Policy: Maze (VI)

s(1,1) V Start	s(1,2) V	s(1,3) >	s(1,4) >	s(1,5) V
s(2,1) >	s(2,2) V	s(2,3) V	s(2,4) >	s(2,5) V
s(3,1) >	s(3,2) V	s(3,3) V	s(3,4) V	s(3,5) V
s(4,1) >	s(4,2)	s(4,3)	s(4,4) V	s(4,5) V
s(5,1) >	s(5.2)	s(5,3)	s(5,4) >	s(5,5) Goal

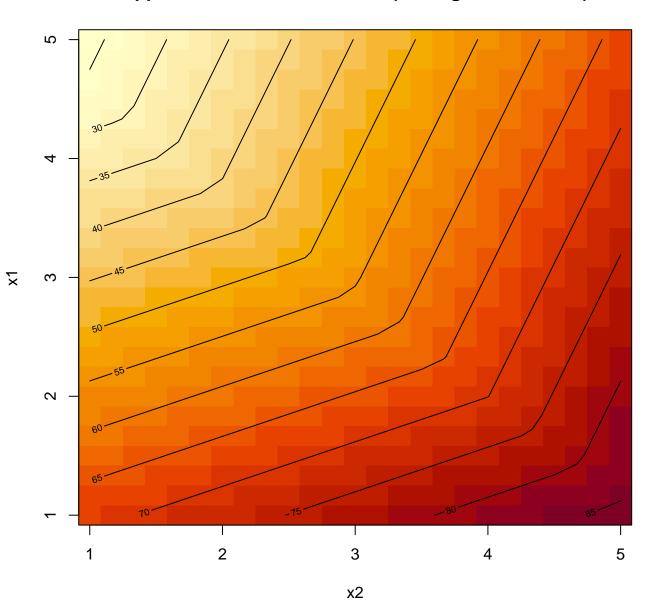
Policy: Maze (sarsa)

s(1,1) > Start	s(1,2) V	s(1,3) V	s(1,4) V	s(1,5) V
s(2,1)	s(2,2)	s(2,3)	s(2,4)	s(2,5)
>		V	V	V
s(3,1)	s(3,2)	s(3,3)	s(3,4)	s(3,5)
>	>	>	V	
s(4,1)	s(4,2)	s(4,3)	s(4,4)	s(4,5)
>	>	>	>	
s(5,1)	s(5,2)	s(5,3)	s(5,4) >	s(5,5) Goal

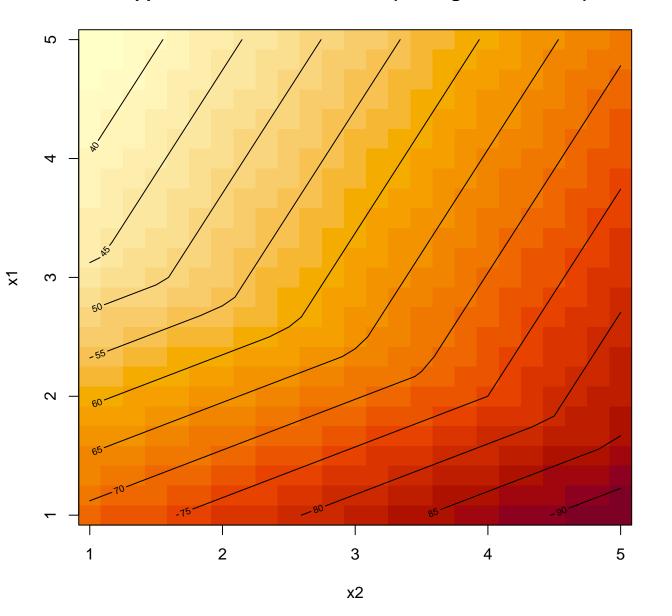
Policy: Maze (VI)

s(1,1) V Start	s(1,2) V	s(1,3) >	s(1,4) >	s(1,5) V
s(2,1) >	s(2,2) V	s(2,3) V	s(2,4) >	s(2,5) V
s(3,1) >	s(3,2) V	s(3,3) V	s(3,4) V	s(3,5) V
s(4,1) >	s(4,2)	s(4,3)	s(4,4) V	s(4,5) V
s(5,1) >	s(5.2)	s(5,3)	s(5,4) >	s(5,5) Goal

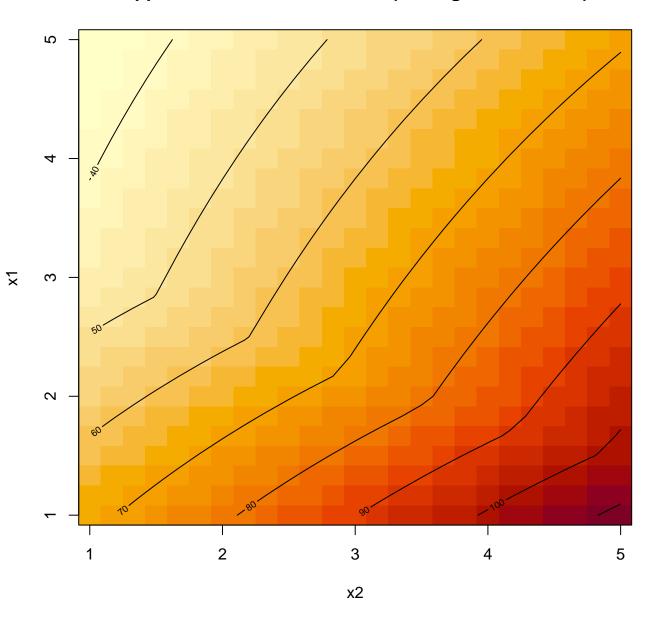
s(1,1) V Start	s(1,2) V	s(1,3) V	s(1,4) V	s(1,5) V
s(2,1)	s(2,2)	s(2,3)	s(2,4)	s(2,5)
>	V	V	V	V
s(3,1)	s(3,2)	s(3,3)	s(3,4)	s(3,5)
>		V	V	V
s(4,1)	s(4,2)	s(4,3)	s(4,4)	s(4,5)
>	>	>	V	V
s(5,1) >	s(5,2)	s(5,3) >	s(5,4)	s(5,5) Goal



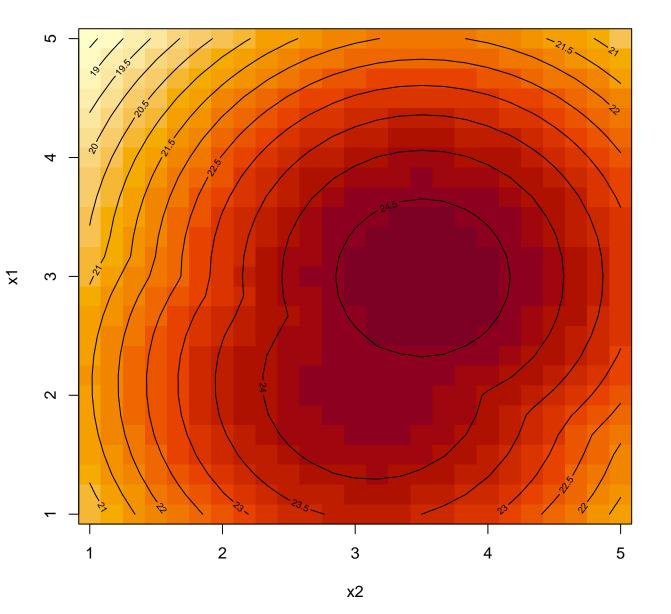
s(1,1) V Start	s(1,2) V	s(1,3) V	s(1,4) V	s(1,5) V
s(2,1)	s(2,2)	s(2,3)	s(2,4)	s(2,5)
V	V	V	V	V
s(3,1)	s(3,2)	s(3,3)	s(3,4)	s(3,5)
>	V	V	V	V
s(4,1)	s(4,2)	s(4,3)	s(4,4)	s(4,5)
>	>	>	V	V
s(5,1) >	s(5,2)	s(5,3)	s(5,4)	s(5,5) Goal



s(1,1) V Start	s(1,2) V	s(1,3) V	s(1,4) V	s(1,5) V
s(2,1)	s(2,2)	s(2,3)	s(2,4)	s(2,5)
V	V	V	V	V
s(3,1)	s(3,2)	s(3,3)	s(3,4)	s(3,5)
>	V	V	V	V
s(4,1)	s(4,2)	s(4,3)	s(4,4)	s(4,5)
>	>		V	V
s(5,1)	s(5,2)	s(5,3)	s(5,4)	s(5,5)
>	>		>	Goal



s(1,1) V Start	s(1,2) V	s(1,3) V	s(1,4) V	s(1,5) V
s(2,1)	s(2,2)	s(2,3)	s(2,4)	s(2,5)
V		V	V	V
s(3,1)	s(3,2)	s(3,3)	s(3,4)	s(3,5)
>		V	V	V
s(4,1)	s(4,2)	s(4,3)	s(4,4)	s(4,5)
>	>	>	V	V
s(5,1)	s(5,2)	s(5,3)	s(5,4)	s(5,5) Goal



s(1,1) > Start	s(1,2)	s(1,3) >	s(1,4) >	s(1,5) V
s(2,1) >	s(2,2)	s(2,3)	s(2,4) >	s(2,5)
s(3,1) >	s(3,2)	s(3,3)	s(3,4) V	s(3,5)
s(4,1) >	s(4,2) >	s(4,3) >	s(4,4) V	s(4,5) V
s(5,1) >	s(5,2)	s(5,3)	s(5,4) V	s(5,5) Goal

