

# Experiment report - launched April 28th

Weird Cartpole:

Type \ learning rate	e-2	e-3	e-4
Regular	421184	421185	421186
Head	419785 (previously)	421176 (unkillable)	421181 (main)

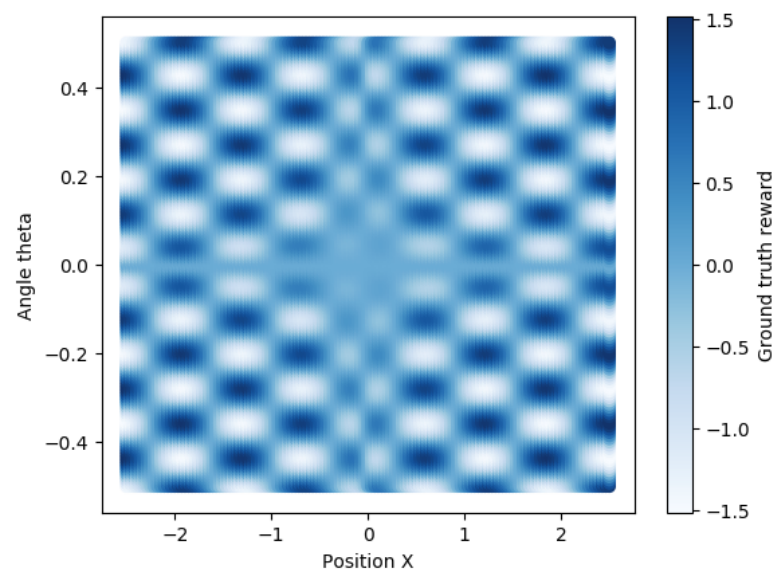
Duckietown:

Type \ learning rate	e-2	e-3	e-4
Regular	421189	421190	421191
Head	421192	421193	421194

## Report on May 4th, 2020

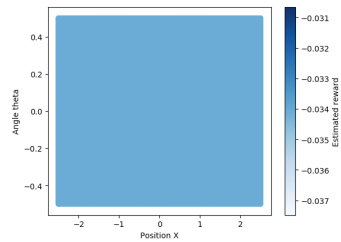
### Weird Cartpole

Should be:

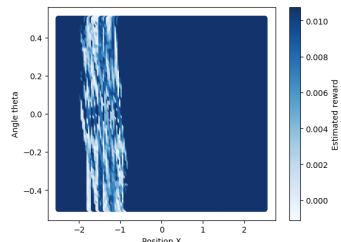


Type \ learning rate	e-2	e-3	e-4
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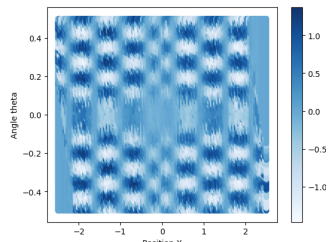
Regular



Variance on reward: 0.4012823

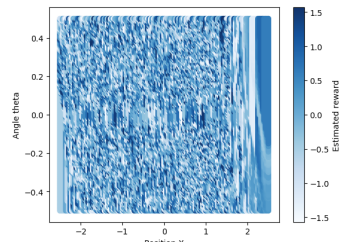


Variance on reward: 0.4012501

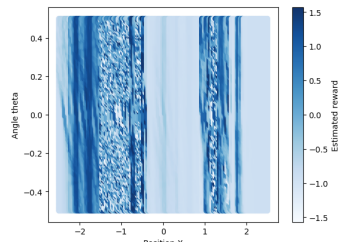


Variance on reward: 0.113433

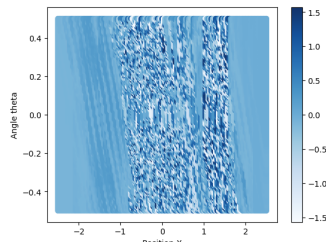
Head



Variance on reward: 0.9942001



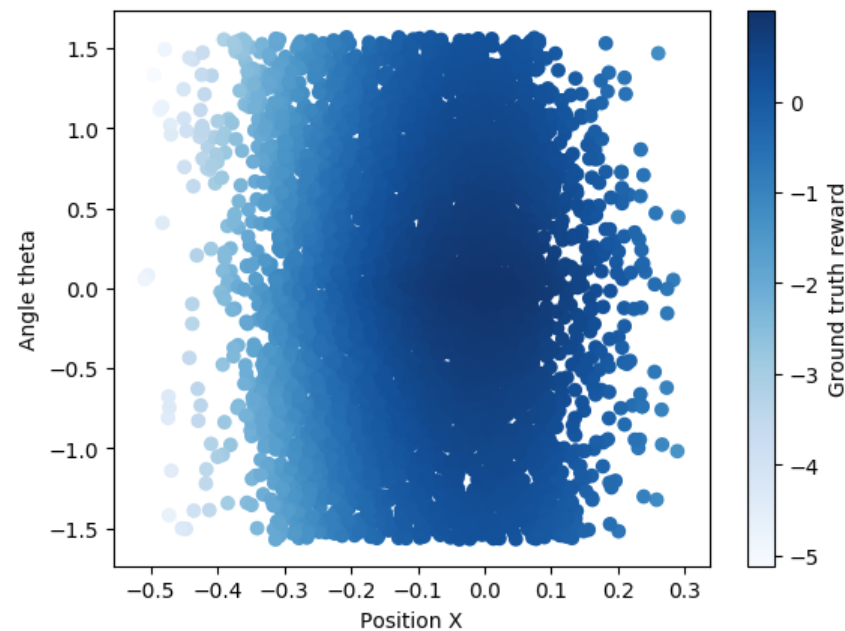
Variance on reward: 1.037505



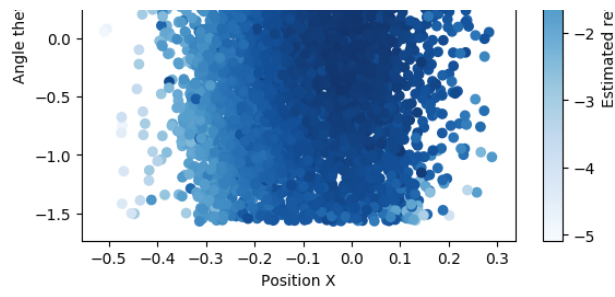
Variance on reward: 0.688206

Duckietown

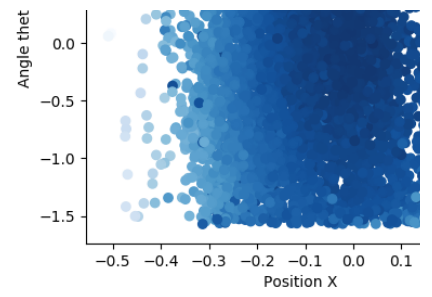
Should be:



Type \ learning rate	e-2	e-3
Regular		

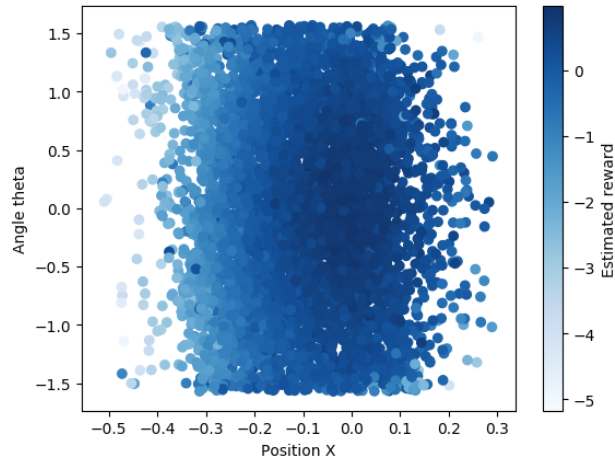


Variance on reward: 0.1001390

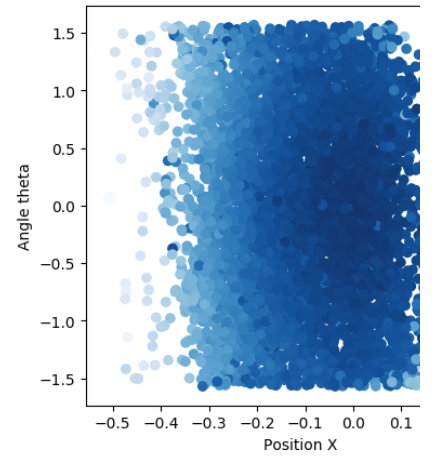


Variance on reward: 0.0750411

Head



Variance on reward: 0.09101699



Variance on reward: 0.0860065