CS6700:Programming Assignment 1

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1. Implementing Q-learning with learning rate of 0.1 and epsilon = 0.1

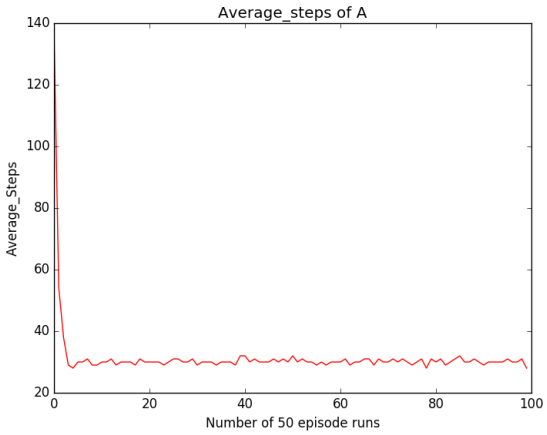

Figure 1: graph of average steps A

2. Sarsa with lambda=0

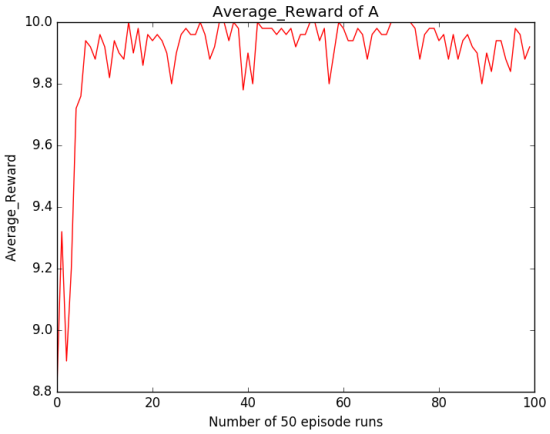

Figure 2: graph of average reward A

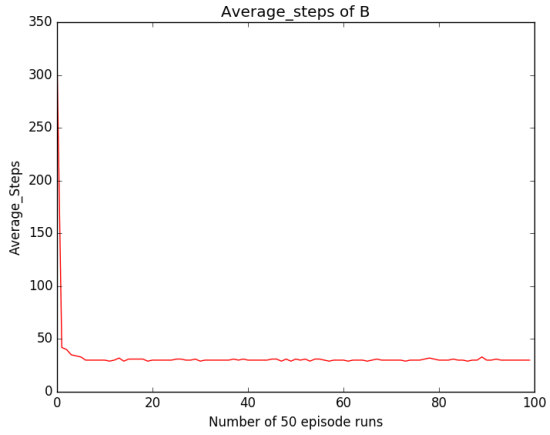

Figure 3: graph of average steps B

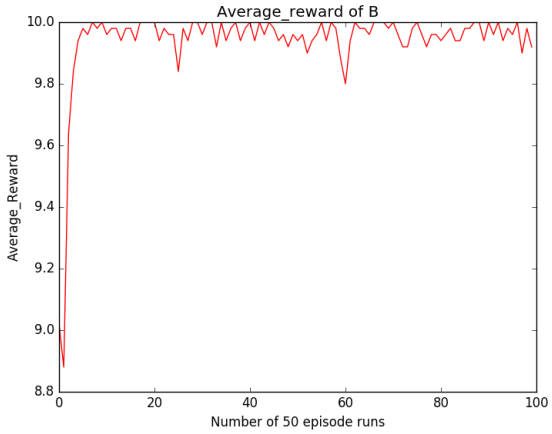

Figure 4: graph of average reward B

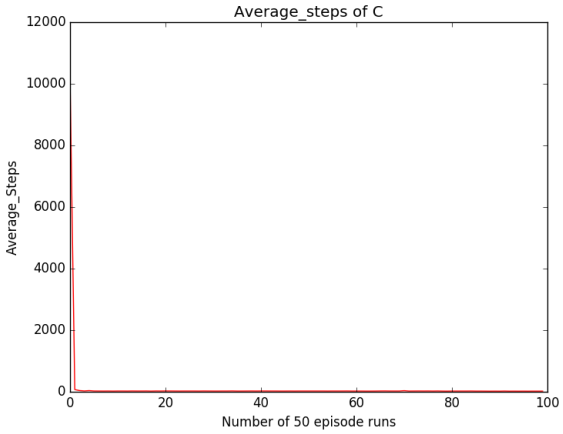

Figure 5: graph of average steps C

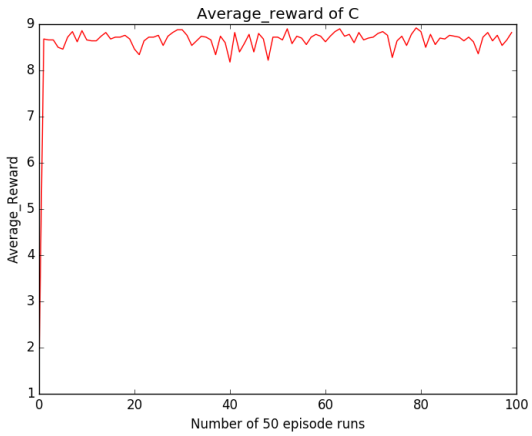

Figure 6: graph of average steps C

q_avg_teps_a.png

Figure 7: graph of average steps A (lambda=0)

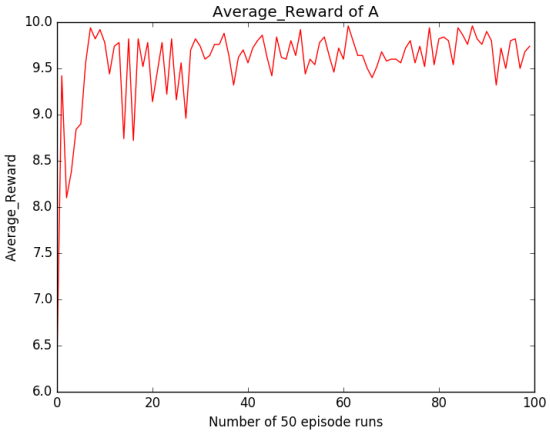

Figure 8: graph of average reward A (lambda=0)

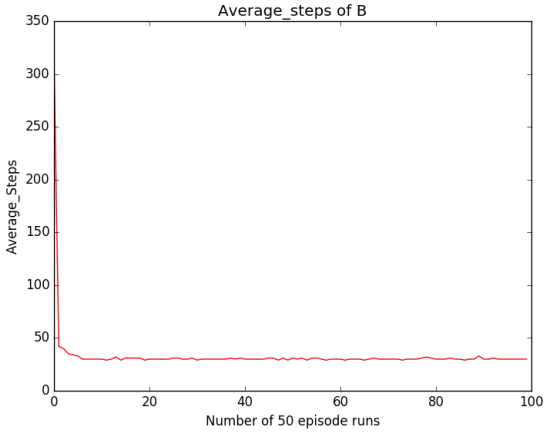

Figure 9: graph of average steps B (lambda=0)

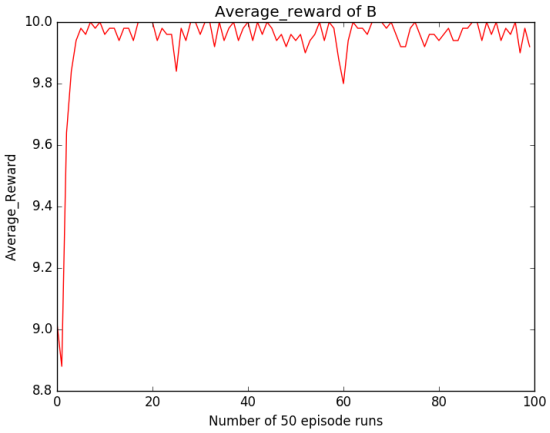

Figure 10: graph of average reward B (lambda=0)

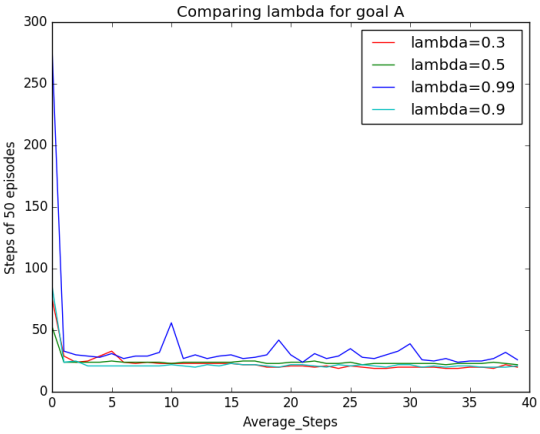

Figure 11: Comparing average steps for goal A

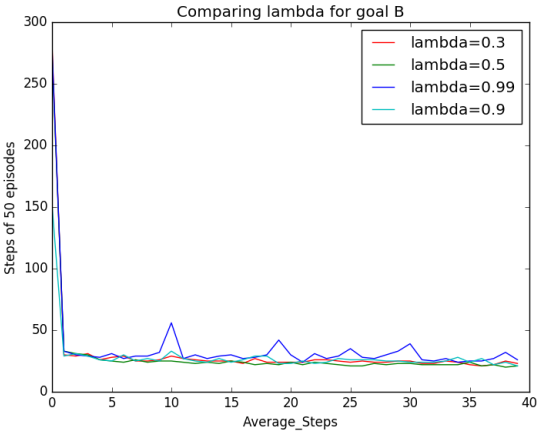

Figure 12: Comparing average steps for goal B

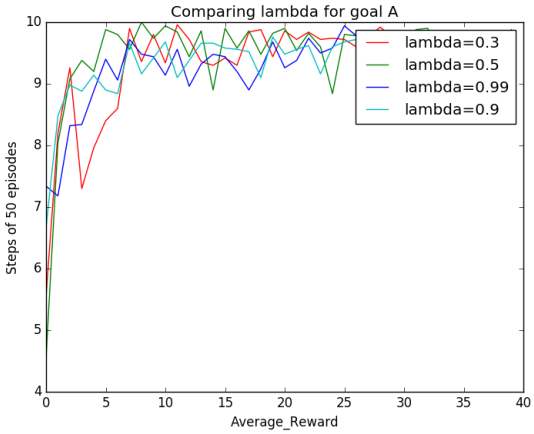

Figure 13: Comparing average reward for goal A

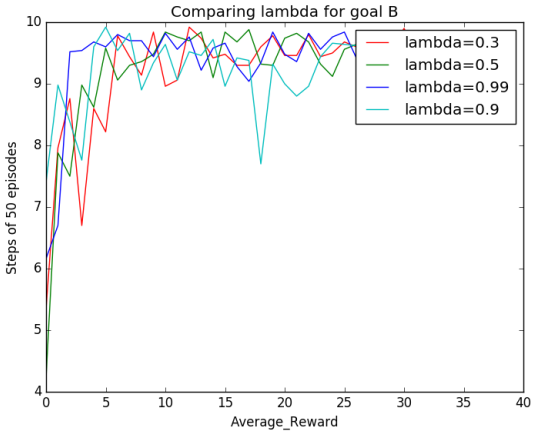

Figure 14: Comparing average reward for goal B