self.base\_task\_reward = 30.0 # Increased base reward

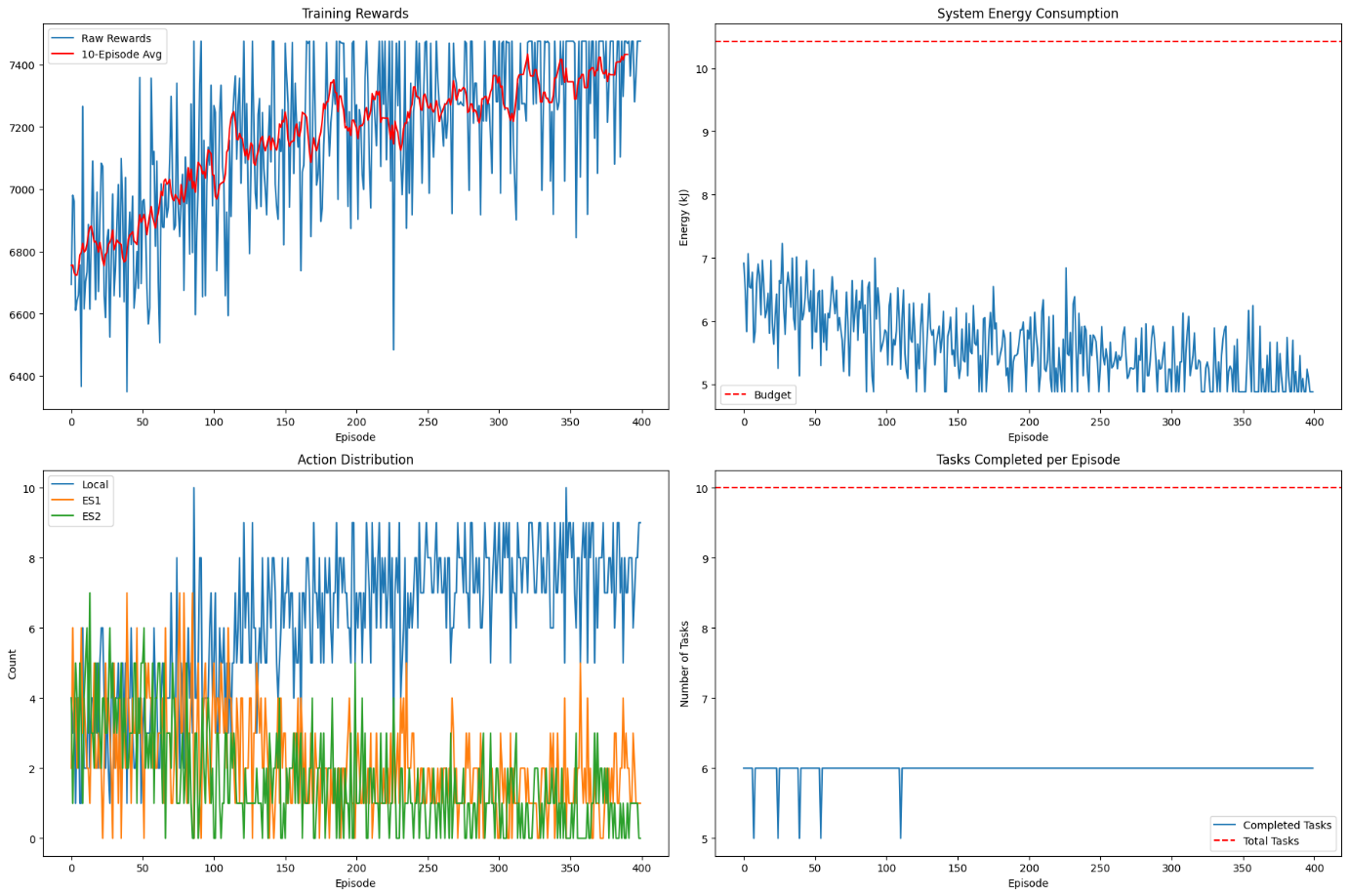
self.energy\_efficiency\_multiplier = 0.5

self.budget\_utilization\_factor = 0.8

self.battery\_conservation\_bonus = 1.5

self.consecutive\_success\_factor = 2.0

# Penalty multipliers

self.budget\_violation\_exponent = 1.0

self.base\_task\_reward = 20.0

self.energy\_efficiency\_multiplier = 2.0 # Strong emphasis

self.budget\_utilization\_factor = 1.5

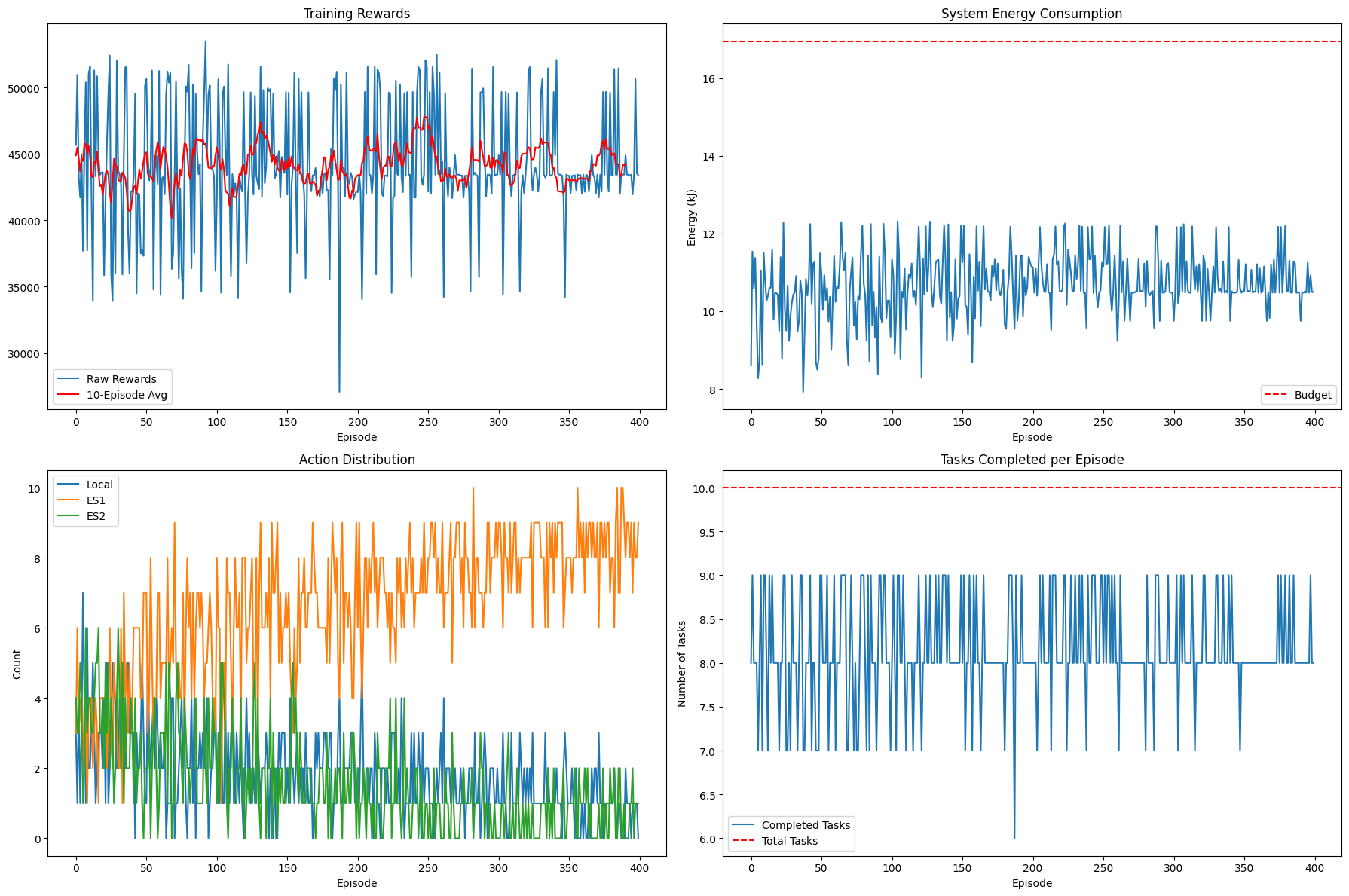
self.battery\_conservation\_bonus = 3.0

self.consecutive\_success\_factor = 1.2

# Energy-specific parameters

self.optimal\_energy\_threshold = 0.85 # Tighter threshold

self.energy\_use\_history\_weight = 0.3 # New parameter



self.base\_task\_reward = 25.0

self.energy\_efficiency\_multiplier = 1.0

self.budget\_utilization\_factor = 1.2

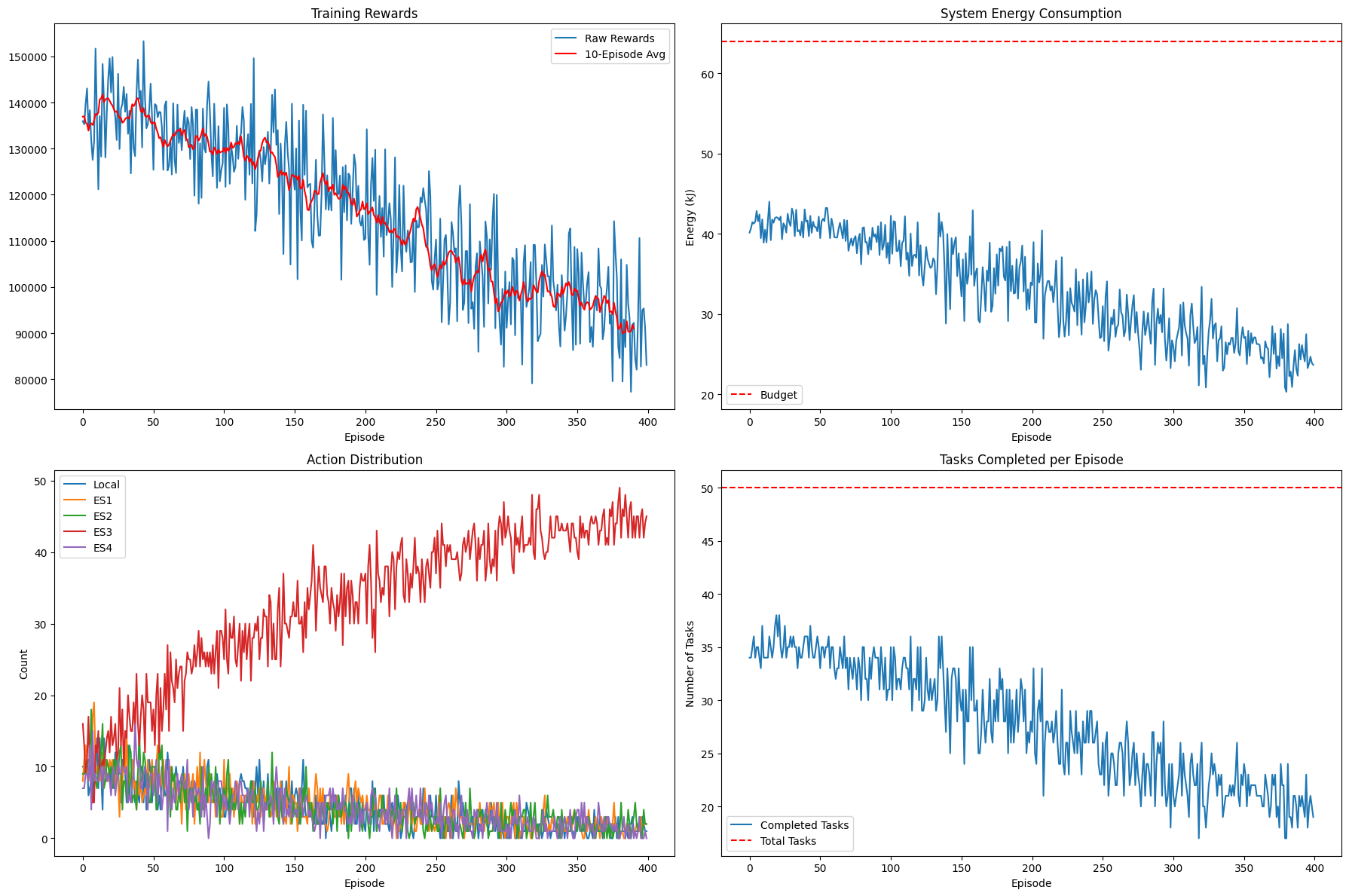
self.battery\_conservation\_bonus = 2.0

self.consecutive\_success\_factor = 1.5

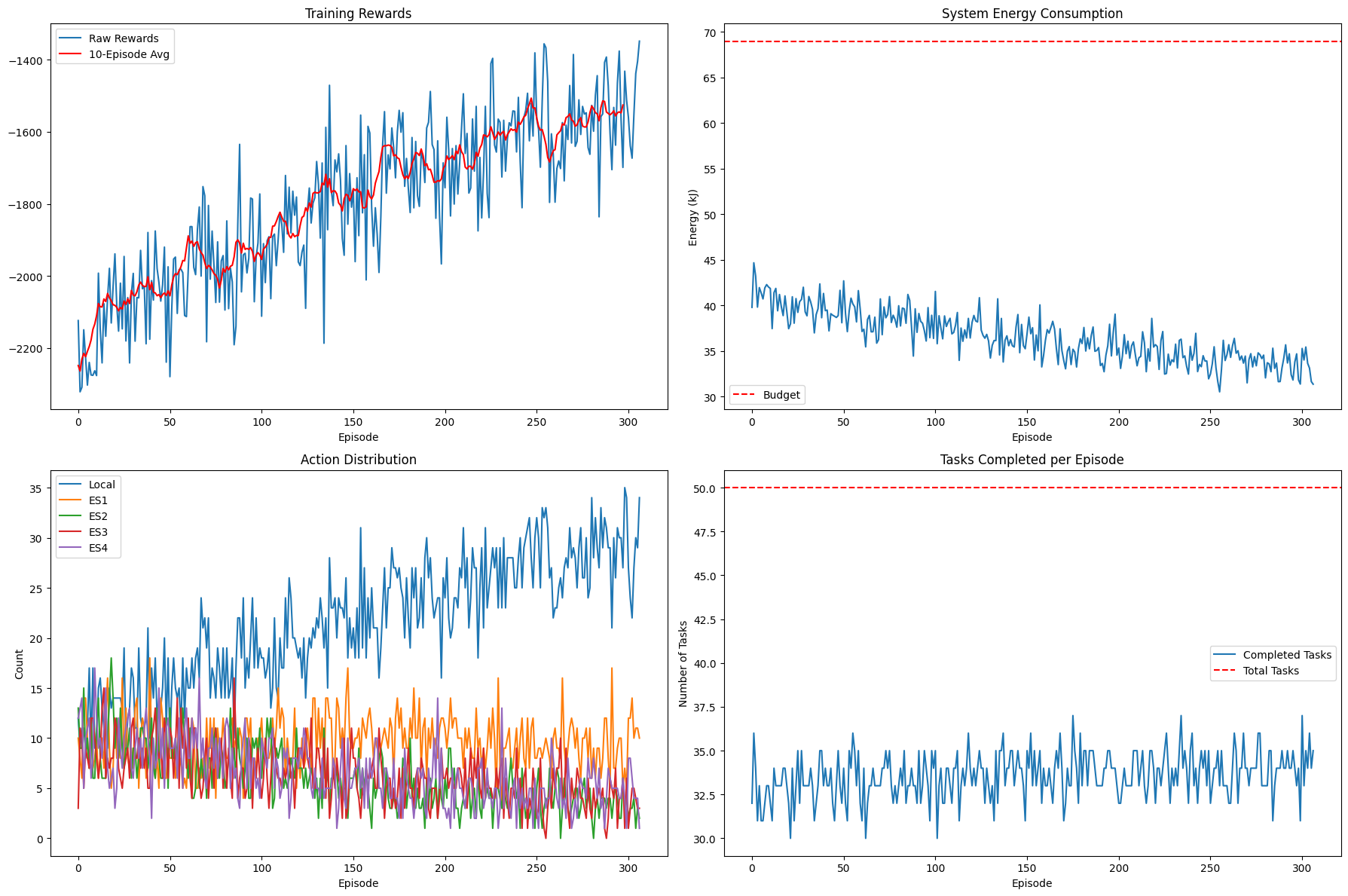
# Non-linear rewards

self.progressive\_task\_bonus = 0.1 # Per consecutive success

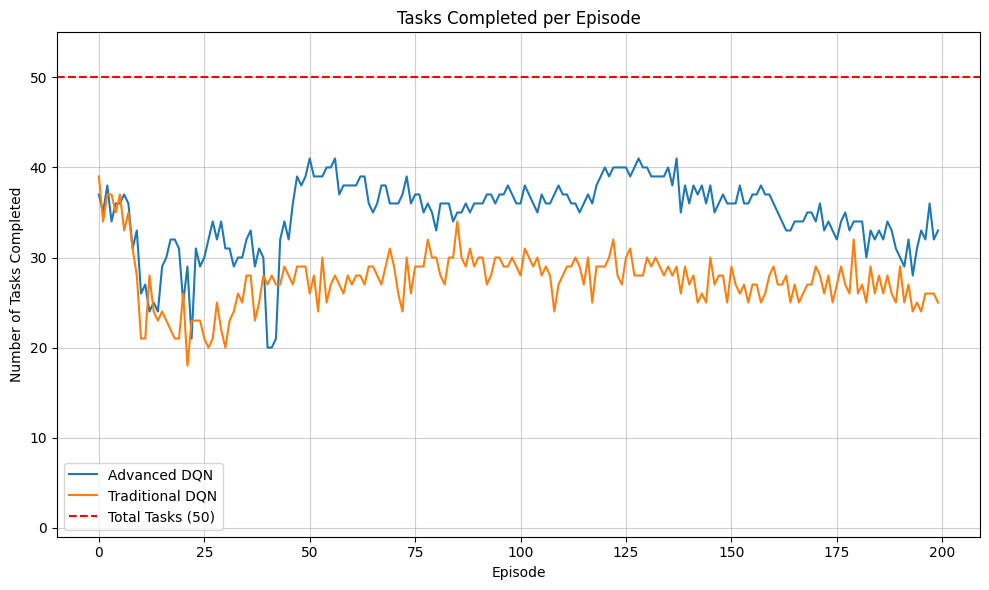
self.degressive\_penalty = 0.95 # Penalty decay factor



**Stress Testing in old model**

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**Task Completion Graph under stress**

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