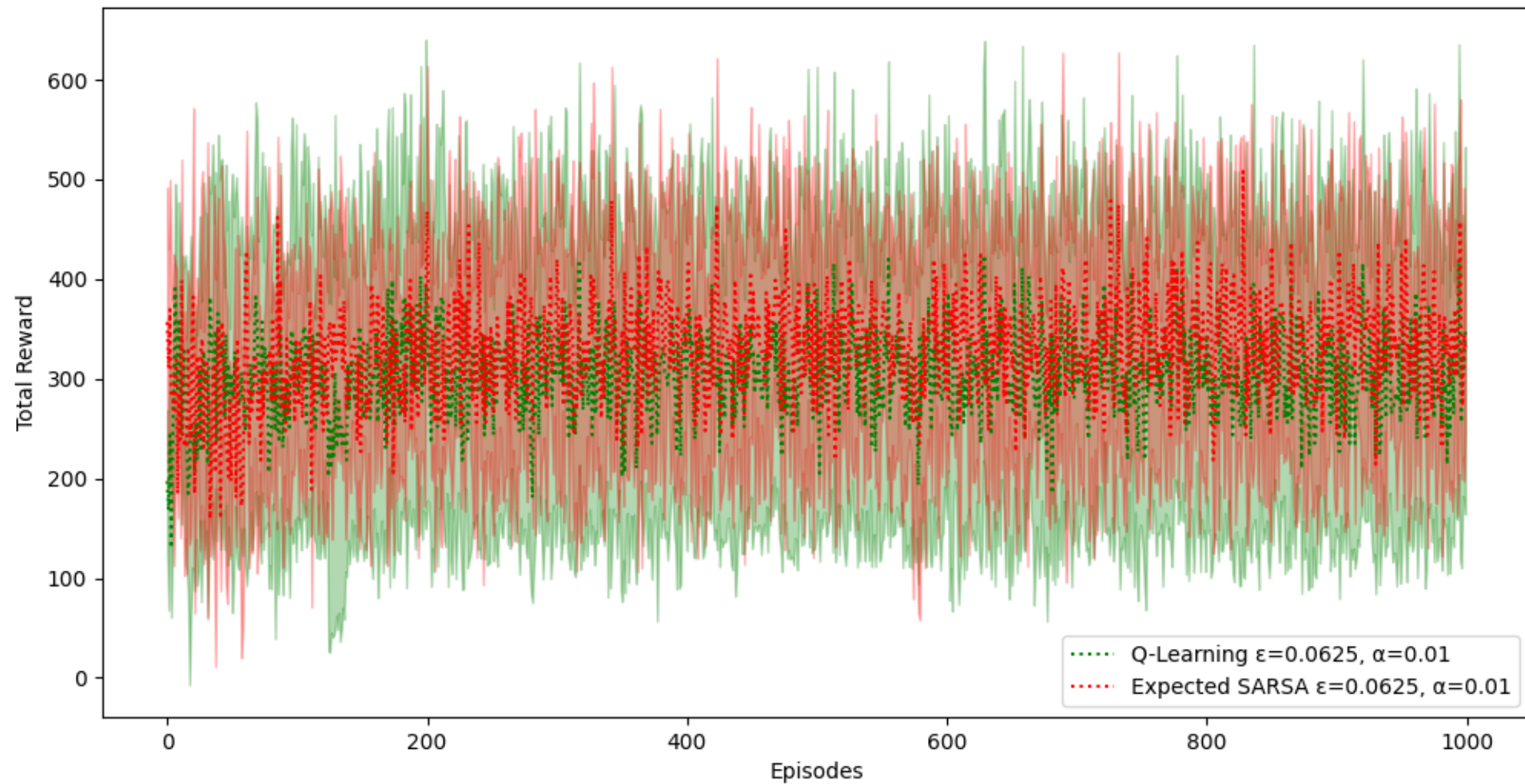
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.0625$, $\alpha=0.0001$



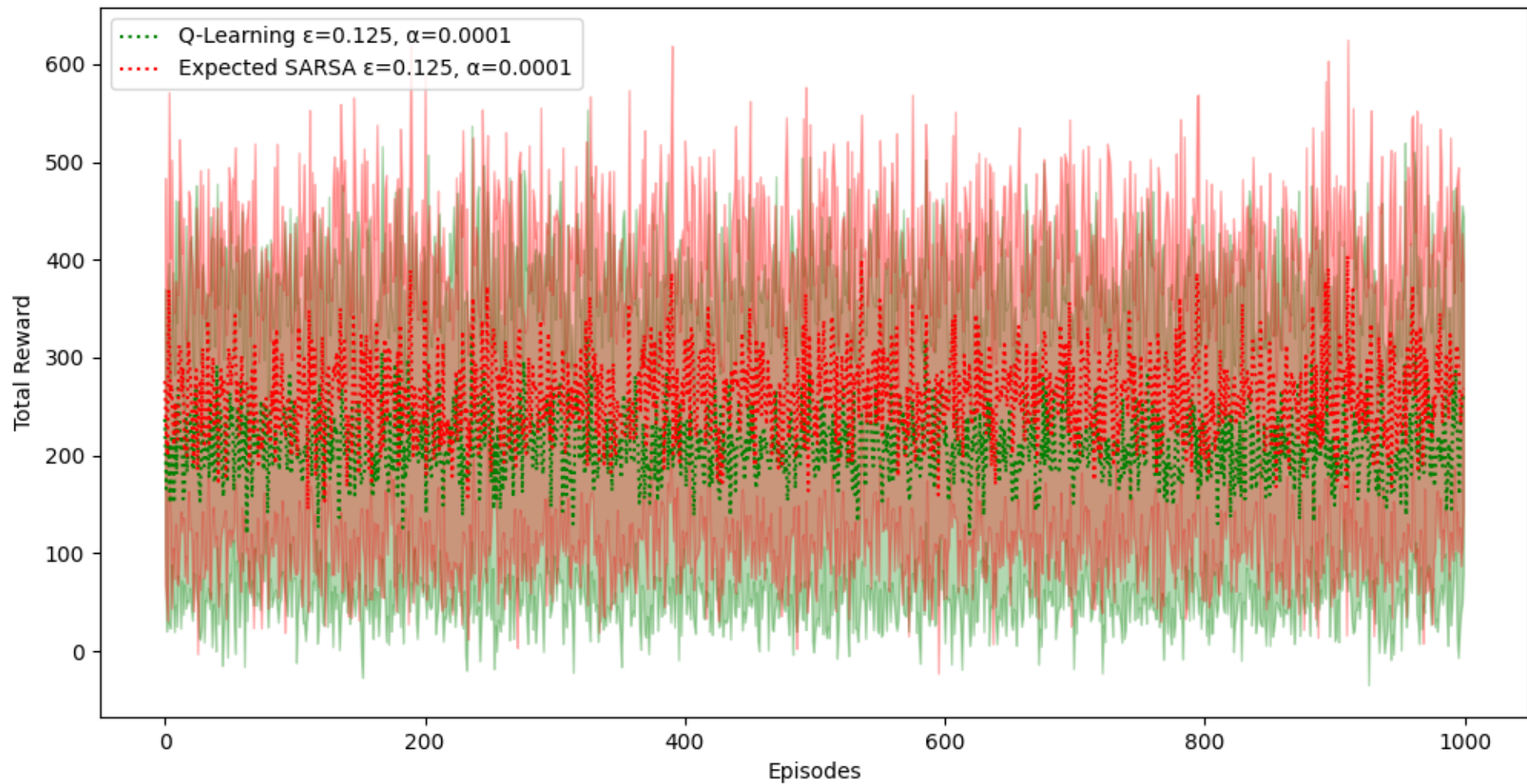
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.0625$, $\alpha=0.001$



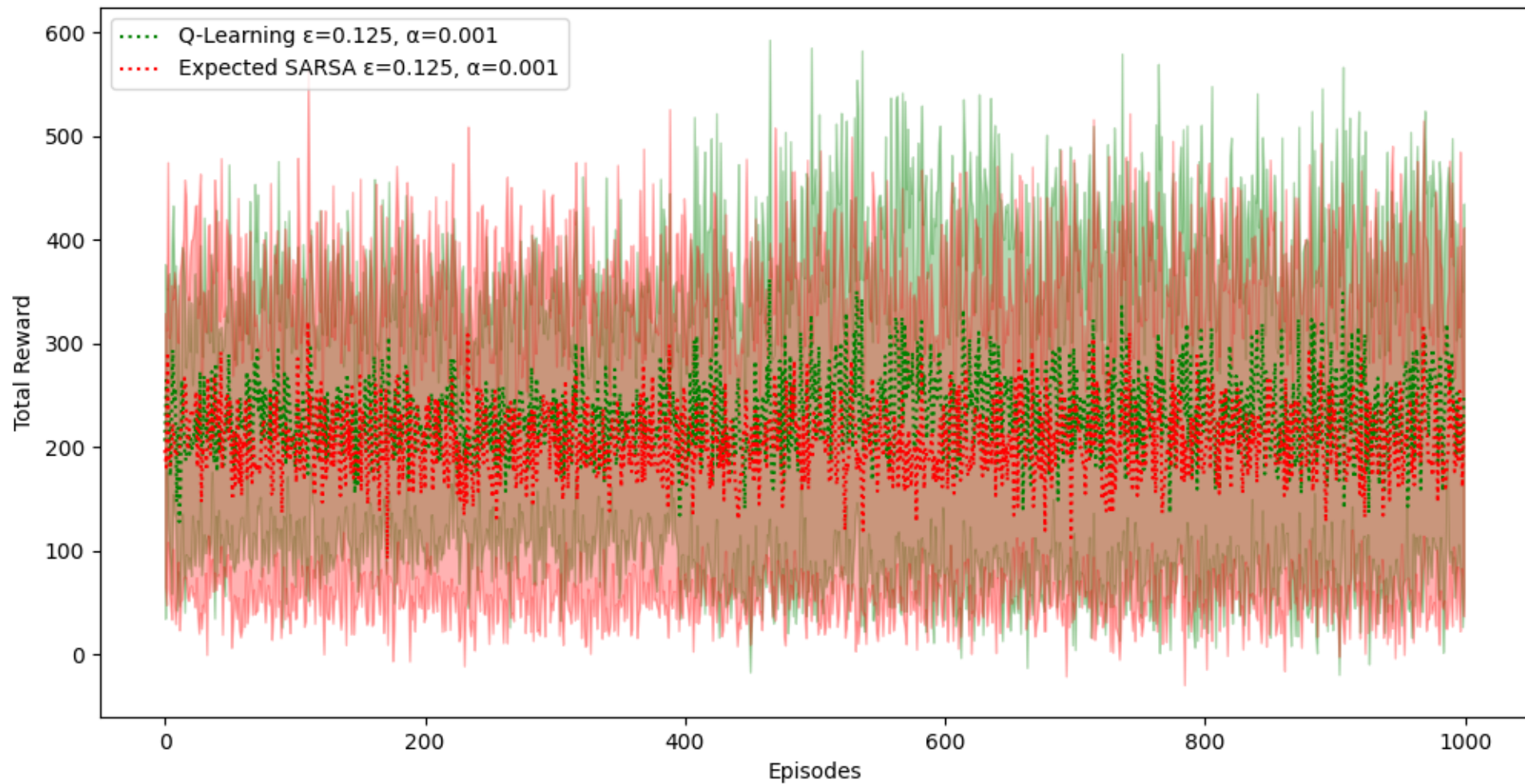
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.0625$, $\alpha=0.01$



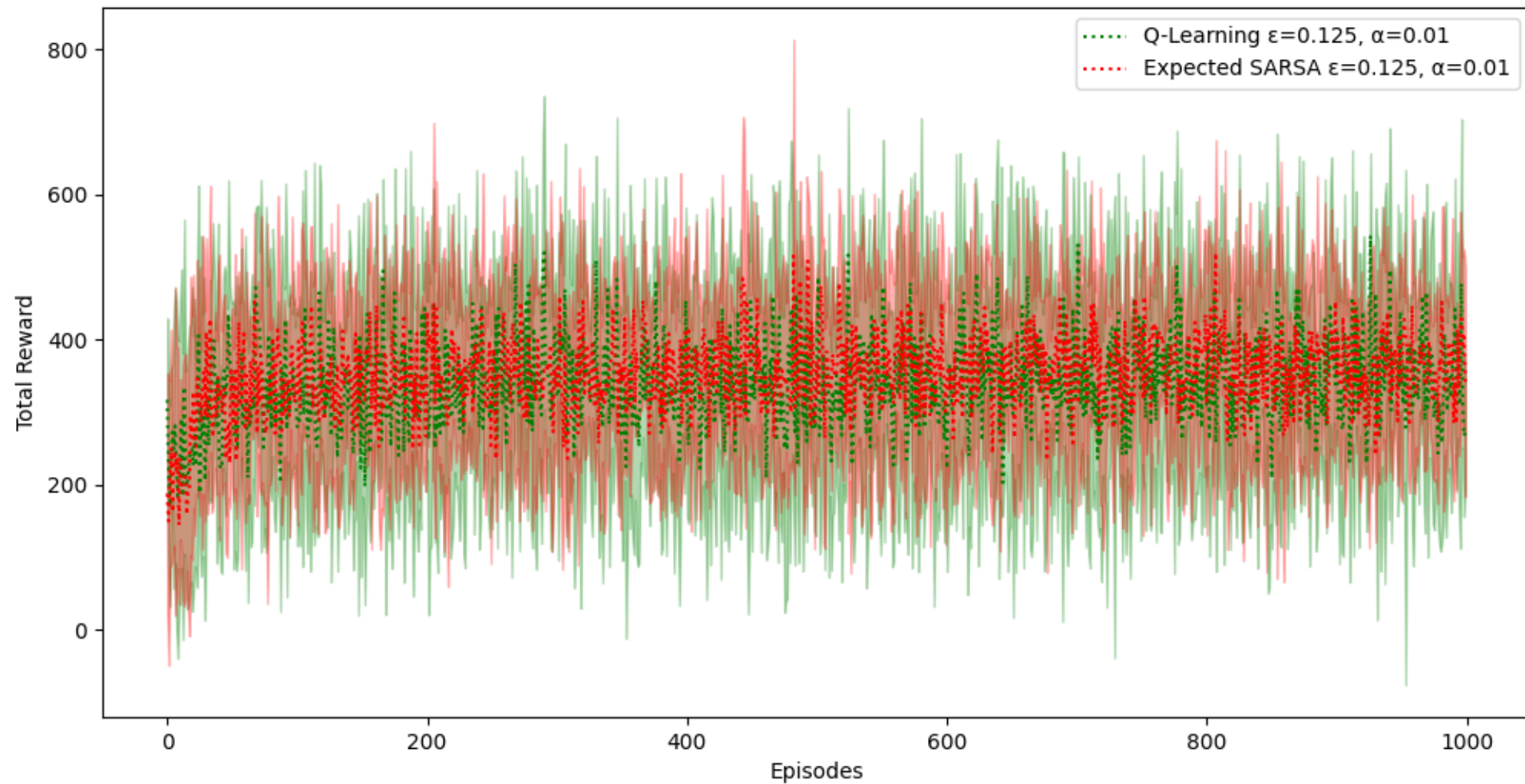
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.125$, $\alpha=0.0001$



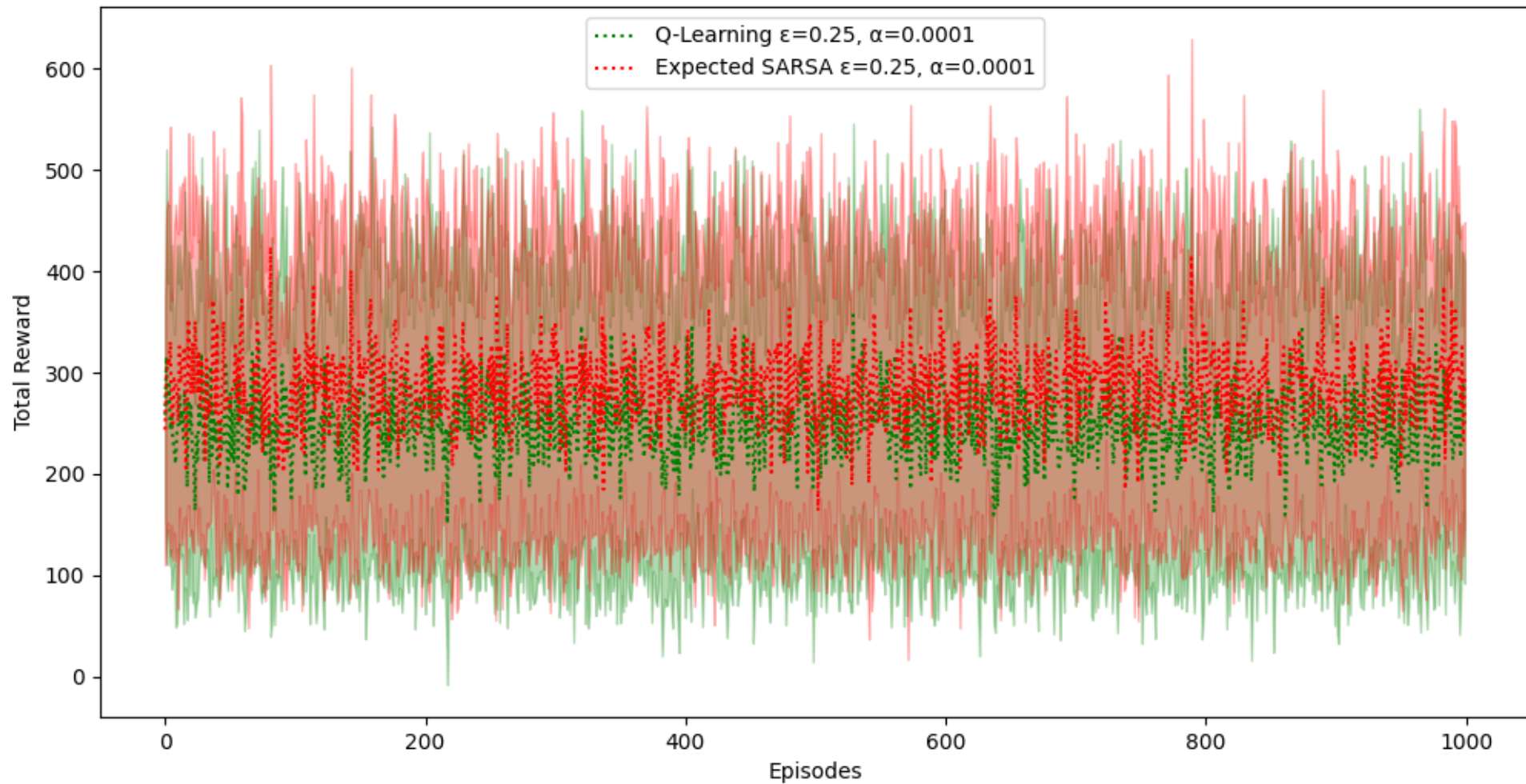
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.125$, $\alpha=0.001$



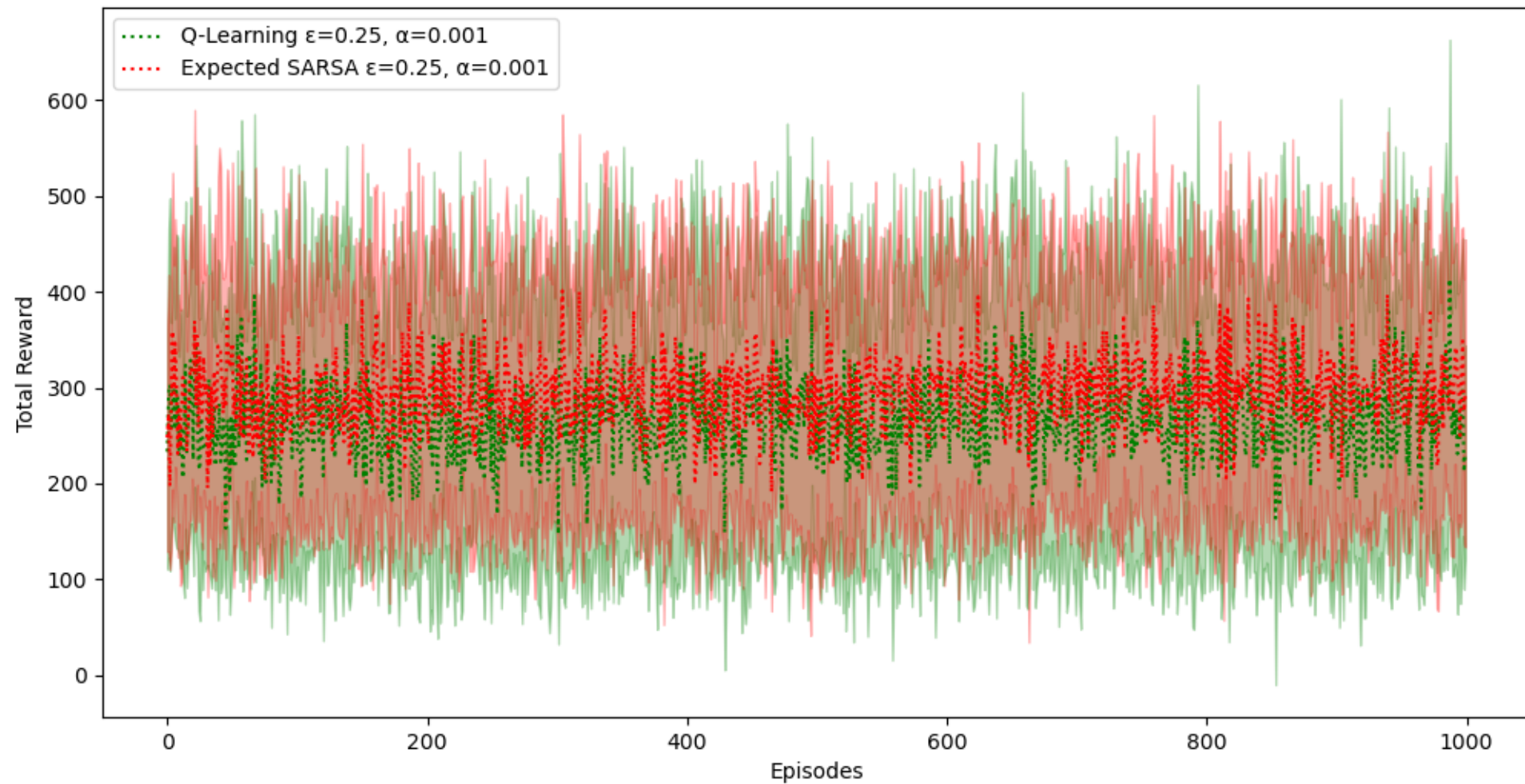
ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.125$, $\alpha=0.01$



ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.25$, $\alpha=0.0001$



ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.25$, $\alpha=0.001$



ALE/Assault-ram-v5 without Replay Buffer
 $\epsilon=0.25$, $\alpha=0.01$

