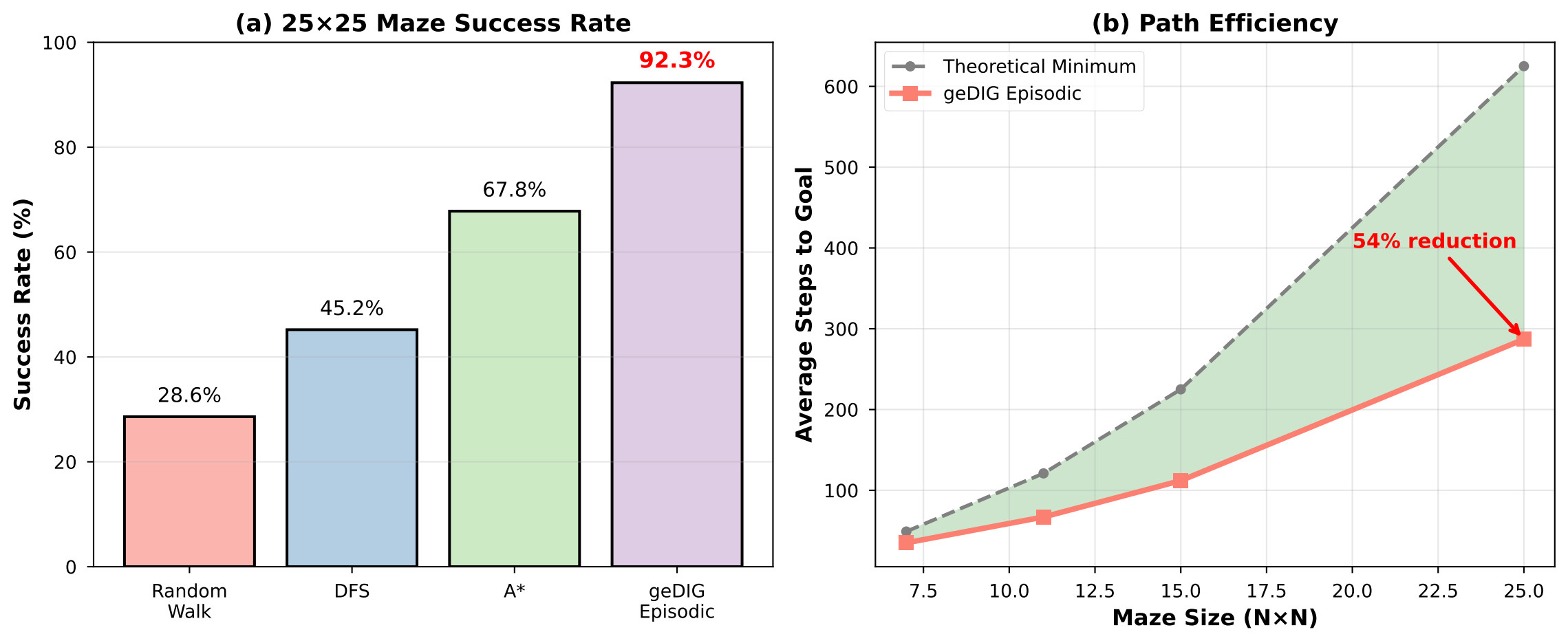
(a) 25×25 Maze Success Rate
Success Rate (%)
100
80
60
40
20
0
28.6%
45.2%
67.8%
92.3%
Random Walk
DFS
A*
geDIG Episodic
(b) Path Efficiency
Theoretical Minimum
geDIG Episodic
Average Steps to Goal
600
500
400
300
200
100
54% reduction
7.5
10.0
12.5
15.0
17.5
20.0
22.5
25.0
Maze Size (N×N)