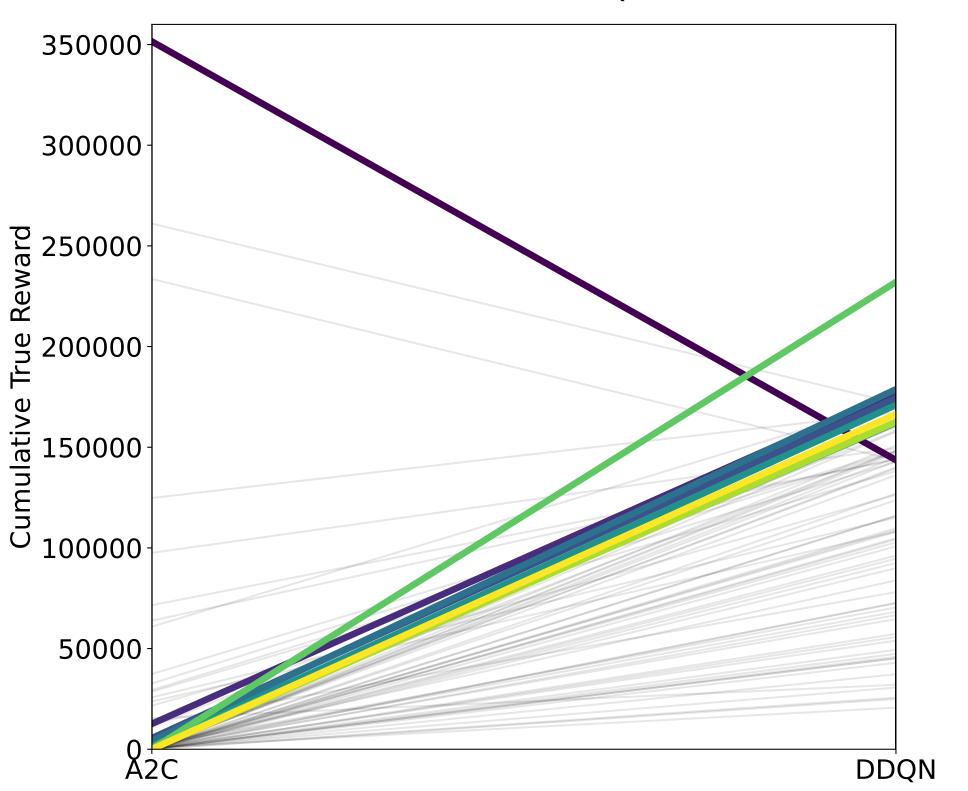
Relative Reward Function Performance for A2C and DDQN



```
H \Lambda T:
                                                                  1.00
         0.00; H ∧ ¬T:
                                              1.00, ¬H ∧ ¬T:
                           0.00; ¬H ∧ T:
                                                                  10.00
H \Lambda T:
         -1.00; H ∧ ¬T:
                           -1.00; ¬H ∧ T:
                                             10.00, ¬H ∧ ¬T:
                           -0.60; ¬H ∧ T:
H \Lambda T:
        -1.00; H ∧ ¬T:
                                             -0.80, ¬H ∧ ¬T:
                                                                  1.00
H \Lambda T:
        -0.40; H ∧ ¬T:
                           -0.50; ¬H ∧ T:
                                              0.00, ¬H ∧ ¬T:
                                                                  1.00
                                                                  1.00
H \Lambda T:
        -1.00; H ∧ ¬T:
                           -0.70; ¬H ∧ T:
                                             -0.50, ¬H ∧ ¬T:
        -0.50; H ∧ ¬T:
                           -0.50; ¬H ∧ T:
                                             -0.25, ¬H ∧ ¬T:
                                                                  1.00
H \wedge T:
         -0.10; H ∧ ¬T:
                           0.20; ¬H ∧ T:
                                              0.50, ¬H ∧ ¬T:
                                                                  1.00
H \Lambda T:
H \Lambda T:
                                              1.00, ¬H ∧ ¬T:
                                                                  1.00
         0.00; H ∧ ¬T:
                           0.25; ¬H ∧ T:
H \Lambda T:
        -0.50; H ∧ ¬T:
                           0.10; ¬H ∧ T:
                                              0.10, ¬H ∧ ¬T:
                                                                  1.00
```