Policy: Maze (semi_gradient_sarsa)

s(1,1) ^ Start	s(1,2) <	s(1,3) <
s(2,1)	s(2,2)	s(2,3)
<	<	<
s(3,1)	s(3,2)	s(3,3)
<	<	Goal

Policy: Maze (semi_gradient_sarsa)

s(1,1) > Start	s(1,2) V	s(1,3) V
s(2,1)	s(2,2)	s(2,3)
>	>	V
s(3,1)	s(3,2)	s(3,3)
>	>	Goal