

The routes are provided before in this [link](#). There are many path that an employee can reach his/her office. The amount of fuel consumed and the time spent on a route depends on a number of factors, including the length of the path, the slope of the route, the traffic volume, and so on. With SARSA and Q-learning algorithm an employee can find the best path depends on fuel consumption and time.

The networkx is used in this project.

Also here is a MapBuilder class to build the map which can use in this project.

E-greedy in this work can not be used because it is hard to converge to a way at the end of the episode but boltzmann policy with high temperature will converge to the best path.

