

# 16\_Reinforcement\_Learning

May 10, 2018

## 1 TensorFlow Tutorial #16

## 2 Reinforcement Learning (Q-Learning)

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### 2.1 Introduction

This tutorial is about so-called Reinforcement Learning in which an agent is learning how to navigate some environment, in this case Atari games from the 1970-80's. The agent does not know anything about the game and must learn how to play it from trial and error. The only information that is available to the agent is the screen output of the game, and whether the previous action resulted in a reward or penalty.

This is a very difficult problem in Machine Learning / Artificial Intelligence, because the agent must both learn to distinguish features in the game-images, and then connect the occurrence of certain features in the game-images with its own actions and a reward or penalty that may be deferred many steps into the future.

This problem was first solved by the researchers from Google DeepMind. This tutorial is based on the main ideas from their early research papers (especially [this](#) and [this](#)), although we make several changes because the original DeepMind algorithm was awkward and over-complicated in some ways. But it turns out that you still need several tricks in order to stabilize the training of the agent, so the implementation in this tutorial is unfortunately also somewhat complicated.

The basic idea is to have the agent estimate so-called Q-values whenever it sees an image from the game-environment. The Q-values tell the agent which action is most likely to lead to the highest cumulative reward in the future. The problem is then reduced to finding these Q-values and storing them for later retrieval using a function approximator.

This builds on some of the previous tutorials. You should be familiar with TensorFlow and Convolutional Neural Networks from Tutorial #01 and #02. It will also be helpful if you are familiar with one of the builder APIs in Tutorials #03 or #03-B.

### 2.2 The Problem

This tutorial uses the Atari game Breakout, where the player or agent is supposed to hit a ball with a paddle, thus avoiding death while scoring points when the ball smashes pieces of a wall.

When a human learns to play a game like this, the first thing to figure out is what part of the game environment you are controlling - in this case the paddle at the bottom. If you move right on the joystick then the paddle moves right and vice versa. The next thing is to figure out what the

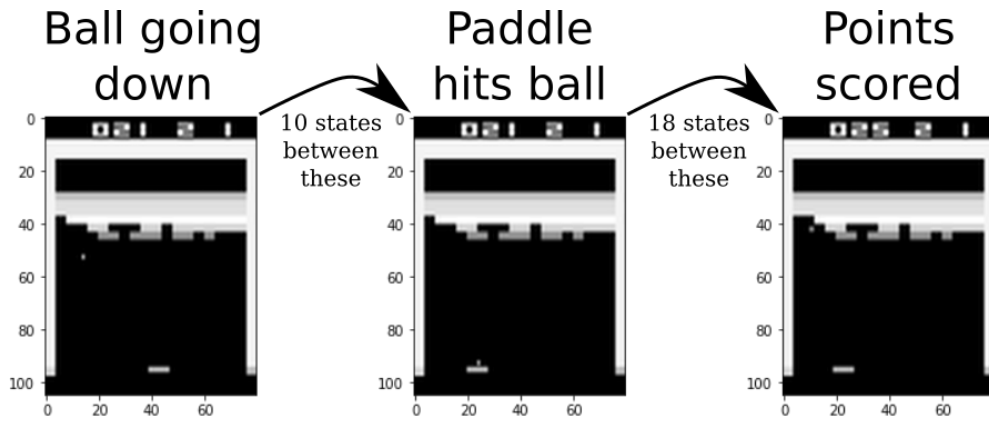


Illustration of the problem

goal of the game is - in this case to smash as many bricks in the wall as possible so as to maximize the score. Finally you need to learn what to avoid - in this case you must avoid dying by letting the ball pass beside the paddle.

Below are shown 3 images from the game that demonstrate what we need our agent to learn. In the image to the left, the ball is going downwards and the agent must learn to move the paddle so as to hit the ball and avoid death. The image in the middle shows the paddle hitting the ball, which eventually leads to the image on the right where the ball smashes some bricks and scores points. The ball then continues downwards and the process repeats.

The problem is that there are 10 states between the ball going downwards and the paddle hitting the ball, and there are an additional 18 states before the reward is obtained when the ball hits the wall and smashes some bricks. How can we teach an agent to connect these three situations and generalize to similar situations? The answer is to use so-called Reinforcement Learning with a Neural Network, as shown in this tutorial.

### 2.3 Q-Learning

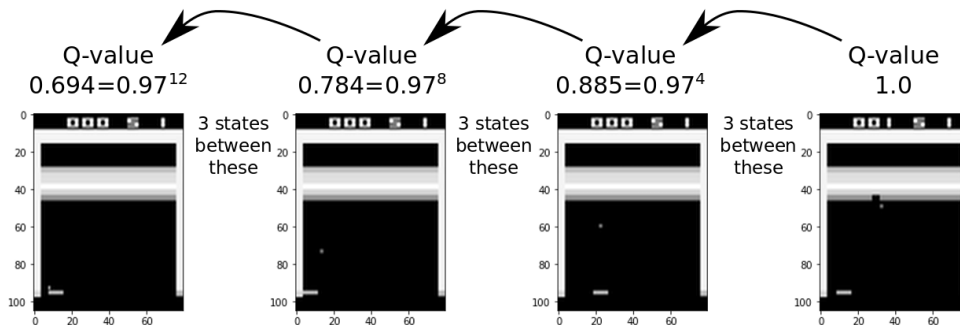
One of the simplest ways of doing Reinforcement Learning is called Q-learning. Here we want to estimate so-called Q-values which are also called action-values, because they map a state of the game-environment to a numerical value for each possible action that the agent may take. The Q-values indicate which action is expected to result in the highest future reward, thus telling the agent which action to take.

Unfortunately we do not know what the Q-values are supposed to be, so we have to estimate them somehow. The Q-values are all initialized to zero and then updated repeatedly as new information is collected from the agent playing the game. When the agent scores a point then the Q-value must be updated with the new information.

There are different formulas for updating Q-values, but the simplest is to set the new Q-value to the reward that was observed, plus the maximum Q-value for the following state of the game. This gives the total reward that the agent can expect from the current game-state and onwards. Typically we also multiply the max Q-value for the following state by a so-called discount-factor slightly below 1. This causes more distant rewards to contribute less to the Q-value, thus making the agent favour rewards that are closer in time.

The formula for updating the Q-value is:

$$Q\text{-value for state and action} = \text{reward} + \text{discount} * \max Q\text{-value for next state}$$



Q-values Simple Example

In academic papers, this is typically written with mathematical symbols like this:

$$Q(s_t, a_t) \leftarrow \underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount}} \cdot \underbrace{\max_a Q(s_{t+1}, a)}_{\text{estimate of future rewards}}$$

Furthermore, when the agent loses a life, then we know that the future reward is zero because the agent is dead, so we set the Q-value for that state to zero.

### 2.3.1 Simple Example

The images below demonstrate how Q-values are updated in a backwards sweep through the game-states that have previously been visited. In this simple example we assume all Q-values have been initialized to zero. The agent gets a reward of 1 point in the right-most image. This reward is then propagated backwards to the previous game-states, so when we see similar game-states in the future, we know that the given actions resulted in that reward.

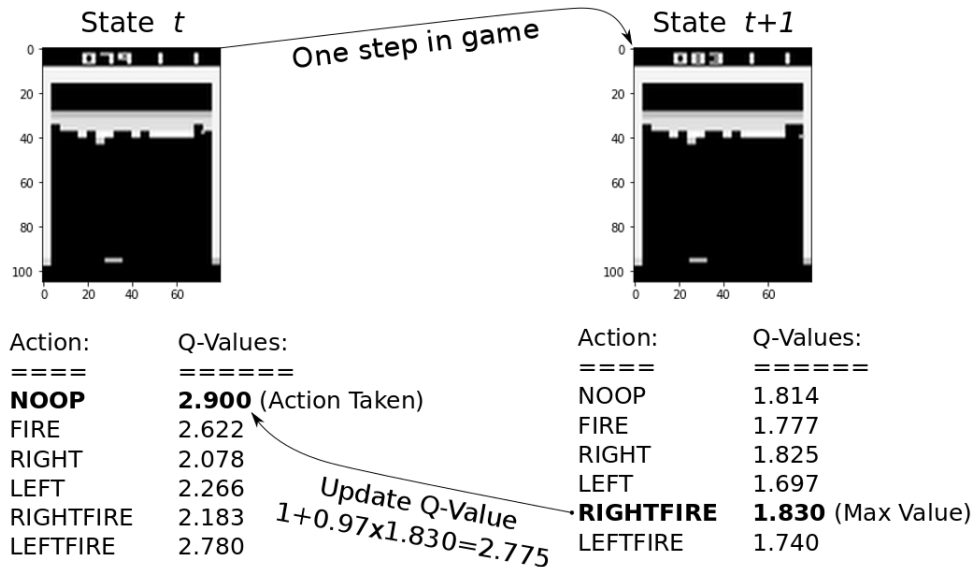
The discounting is an exponentially decreasing function. This example uses a discount-factor of 0.97 so the Q-value for the 3rd image is about  $0.885 \simeq 0.97^4$  because it is 4 states prior to the state that actually received the reward. Similarly for the other states. This example only shows one Q-value per state, but in reality there is one Q-value for each possible action in the state, and the Q-values are updated in a backwards-sweep using the formula above. This is shown in the next section.

### 2.3.2 Detailed Example

This is a more detailed example showing the Q-values for two successive states of the game-environment and how to update them.

The Q-values for the possible actions have been estimated by a Neural Network. For the action NOOP in state  $t$  the Q-value is estimated to be 2.900, which is the highest Q-value for that state so the agent takes that action, i.e. the agent does not do anything between state  $t$  and  $t+1$  because NOOP means "No Operation".

In state  $t+1$  the agent scores 4 points, but this is limited to 1 point in this implementation so as to stabilize the training. The maximum Q-value for state  $t+1$  is 1.830 for the action RIGHTFIRE. So if we select that action and continue to select the actions proposed by the Q-values estimated by the Neural Network, then the discounted sum of all the future rewards is expected to be 1.830.



Q-values Detailed Example

Now that we know the reward of taking the NOOP action from state  $t$  to  $t+1$ , we can update the Q-value to incorporate this new information. This uses the formula above:

$$Q(\text{state}_t, \text{NOOP}) \leftarrow \underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount}} \cdot \underbrace{\max_a Q(\text{state}_{t+1}, a)}_{\text{estimate of future rewards}} = 1.0 + 0.97 \cdot 1.830 \simeq 2.775$$

The new Q-value is 2.775 which is slightly lower than the previous estimate of 2.900. This Neural Network has already been trained for 150 hours so it is quite good at estimating Q-values, but earlier during the training, the estimated Q-values would be more different.

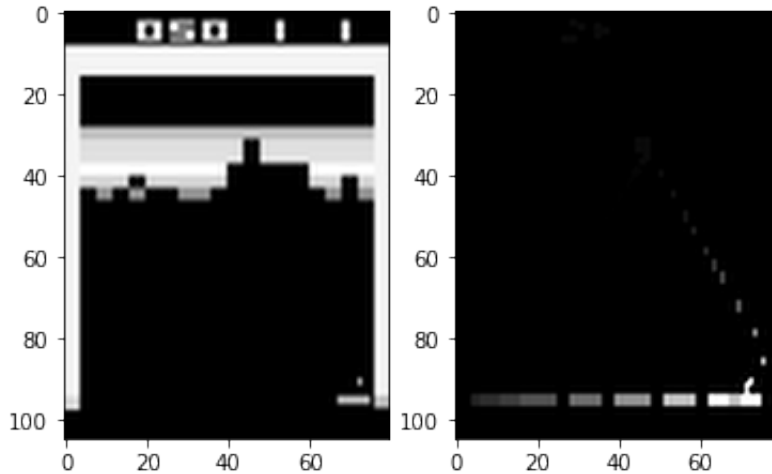
The idea is to have the agent play many, many games and repeatedly update the estimates of the Q-values as more information about rewards and penalties becomes available. This will eventually lead to good estimates of the Q-values, provided the training is numerically stable, as discussed further below. By doing this, we create a connection between rewards and prior actions.

## 2.4 Motion Trace

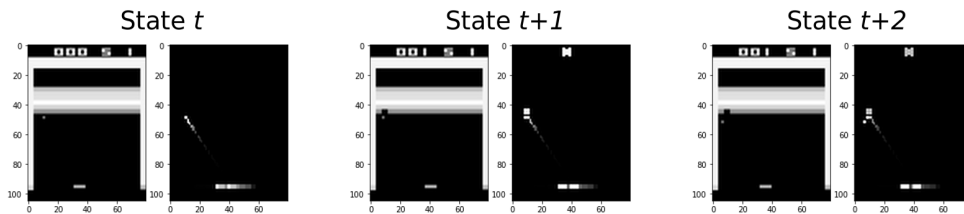
If we only use a single image from the game-environment then we cannot tell which direction the ball is moving. The typical solution is to use multiple consecutive images to represent the state of the game-environment.

This implementation uses another approach by processing the images from the game-environment in a motion-tracer that outputs two images as shown below. The left image is from the game-environment and the right image is the processed image, which shows traces of recent movements in the game-environment. In this case we can see that the ball is going downwards and has bounced off the right wall, and that the paddle has moved from the left to the right side of the screen.

Note that the motion-tracer has only been tested for Breakout and partially tested for Space Invaders, so it may not work for games with more complicated graphics such as Doom.



Motion Trace



Training Stability

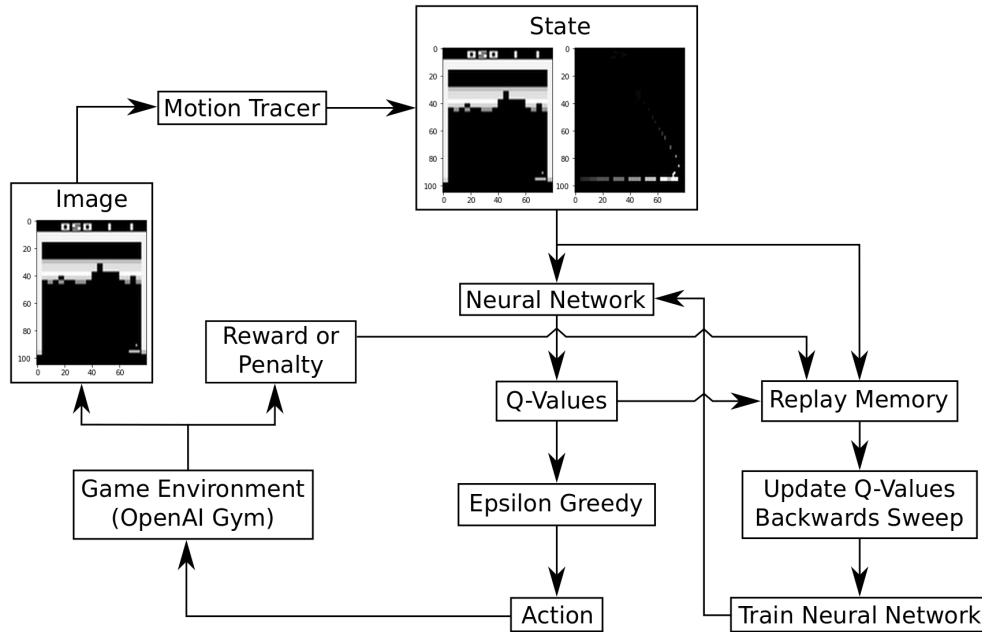
## 2.5 Training Stability

We need a function approximator that can take a state of the game-environment as input and produce as output an estimate of the Q-values for that state. We will use a Convolutional Neural Network for this. Although they have achieved great fame in recent years, they are actually a quite old technologies with many problems - one of which is training stability. A significant part of the research for this tutorial was spent on tuning and stabilizing the training of the Neural Network.

To understand why training stability is a problem, consider the 3 images below which show the game-environment in 3 consecutive states. At state  $t$  the agent is about to score a point, which happens in the following state  $t + 1$ . Assuming all Q-values were zero prior to this, we should now set the Q-value for state  $t + 1$  to be 1.0 and it should be 0.97 for state  $t$  if the discount-value is 0.97, according to the formula above for updating Q-values.

If we were to train a Neural Network to estimate the Q-values for the two states  $t$  and  $t + 1$  with Q-values 0.97 and 1.0, respectively, then the Neural Network will most likely be unable to distinguish properly between the images of these two states. As a result the Neural Network will also estimate a Q-value near 1.0 for state  $t + 2$  because the images are so similar. But this is clearly wrong because the Q-values for state  $t + 2$  should be zero as we do not know anything about future rewards at this point, and that is what the Q-values are supposed to estimate.

If this is continued and the Neural Network is trained after every new game-state is observed, then it will quickly cause the estimated Q-values to explode. This is an artifact of training Neural Networks which must have sufficiently large and diverse training-sets. For this reason we will use a so-called Replay Memory so we can gather a large number of game-states and shuffle them



Flowchart

during training of the Neural Network.

## 2.6 Flowchart

This flowchart shows roughly how Reinforcement Learning is implemented in this tutorial. There are two main loops which are run sequentially until the Neural Network is sufficiently accurate at estimating Q-values.

The first loop is for playing the game and recording data. This uses the Neural Network to estimate Q-values from a game-state. It then stores the game-state along with the corresponding Q-values and reward/penalty in the Replay Memory for later use.

The other loop is activated when the Replay Memory is sufficiently full. First it makes a full backwards sweep through the Replay Memory to update the Q-values with the new rewards and penalties that have been observed. Then it performs an optimization run so as to train the Neural Network to better estimate these updated Q-values.

There are many more details in the implementation, such as decreasing the learning-rate and increasing the fraction of the Replay Memory being used during training, but this flowchart shows the main ideas.

## 2.7 Neural Network Architecture

The Neural Network used in this implementation has 3 convolutional layers, all of which have filter-size 3x3. The layers have 16, 32, and 64 output channels, respectively. The stride is 2 in the first two convolutional layers and 1 in the last layer.

Following the 3 convolutional layers there are 4 fully-connected layers each with 1024 units and ReLU-activation. Then there is a single fully-connected layer with linear activation used as the output of the Neural Network.

This architecture is different from those typically used in research papers from DeepMind and others. They often have large convolutional filter-sizes of 8x8 and 4x4 with high stride-values. This causes more aggressive down-sampling of the game-state images. They also typically have only a single fully-connected layer with 256 or 512 ReLU units.

During the research for this tutorial, it was found that smaller filter-sizes and strides in the convolutional layers, combined with several fully-connected layers having more units, were necessary in order to have sufficiently accurate Q-values. The Neural Network architectures originally used by DeepMind appear to distort the Q-values quite significantly. A reason that their approach still worked, is possibly due to their use of a very large Replay Memory with 1 million states, and that the Neural Network did one mini-batch of training for each step of the game-environment, and some other tricks.

The architecture used here is probably excessive but it takes several days of training to test each architecture, so it is left as an exercise for the reader to try and find a smaller Neural Network architecture that still performs well.

## 2.8 Installation

The [documentation](#) for OpenAI Gym currently suggests that you need to build it in order to install it. But if you just want to install the Atari games, then you only need to install a single pip-package by typing the following commands in a terminal.

- `conda create --name tf-gym --clone tf`
- `source activate tf-gym`
- `pip install gym[atari]`

This assumes you already have an Anaconda environment named `tf` which has TensorFlow installed, it will then be cloned to another environment named `tf-gym` where OpenAI Gym is also installed. This allows you to easily switch between your normal TensorFlow environment and another one which also contains OpenAI Gym.

You can also have two environments named `tf-gpu` and `tf-gpu-gym` for the GPU versions of TensorFlow.

## 2.9 Imports

```
In [1]: %matplotlib inline
import matplotlib.pyplot as plt
import tensorflow as tf
import gym
import numpy as np
import math
```

The main source-code for Reinforcement Learning is located in the following module:

```
In [2]: import reinforcement_learning as rl
```

This was developed using Python 3.6.0 (Anaconda) with package versions:

```
In [3]: # TensorFlow
tf.__version__
```

```
Out [3]: '1.1.0'
```

```
In [4]: # OpenAI Gym
        gym.__version__
```

```
Out [4]: '0.8.1'
```

## 2.10 Game Environment

This is the name of the game-environment that we want to use in OpenAI Gym.

```
In [5]: env_name = 'Breakout-v0'
        # env_name = 'SpaceInvaders-v0'
```

This is the base-directory for the TensorFlow checkpoints as well as various log-files.

```
In [6]: rl.checkpoint_base_dir = 'checkpoints_tutorial16/'
```

Once the base-dir has been set, you need to call this function to set all the paths that will be used. This will also create the checkpoint-dir if it does not already exist.

```
In [7]: rl.update_paths(env_name=env_name)
```

## 2.11 Download Pre-Trained Model

You can download a TensorFlow checkpoint which holds all the pre-trained variables for the Neural Network. Two checkpoints are provided, one for Breakout and one for Space Invaders. They were both trained for about 150 hours on a laptop with 2.6 GHz CPU and a GTX 1070 GPU.

**COMPATIBILITY ISSUES** These TensorFlow checkpoints were developed with OpenAI gym v. 0.8.1 and atari-py v. 0.0.19 which had unused / redundant actions as noted above. There appears to have been a change in the gym API since then, as the unused actions are no longer present. This means the vectors with actions and Q-values now only contain 4 elements instead of the 6 shown here. This also means that the TensorFlow checkpoints cannot be used with newer versions of gym and atari-py, so in order to use these pre-trained checkpoints you need to install the older versions of gym and atari-py - or you can just train a new model yourself so you get a new TensorFlow checkpoint.

**WARNING!** These checkpoints are 280-360 MB each. They are currently hosted on the webserver I use for [www.hvass-labs.org](http://www.hvass-labs.org) because it is awkward to automatically download large files on Google Drive. To lower the traffic on my webserver, this line has been commented out, so you have to activate it manually. You are welcome to download it, I just don't want it to download automatically for everyone who only wants to run this Notebook briefly.

```
In [8]: # rl.maybe_download_checkpoint(env_name=env_name)
```

I believe the webserver is located in Denmark. If you are having problems downloading the files using the automatic function above, then you can try and download the files manually in a webbrowser or using `wget` or `curl`. Or you can download from Google Drive, where you will get an anti-virus warning that is awkward to bypass automatically:



- [Download Breakout Checkpoint from Google Drive](#)
- [Download Space Invaders Checkpoint from Google Drive](#)

You can use the checksum to ensure the downloaded files are complete:

- [SHA256 Checksum](#)

## 2.12 Create Agent

The Agent-class implements the main loop for playing the game, recording data and optimizing the Neural Network. We create an object-instance and need to set `training=True` because we want to use the replay-memory to record states and Q-values for plotting further below. We disable logging so this does not corrupt the logs from the actual training that was done previously. We can also set `render=True` but it will have no effect as long as `training==True`.

```
In [9]: agent = rl.Agent(env_name=env_name,
                        training=True,
                        render=True,
                        use_logging=False)
```

```
[2017-05-15 15:48:47,348] Making new env: Breakout-v0
```

```
Trying to restore last checkpoint ...
```

```
INFO:tensorflow:Restoring parameters from checkpoints_tutorial16/Breakout-v0/checkpoint-127639066
```

```
[2017-05-15 15:48:47,868] Restoring parameters from checkpoints_tutorial16/Breakout-v0/checkpoint-127639066
```

```
Restored checkpoint from: checkpoints_tutorial16/Breakout-v0/checkpoint-127639066
```

The Neural Network is automatically instantiated by the Agent-class. We will create a direct reference for convenience.

```
In [10]: model = agent.model
```

Similarly, the Agent-class also allocates the replay-memory when `training==True`. The replay-memory will require more than 3 GB of RAM, so it should only be allocated when needed. We will need the replay-memory in this Notebook to record the states and Q-values we observe, so they can be plotted further below.

```
In [11]: replay_memory = agent.replay_memory
```

## 2.13 Training

The agent's `run()` function is used to play the game. This uses the Neural Network to estimate Q-values and hence determine the agent's actions. If `training==True` then it will also gather states and Q-values in the replay-memory and train the Neural Network when the replay-memory is sufficiently full. You can set `num_episodes=None` if you want an infinite loop that you would stop manually with `ctrl-c`. In this case we just set `num_episodes=1` because we are not actually interested in training the Neural Network any further, we merely want to collect some states and Q-values in the replay-memory so we can plot them below.

```
In [12]: agent.run(num_episodes=1)
```

```
87584:127639721          Epsilon: 0.10          Reward: 12.0          Episode Mean: 12.0
```

In training-mode, this function will output a line for each episode. The first counter is for the number of episodes that have been processed. The second counter is for the number of states that have been processed. These two counters are stored in the TensorFlow checkpoint along with the weights of the Neural Network, so you can restart the training e.g. if you only have one computer and need to train during the night.

Note that the number of episodes is almost 90k. It is impractical to print that many lines in this Notebook, so the training is better done in a terminal window by running the following commands:

```
source activate tf-gpu-gym # Activate your Python environment with TF and Gym.
python reinforcement-learning.py --env Breakout-v0 --training
```

## 2.14 Training Progress

Data is being logged during training so we can plot the progress afterwards. The reward for each episode and a running mean of the last 30 episodes are logged to file. Basic statistics for the Q-values in the replay-memory are also logged to file before each optimization run.

This could be logged using TensorFlow and TensorBoard, but they were designed for logging variables of the TensorFlow graph and data that flows through the graph. In this case the data we want logged does not reside in the graph, so it becomes a bit awkward to use TensorFlow to log this data.

We have therefore implemented a few small classes that can write and read these logs.

```
In [13]: log_q_values = rl.LogQValues()
         log_reward = rl.LogReward()
```

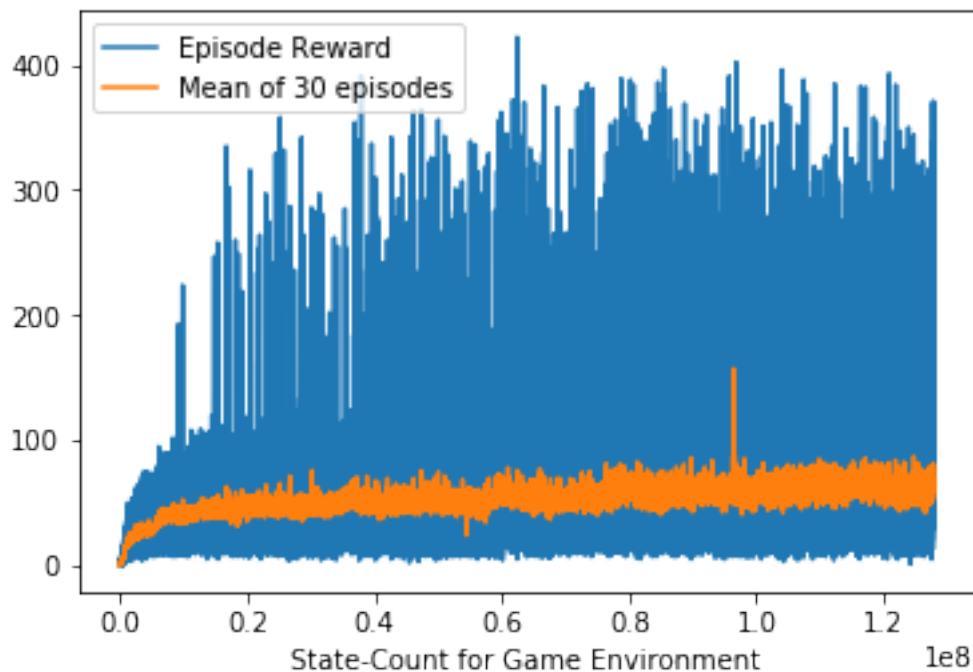
We can now read the logs from file:

```
In [14]: log_q_values.read()
         log_reward.read()
```

### 2.14.1 Training Progress: Reward

This plot shows the reward for each episode during training, as well as the running mean of the last 30 episodes. Note how the reward varies greatly from one episode to the next, so it is difficult to say from this plot alone whether the agent is really improving during the training, although the running mean does appear to trend upwards slightly.

```
In [15]: plt.plot(log_reward.count_states, log_reward.episode, label='Episode Reward')
plt.plot(log_reward.count_states, log_reward.mean, label='Mean of 30 episodes')
plt.xlabel('State-Count for Game Environment')
plt.legend()
plt.show()
```



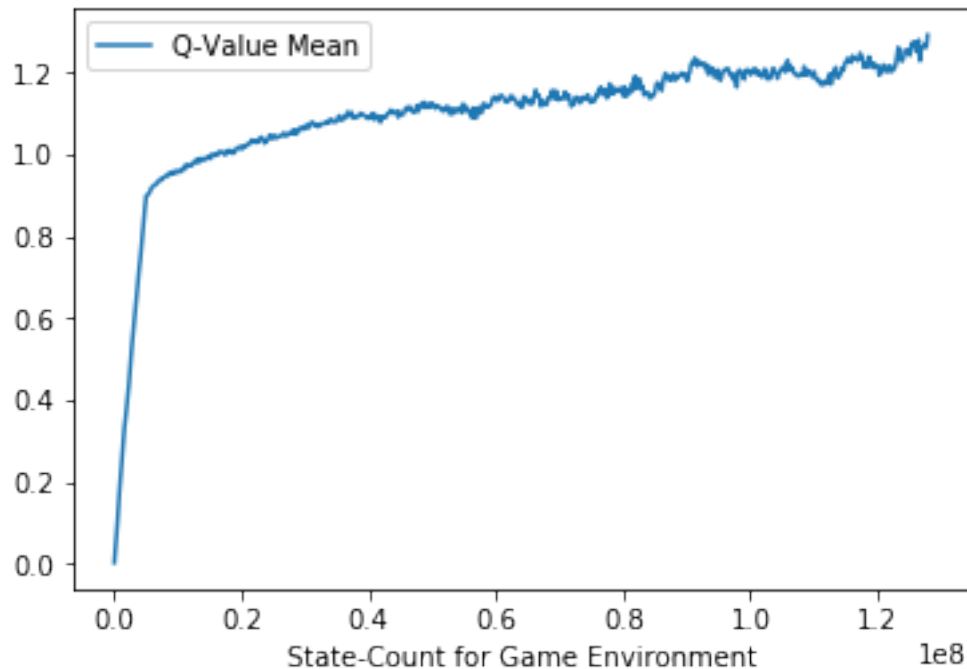
### 2.14.2 Training Progress: Q-Values

The following plot shows the mean Q-values from the replay-memory prior to each run of the optimizer for the Neural Network. Note how the mean Q-values increase rapidly in the beginning and then they increase fairly steadily for 40 million states, after which they still trend upwards but somewhat more irregularly.

The fast improvement in the beginning is probably due to (1) the use of a smaller replay-memory early in training so the Neural Network is optimized more often and the new information is used faster, (2) the backwards-sweeping of the replay-memory so the rewards are used to update the Q-values for many of the states, instead of just updating the Q-values for a single state, and (3) the replay-memory is balanced so at least half of each mini-batch contains states whose Q-values have high estimation-errors for the Neural Network.

The [original paper from DeepMind](#) showed much slower progress in the first phase of training, see Figure 2 in that paper but note that the Q-values are not directly comparable, possibly because they used a higher discount factor of 0.99 while we only used 0.97 here.

```
In [16]: plt.plot(log_q_values.count_states, log_q_values.mean, label='Q-Value Mean')
plt.xlabel('State-Count for Game Environment')
plt.legend()
plt.show()
```



## 2.15 Testing

When the agent and Neural Network is being trained, the so-called epsilon-probability is typically decreased from 1.0 to 0.1 over a large number of steps, after which the probability is held fixed at 0.1. This means the probability is 0.1 or 10% that the agent will select a random action in each step, otherwise it will select the action that has the highest Q-value. This is known as the epsilon-greedy policy. The choice of 0.1 for the epsilon-probability is a compromise between taking the actions that are already known to be good, versus exploring new actions that might lead to even higher rewards or might lead to death of the agent.

During testing it is common to lower the epsilon-probability even further. We have set it to 0.01 as shown here:

```
In [17]: agent.epsilon_greedy.epsilon_testing
```

```
Out[17]: 0.01
```

We will now instruct the agent that it should no longer perform training by setting this boolean:

```
In [18]: agent.training = False
```

We also reset the previous episode rewards.

```
In [19]: agent.reset_episode_rewards()
```

We can render the game-environment to screen so we can see the agent playing the game, by setting this boolean:

```
In [20]: agent.render = True
```

We can now run a single episode by calling the `run()` function again. This should open a new window that shows the game being played by the agent. At the time of this writing, it was not possible to resize this tiny window, and the developers at OpenAI did not seem to care about this feature which should obviously be there.

```
In [21]: agent.run(num_episodes=1)
```

87586:127639767	Q-min: 1.765	Q-max: 1.783	Lives: 5	Reward: 1.0
87586:127639820	Q-min: 1.608	Q-max: 1.619	Lives: 5	Reward: 2.0
87586:127639882	Q-min: 1.712	Q-max: 1.734	Lives: 5	Reward: 3.0
87586:127639931	Q-min: 1.968	Q-max: 1.998	Lives: 5	Reward: 4.0
87586:127639963	Q-min: 1.953	Q-max: 1.988	Lives: 5	Reward: 5.0
87586:127639985	Q-min: 0.013	Q-max: 0.184	Lives: 4	Reward: 5.0
87586:127640039	Q-min: 1.651	Q-max: 1.664	Lives: 4	Reward: 6.0
87586:127640090	Q-min: 1.902	Q-max: 1.919	Lives: 4	Reward: 7.0
87586:127640130	Q-min: 1.960	Q-max: 1.968	Lives: 4	Reward: 8.0
87586:127640166	Q-min: 1.915	Q-max: 1.929	Lives: 4	Reward: 9.0
87586:127640197	Q-min: 2.002	Q-max: 2.022	Lives: 4	Reward: 10.0
87586:127640228	Q-min: 1.952	Q-max: 1.982	Lives: 4	Reward: 11.0
87586:127640260	Q-min: 2.031	Q-max: 2.050	Lives: 4	Reward: 12.0
87586:127640306	Q-min: 1.682	Q-max: 1.737	Lives: 4	Reward: 13.0
87586:127640371	Q-min: 1.700	Q-max: 1.726	Lives: 4	Reward: 14.0
87586:127640439	Q-min: 1.555	Q-max: 1.665	Lives: 4	Reward: 15.0
87586:127640510	Q-min: 1.619	Q-max: 1.699	Lives: 4	Reward: 16.0
87586:127640552	Q-min: -0.068	Q-max: 0.219	Lives: 3	Reward: 16.0
87586:127640595	Q-min: 1.868	Q-max: 1.893	Lives: 3	Reward: 17.0
87586:127640639	Q-min: 1.975	Q-max: 1.996	Lives: 3	Reward: 18.0
87586:127640681	Q-min: 1.918	Q-max: 1.947	Lives: 3	Reward: 19.0
87586:127640718	Q-min: 2.025	Q-max: 2.090	Lives: 3	Reward: 20.0
87586:127640751	Q-min: 1.981	Q-max: 2.006	Lives: 3	Reward: 21.0
87586:127640785	Q-min: 2.041	Q-max: 2.072	Lives: 3	Reward: 25.0
87586:127640818	Q-min: 2.052	Q-max: 2.329	Lives: 3	Reward: 29.0
87586:127640840	Q-min: 2.298	Q-max: 2.444	Lives: 3	Reward: 30.0
87586:127640860	Q-min: 2.400	Q-max: 2.477	Lives: 3	Reward: 34.0
87586:127640882	Q-min: 2.344	Q-max: 2.398	Lives: 3	Reward: 35.0
87586:127640906	Q-min: 2.314	Q-max: 2.418	Lives: 3	Reward: 39.0
87586:127640927	Q-min: 2.211	Q-max: 2.266	Lives: 3	Reward: 40.0
87586:127640947	Q-min: 2.433	Q-max: 2.514	Lives: 3	Reward: 41.0

87586:127640968	Q-min: 2.259	Q-max: 2.518	Lives: 3	Reward: 45.0
87586:127640990	Q-min: 2.381	Q-max: 2.445	Lives: 3	Reward: 49.0
87586:127641011	Q-min: 2.299	Q-max: 2.477	Lives: 3	Reward: 53.0
87586:127641032	Q-min: 2.431	Q-max: 2.521	Lives: 3	Reward: 54.0
87586:127641053	Q-min: 2.292	Q-max: 2.394	Lives: 3	Reward: 55.0
87586:127641074	Q-min: 2.312	Q-max: 2.515	Lives: 3	Reward: 56.0
87586:127641094	Q-min: 2.310	Q-max: 2.421	Lives: 3	Reward: 60.0
87586:127641117	Q-min: 2.284	Q-max: 2.431	Lives: 3	Reward: 64.0
87586:127641137	Q-min: 2.328	Q-max: 2.442	Lives: 3	Reward: 65.0
87586:127641156	Q-min: 2.411	Q-max: 2.459	Lives: 3	Reward: 66.0
87586:127641178	Q-min: 1.457	Q-max: 2.612	Lives: 3	Reward: 73.0
87586:127641192	Q-min: -0.155	Q-max: 0.483	Lives: 2	Reward: 73.0
87586:127641236	Q-min: 2.176	Q-max: 2.289	Lives: 2	Reward: 74.0
87586:127641282	Q-min: 2.060	Q-max: 2.132	Lives: 2	Reward: 78.0
87586:127641340	Q-min: 1.806	Q-max: 1.967	Lives: 2	Reward: 79.0
87586:127641389	Q-min: 2.202	Q-max: 2.385	Lives: 2	Reward: 80.0
87586:127641418	Q-min: 2.359	Q-max: 2.446	Lives: 2	Reward: 81.0
87586:127641454	Q-min: 2.278	Q-max: 2.435	Lives: 2	Reward: 85.0
87586:127641487	Q-min: 2.157	Q-max: 2.391	Lives: 2	Reward: 86.0
87586:127641546	Q-min: 1.722	Q-max: 2.306	Lives: 2	Reward: 90.0
87586:127641570	Q-min: 2.165	Q-max: 2.662	Lives: 2	Reward: 94.0
87586:127641591	Q-min: 2.422	Q-max: 2.789	Lives: 2	Reward: 98.0
87586:127641605	Q-min: 0.044	Q-max: 0.432	Lives: 1	Reward: 98.0
87586:127641664	Q-min: 1.532	Q-max: 2.163	Lives: 1	Reward: 102.0
87586:127641723	Q-min: 2.338	Q-max: 2.518	Lives: 1	Reward: 106.0
87586:127641783	Q-min: 1.870	Q-max: 2.321	Lives: 1	Reward: 110.0
87586:127641830	Q-min: 2.606	Q-max: 2.781	Lives: 1	Reward: 114.0
87586:127641852	Q-min: -0.278	Q-max: 0.069	Lives: 0	Reward: 114.0

### 2.15.1 Mean Reward

The game-play is slightly random, both with regard to selecting actions using the epsilon-greedy policy, but also because the OpenAI Gym environment will repeat any action between 2-4 times, with the number chosen at random. So the reward of one episode is not an accurate estimate of the reward that can be expected in general from this agent.

We need to run 30 or even 50 episodes to get a more accurate estimate of the reward that can be expected.

We will first reset the previous episode rewards.

```
In [22]: agent.reset_episode_rewards()
```

We disable the screen-rendering so the game-environment runs much faster.

```
In [23]: agent.render = False
```

We can now run 30 episodes. This records the rewards for each episode. It might have been a good idea to disable the output so it does not print all these lines - you can do this as an exercise.

In [24]: agent.run(num\_episodes=30)

87588:127641897	Q-min: 1.755	Q-max: 1.774	Lives: 5	Reward: 1.0
87588:127641950	Q-min: 1.634	Q-max: 1.650	Lives: 5	Reward: 2.0
87588:127642002	Q-min: 1.849	Q-max: 1.872	Lives: 5	Reward: 3.0
87588:127642037	Q-min: 1.930	Q-max: 1.966	Lives: 5	Reward: 4.0
87588:127642067	Q-min: 1.936	Q-max: 1.970	Lives: 5	Reward: 5.0
87588:127642101	Q-min: 1.950	Q-max: 1.963	Lives: 5	Reward: 9.0
87588:127642136	Q-min: 2.189	Q-max: 2.341	Lives: 5	Reward: 13.0
87588:127642159	Q-min: 1.926	Q-max: 2.292	Lives: 5	Reward: 14.0
87588:127642178	Q-min: 1.976	Q-max: 2.286	Lives: 5	Reward: 15.0
87588:127642199	Q-min: 2.169	Q-max: 2.290	Lives: 5	Reward: 16.0
87588:127642218	Q-min: 2.243	Q-max: 2.338	Lives: 5	Reward: 17.0
87588:127642240	Q-min: 2.127	Q-max: 2.307	Lives: 5	Reward: 24.0
87588:127642261	Q-min: 2.328	Q-max: 2.408	Lives: 5	Reward: 25.0
87588:127642280	Q-min: 2.272	Q-max: 2.454	Lives: 5	Reward: 26.0
87588:127642302	Q-min: 2.251	Q-max: 2.401	Lives: 5	Reward: 27.0
87588:127642323	Q-min: 2.339	Q-max: 2.423	Lives: 5	Reward: 31.0
87588:127642343	Q-min: 2.365	Q-max: 2.458	Lives: 5	Reward: 32.0
87588:127642364	Q-min: 2.278	Q-max: 2.398	Lives: 5	Reward: 33.0
87588:127642382	Q-min: 2.226	Q-max: 2.399	Lives: 5	Reward: 34.0
87588:127642396	Q-min: -0.085	Q-max: 0.443	Lives: 4	Reward: 34.0
87588:127642437	Q-min: 1.988	Q-max: 2.028	Lives: 4	Reward: 35.0
87588:127642478	Q-min: 1.929	Q-max: 2.025	Lives: 4	Reward: 36.0
87588:127642522	Q-min: 2.039	Q-max: 2.062	Lives: 4	Reward: 37.0
87588:127642559	Q-min: 2.125	Q-max: 2.207	Lives: 4	Reward: 38.0
87588:127642595	Q-min: 2.249	Q-max: 2.385	Lives: 4	Reward: 42.0
87588:127642632	Q-min: 2.044	Q-max: 2.165	Lives: 4	Reward: 43.0
87588:127642666	Q-min: 2.204	Q-max: 2.507	Lives: 4	Reward: 47.0
87588:127642685	Q-min: 2.409	Q-max: 2.493	Lives: 4	Reward: 48.0
87588:127642703	Q-min: 2.254	Q-max: 2.433	Lives: 4	Reward: 49.0
87588:127642716	Q-min: -0.187	Q-max: 0.041	Lives: 3	Reward: 49.0
87588:127642759	Q-min: 2.005	Q-max: 2.038	Lives: 3	Reward: 50.0
87588:127642805	Q-min: 2.048	Q-max: 2.137	Lives: 3	Reward: 54.0
87588:127642854	Q-min: 2.376	Q-max: 2.597	Lives: 3	Reward: 58.0
87588:127642875	Q-min: 2.335	Q-max: 2.511	Lives: 3	Reward: 59.0
87588:127642897	Q-min: 2.480	Q-max: 2.536	Lives: 3	Reward: 63.0
87588:127642910	Q-min: 0.048	Q-max: 0.153	Lives: 2	Reward: 63.0
87588:127642960	Q-min: 2.096	Q-max: 2.239	Lives: 2	Reward: 64.0
87588:127643019	Q-min: 1.741	Q-max: 1.920	Lives: 2	Reward: 68.0
87588:127643087	Q-min: 1.986	Q-max: 2.044	Lives: 2	Reward: 69.0
87588:127643135	Q-min: 2.272	Q-max: 2.352	Lives: 2	Reward: 70.0
87588:127643168	Q-min: 2.441	Q-max: 2.554	Lives: 2	Reward: 74.0
87588:127643202	Q-min: 2.076	Q-max: 2.292	Lives: 2	Reward: 78.0
87588:127643225	Q-min: -0.176	Q-max: 0.268	Lives: 1	Reward: 78.0
87588:127643281	Q-min: 1.966	Q-max: 2.221	Lives: 1	Reward: 82.0
87588:127643349	Q-min: 1.627	Q-max: 2.724	Lives: 1	Reward: 86.0
87588:127643370	Q-min: 2.374	Q-max: 2.479	Lives: 1	Reward: 93.0

87588:127643390	Q-min: 2.446	Q-max: 2.602	Lives: 1	Reward: 94.0
87588:127643412	Q-min: 1.203	Q-max: 1.788	Lives: 1	Reward: 98.0
87588:127643435	Q-min: 2.395	Q-max: 2.539	Lives: 1	Reward: 102.0
87588:127643448	Q-min: -0.182	Q-max: 0.072	Lives: 0	Reward: 102.0
87589:127643490	Q-min: 1.753	Q-max: 1.763	Lives: 5	Reward: 1.0
87589:127643540	Q-min: 1.656	Q-max: 1.658	Lives: 5	Reward: 2.0
87589:127643604	Q-min: 1.705	Q-max: 1.724	Lives: 5	Reward: 3.0
87589:127643649	Q-min: 1.970	Q-max: 1.978	Lives: 5	Reward: 4.0
87589:127643683	Q-min: 1.972	Q-max: 2.004	Lives: 5	Reward: 5.0
87589:127643716	Q-min: 1.970	Q-max: 1.998	Lives: 5	Reward: 6.0
87589:127643751	Q-min: 1.816	Q-max: 1.837	Lives: 5	Reward: 7.0
87589:127643802	Q-min: 1.631	Q-max: 1.676	Lives: 5	Reward: 8.0
87589:127643865	Q-min: 1.726	Q-max: 1.738	Lives: 5	Reward: 9.0
87589:127643930	Q-min: 1.688	Q-max: 1.705	Lives: 5	Reward: 10.0
87589:127643992	Q-min: 1.655	Q-max: 1.675	Lives: 5	Reward: 11.0
87589:127644039	Q-min: 1.976	Q-max: 1.991	Lives: 5	Reward: 12.0
87589:127644071	Q-min: 1.870	Q-max: 1.899	Lives: 5	Reward: 13.0
87589:127644104	Q-min: 1.978	Q-max: 2.014	Lives: 5	Reward: 14.0
87589:127644140	Q-min: 2.065	Q-max: 2.085	Lives: 5	Reward: 18.0
87589:127644176	Q-min: 2.025	Q-max: 2.114	Lives: 5	Reward: 19.0
87589:127644209	Q-min: 2.068	Q-max: 2.149	Lives: 5	Reward: 23.0
87589:127644246	Q-min: 2.119	Q-max: 2.161	Lives: 5	Reward: 24.0
87589:127644276	Q-min: 2.175	Q-max: 2.211	Lives: 5	Reward: 25.0
87589:127644310	Q-min: 2.073	Q-max: 2.097	Lives: 5	Reward: 26.0
87589:127644341	Q-min: 2.106	Q-max: 2.172	Lives: 5	Reward: 30.0
87589:127644377	Q-min: 2.312	Q-max: 2.571	Lives: 5	Reward: 34.0
87589:127644392	Q-min: 0.043	Q-max: 0.267	Lives: 4	Reward: 34.0
87589:127644446	Q-min: 1.782	Q-max: 1.803	Lives: 4	Reward: 35.0
87589:127644499	Q-min: 1.961	Q-max: 2.130	Lives: 4	Reward: 36.0
87589:127644540	Q-min: 2.092	Q-max: 2.265	Lives: 4	Reward: 37.0
87589:127644581	Q-min: 2.203	Q-max: 2.238	Lives: 4	Reward: 38.0
87589:127644611	Q-min: 2.169	Q-max: 2.270	Lives: 4	Reward: 39.0
87589:127644644	Q-min: 2.176	Q-max: 2.307	Lives: 4	Reward: 43.0
87589:127644677	Q-min: 2.138	Q-max: 2.240	Lives: 4	Reward: 44.0
87589:127644725	Q-min: 1.803	Q-max: 1.827	Lives: 4	Reward: 45.0
87589:127644792	Q-min: 1.820	Q-max: 1.887	Lives: 4	Reward: 46.0
87589:127644855	Q-min: 1.821	Q-max: 1.853	Lives: 4	Reward: 47.0
87589:127644924	Q-min: 1.803	Q-max: 1.938	Lives: 4	Reward: 48.0
87589:127644973	Q-min: 2.182	Q-max: 2.255	Lives: 4	Reward: 52.0
87589:127645008	Q-min: 2.057	Q-max: 2.107	Lives: 4	Reward: 53.0
87589:127645029	Q-min: -0.272	Q-max: 0.309	Lives: 3	Reward: 53.0
87589:127645074	Q-min: 1.963	Q-max: 2.158	Lives: 3	Reward: 57.0
87589:127645121	Q-min: 2.300	Q-max: 2.361	Lives: 3	Reward: 58.0
87589:127645164	Q-min: 2.119	Q-max: 2.211	Lives: 3	Reward: 59.0
87589:127645204	Q-min: 2.328	Q-max: 2.377	Lives: 3	Reward: 63.0
87589:127645242	Q-min: 1.591	Q-max: 2.503	Lives: 3	Reward: 70.0
87589:127645265	Q-min: 1.942	Q-max: 2.711	Lives: 3	Reward: 74.0
87589:127645289	Q-min: 1.739	Q-max: 3.524	Lives: 3	Reward: 81.0



87589:127645319	Q-min: 1.548	Q-max: 5.599	Lives: 3	Reward: 88.0
87589:127645326	Q-min: 3.214	Q-max: 6.187	Lives: 3	Reward: 95.0
87589:127645332	Q-min: 4.149	Q-max: 7.073	Lives: 3	Reward: 102.0
87589:127645338	Q-min: 2.279	Q-max: 6.700	Lives: 3	Reward: 109.0
87589:127645344	Q-min: 3.218	Q-max: 6.832	Lives: 3	Reward: 116.0
87589:127645348	Q-min: 3.802	Q-max: 5.502	Lives: 3	Reward: 123.0
87589:127645354	Q-min: 1.270	Q-max: 6.387	Lives: 3	Reward: 130.0
87589:127645360	Q-min: 2.805	Q-max: 6.095	Lives: 3	Reward: 137.0
87589:127645397	Q-min: 2.879	Q-max: 6.591	Lives: 3	Reward: 144.0
87589:127645404	Q-min: 3.505	Q-max: 6.818	Lives: 3	Reward: 151.0
87589:127645410	Q-min: 3.764	Q-max: 6.270	Lives: 3	Reward: 158.0
87589:127645415	Q-min: 3.677	Q-max: 5.796	Lives: 3	Reward: 165.0
87589:127645421	Q-min: 2.668	Q-max: 5.257	Lives: 3	Reward: 172.0
87589:127645427	Q-min: 3.923	Q-max: 5.098	Lives: 3	Reward: 179.0
87589:127645432	Q-min: 1.970	Q-max: 5.844	Lives: 3	Reward: 186.0
87589:127645437	Q-min: 2.983	Q-max: 5.170	Lives: 3	Reward: 193.0
87589:127645442	Q-min: 0.927	Q-max: 5.070	Lives: 3	Reward: 200.0
87589:127645449	Q-min: 2.823	Q-max: 4.550	Lives: 3	Reward: 207.0
87589:127645457	Q-min: 2.697	Q-max: 4.629	Lives: 3	Reward: 214.0
87589:127645463	Q-min: 2.279	Q-max: 3.921	Lives: 3	Reward: 221.0
87589:127645469	Q-min: 1.649	Q-max: 4.535	Lives: 3	Reward: 228.0
87589:127645477	Q-min: 1.761	Q-max: 4.724	Lives: 3	Reward: 235.0
87589:127645485	Q-min: 2.276	Q-max: 4.794	Lives: 3	Reward: 242.0
87589:127645493	Q-min: 1.740	Q-max: 4.088	Lives: 3	Reward: 246.0
87589:127645500	Q-min: 2.749	Q-max: 4.242	Lives: 3	Reward: 253.0
87589:127645507	Q-min: 1.777	Q-max: 4.064	Lives: 3	Reward: 260.0
87589:127645516	Q-min: 1.485	Q-max: 3.484	Lives: 3	Reward: 267.0
87589:127645523	Q-min: 2.242	Q-max: 4.177	Lives: 3	Reward: 274.0
87589:127645531	Q-min: 2.252	Q-max: 3.996	Lives: 3	Reward: 281.0
87589:127645566	Q-min: 1.331	Q-max: 4.973	Lives: 3	Reward: 285.0
87589:127645575	Q-min: 1.970	Q-max: 3.440	Lives: 3	Reward: 289.0
87589:127645584	Q-min: 1.505	Q-max: 3.210	Lives: 3	Reward: 293.0
87589:127645592	Q-min: 1.477	Q-max: 3.720	Lives: 3	Reward: 300.0
87589:127645600	Q-min: 2.563	Q-max: 3.410	Lives: 3	Reward: 304.0
87589:127645608	Q-min: 1.711	Q-max: 3.448	Lives: 3	Reward: 311.0
87589:127645615	Q-min: 2.012	Q-max: 3.991	Lives: 3	Reward: 318.0
87589:127645624	Q-min: 1.686	Q-max: 3.728	Lives: 3	Reward: 325.0
87589:127645632	Q-min: 1.994	Q-max: 3.683	Lives: 3	Reward: 329.0
87589:127645638	Q-min: 2.120	Q-max: 4.264	Lives: 3	Reward: 336.0
87589:127645646	Q-min: 2.023	Q-max: 4.184	Lives: 3	Reward: 340.0
87589:127645655	Q-min: 2.003	Q-max: 2.833	Lives: 3	Reward: 344.0
87589:127645665	Q-min: -0.107	Q-max: 1.473	Lives: 3	Reward: 345.0
87589:127645674	Q-min: 2.355	Q-max: 4.078	Lives: 3	Reward: 349.0
87589:127645713	Q-min: 1.669	Q-max: 2.720	Lives: 3	Reward: 353.0
87589:127645721	Q-min: 2.809	Q-max: 4.243	Lives: 3	Reward: 357.0
87589:127645753	Q-min: 1.922	Q-max: 2.913	Lives: 3	Reward: 361.0
87589:127645772	Q-min: 2.140	Q-max: 2.795	Lives: 3	Reward: 362.0
87589:127645783	Q-min: 0.064	Q-max: 0.209	Lives: 2	Reward: 362.0

87589:127645841	Q-min: 1.845	Q-max: 2.442	Lives: 2	Reward: 366.0
87589:127645919	Q-min: 0.936	Q-max: 2.705	Lives: 2	Reward: 370.0
87589:127645949	Q-min: 1.205	Q-max: 3.975	Lives: 2	Reward: 374.0
87589:127645956	Q-min: 3.382	Q-max: 4.514	Lives: 2	Reward: 381.0
87589:127645979	Q-min: 0.130	Q-max: 0.357	Lives: 1	Reward: 381.0
87589:127646023	Q-min: 2.012	Q-max: 2.867	Lives: 1	Reward: 385.0
87589:127646070	Q-min: 2.544	Q-max: 2.705	Lives: 1	Reward: 386.0
87589:127646095	Q-min: 0.001	Q-max: 0.201	Lives: 0	Reward: 386.0
87590:127646139	Q-min: 1.787	Q-max: 1.799	Lives: 5	Reward: 1.0
87590:127646182	Q-min: 1.817	Q-max: 1.831	Lives: 5	Reward: 2.0
87590:127646227	Q-min: 1.924	Q-max: 1.953	Lives: 5	Reward: 3.0
87590:127646262	Q-min: 2.057	Q-max: 2.093	Lives: 5	Reward: 4.0
87590:127646293	Q-min: 1.956	Q-max: 1.980	Lives: 5	Reward: 5.0
87590:127646324	Q-min: 1.892	Q-max: 1.911	Lives: 5	Reward: 6.0
87590:127646358	Q-min: 1.726	Q-max: 1.840	Lives: 5	Reward: 7.0
87590:127646406	Q-min: 1.681	Q-max: 1.705	Lives: 5	Reward: 8.0
87590:127646469	Q-min: 1.489	Q-max: 1.679	Lives: 5	Reward: 9.0
87590:127646534	Q-min: 1.689	Q-max: 1.710	Lives: 5	Reward: 10.0
87590:127646601	Q-min: 1.625	Q-max: 1.658	Lives: 5	Reward: 11.0
87590:127646650	Q-min: 1.949	Q-max: 1.968	Lives: 5	Reward: 12.0
87590:127646683	Q-min: 1.941	Q-max: 1.961	Lives: 5	Reward: 13.0
87590:127646715	Q-min: 1.990	Q-max: 2.067	Lives: 5	Reward: 14.0
87590:127646738	Q-min: -0.265	Q-max: 0.133	Lives: 4	Reward: 14.0
87590:127646782	Q-min: 1.799	Q-max: 1.840	Lives: 4	Reward: 15.0
87590:127646825	Q-min: 1.948	Q-max: 1.967	Lives: 4	Reward: 16.0
87590:127646871	Q-min: 1.927	Q-max: 1.959	Lives: 4	Reward: 17.0
87590:127646904	Q-min: 2.043	Q-max: 2.058	Lives: 4	Reward: 18.0
87590:127646935	Q-min: 1.972	Q-max: 2.004	Lives: 4	Reward: 19.0
87590:127646966	Q-min: 2.014	Q-max: 2.062	Lives: 4	Reward: 20.0
87590:127646985	Q-min: -0.062	Q-max: 0.107	Lives: 3	Reward: 20.0
87590:127647040	Q-min: 1.724	Q-max: 1.740	Lives: 3	Reward: 21.0
87590:127647095	Q-min: 1.943	Q-max: 1.955	Lives: 3	Reward: 22.0
87590:127647142	Q-min: 2.024	Q-max: 2.103	Lives: 3	Reward: 26.0
87590:127647182	Q-min: 1.959	Q-max: 2.022	Lives: 3	Reward: 27.0
87590:127647218	Q-min: 2.041	Q-max: 2.136	Lives: 3	Reward: 31.0
87590:127647255	Q-min: 2.036	Q-max: 2.070	Lives: 3	Reward: 32.0
87590:127647290	Q-min: 1.980	Q-max: 2.191	Lives: 3	Reward: 36.0
87590:127647342	Q-min: 1.706	Q-max: 1.736	Lives: 3	Reward: 37.0
87590:127647409	Q-min: 1.795	Q-max: 1.842	Lives: 3	Reward: 38.0
87590:127647473	Q-min: 1.780	Q-max: 1.805	Lives: 3	Reward: 39.0
87590:127647542	Q-min: 1.660	Q-max: 1.909	Lives: 3	Reward: 40.0
87590:127647597	Q-min: 2.079	Q-max: 2.107	Lives: 3	Reward: 41.0
87590:127647629	Q-min: 1.994	Q-max: 2.072	Lives: 3	Reward: 42.0
87590:127647665	Q-min: 2.155	Q-max: 2.173	Lives: 3	Reward: 43.0
87590:127647699	Q-min: 2.047	Q-max: 2.189	Lives: 3	Reward: 47.0
87590:127647736	Q-min: 2.219	Q-max: 2.495	Lives: 3	Reward: 51.0
87590:127647756	Q-min: 2.399	Q-max: 2.565	Lives: 3	Reward: 55.0
87590:127647778	Q-min: 2.284	Q-max: 2.583	Lives: 3	Reward: 59.0

87590:127647800	Q-min: 2.406	Q-max: 2.620	Lives: 3	Reward: 63.0
87590:127647822	Q-min: 2.359	Q-max: 2.564	Lives: 3	Reward: 67.0
87590:127647833	Q-min: -0.036	Q-max: 0.223	Lives: 2	Reward: 67.0
87590:127647884	Q-min: 1.975	Q-max: 2.198	Lives: 2	Reward: 71.0
87590:127647929	Q-min: 2.128	Q-max: 2.484	Lives: 2	Reward: 75.0
87590:127647972	Q-min: 2.320	Q-max: 2.380	Lives: 2	Reward: 76.0
87590:127648014	Q-min: 2.009	Q-max: 2.463	Lives: 2	Reward: 80.0
87590:127648049	Q-min: 2.390	Q-max: 2.437	Lives: 2	Reward: 81.0
87590:127648081	Q-min: 2.299	Q-max: 2.460	Lives: 2	Reward: 82.0
87590:127648112	Q-min: 2.319	Q-max: 2.551	Lives: 2	Reward: 86.0
87590:127648165	Q-min: 1.847	Q-max: 2.040	Lives: 2	Reward: 87.0
87590:127648241	Q-min: 1.213	Q-max: 2.371	Lives: 2	Reward: 91.0
87590:127648256	Q-min: 0.018	Q-max: 0.151	Lives: 1	Reward: 91.0
87590:127648314	Q-min: 2.263	Q-max: 2.612	Lives: 1	Reward: 95.0
87590:127648335	Q-min: 2.463	Q-max: 2.630	Lives: 1	Reward: 96.0
87590:127648357	Q-min: 2.585	Q-max: 2.698	Lives: 1	Reward: 100.0
87590:127648378	Q-min: 2.491	Q-max: 2.898	Lives: 1	Reward: 104.0
87590:127648400	Q-min: 2.554	Q-max: 2.852	Lives: 1	Reward: 108.0
87590:127648421	Q-min: 2.414	Q-max: 2.958	Lives: 1	Reward: 115.0
87590:127648445	Q-min: 2.390	Q-max: 3.135	Lives: 1	Reward: 119.0
87590:127648468	Q-min: 2.370	Q-max: 3.299	Lives: 1	Reward: 126.0
87590:127648494	Q-min: 2.755	Q-max: 3.314	Lives: 1	Reward: 133.0
87590:127648509	Q-min: -0.140	Q-max: 0.334	Lives: 0	Reward: 133.0
87591:127648551	Q-min: 1.768	Q-max: 1.783	Lives: 5	Reward: 1.0
87591:127648601	Q-min: 1.657	Q-max: 1.664	Lives: 5	Reward: 2.0
87591:127648652	Q-min: 1.851	Q-max: 1.862	Lives: 5	Reward: 3.0
87591:127648690	Q-min: 2.005	Q-max: 2.023	Lives: 5	Reward: 4.0
87591:127648723	Q-min: 1.894	Q-max: 1.913	Lives: 5	Reward: 5.0
87591:127648758	Q-min: 1.980	Q-max: 2.014	Lives: 5	Reward: 6.0
87591:127648791	Q-min: 1.818	Q-max: 1.831	Lives: 5	Reward: 7.0
87591:127648813	Q-min: -0.174	Q-max: 0.101	Lives: 4	Reward: 7.0
87591:127648866	Q-min: 1.657	Q-max: 1.681	Lives: 4	Reward: 8.0
87591:127648929	Q-min: 1.683	Q-max: 1.697	Lives: 4	Reward: 9.0
87591:127648981	Q-min: 1.868	Q-max: 1.886	Lives: 4	Reward: 10.0
87591:127649018	Q-min: 1.920	Q-max: 2.034	Lives: 4	Reward: 11.0
87591:127649052	Q-min: 1.979	Q-max: 2.015	Lives: 4	Reward: 15.0
87591:127649089	Q-min: 1.940	Q-max: 2.027	Lives: 4	Reward: 19.0
87591:127649121	Q-min: 1.964	Q-max: 2.039	Lives: 4	Reward: 20.0
87591:127649168	Q-min: 1.749	Q-max: 1.771	Lives: 4	Reward: 21.0
87591:127649232	Q-min: 1.642	Q-max: 1.716	Lives: 4	Reward: 22.0
87591:127649294	Q-min: 1.752	Q-max: 1.774	Lives: 4	Reward: 23.0
87591:127649359	Q-min: 1.725	Q-max: 1.774	Lives: 4	Reward: 24.0
87591:127649412	Q-min: 1.957	Q-max: 1.990	Lives: 4	Reward: 25.0
87591:127649447	Q-min: 2.097	Q-max: 2.117	Lives: 4	Reward: 26.0
87591:127649478	Q-min: 2.056	Q-max: 2.085	Lives: 4	Reward: 27.0
87591:127649509	Q-min: 2.032	Q-max: 2.131	Lives: 4	Reward: 31.0
87591:127649544	Q-min: 2.193	Q-max: 2.302	Lives: 4	Reward: 35.0
87591:127649565	Q-min: 2.264	Q-max: 2.424	Lives: 4	Reward: 36.0

87591:127649584	Q-min: 2.031	Q-max: 2.287	Lives: 4	Reward: 37.0
87591:127649596	Q-min: -0.144	Q-max: 0.076	Lives: 3	Reward: 37.0
87591:127649649	Q-min: 1.760	Q-max: 1.798	Lives: 3	Reward: 38.0
87591:127649719	Q-min: 1.564	Q-max: 1.715	Lives: 3	Reward: 42.0
87591:127649777	Q-min: 2.073	Q-max: 2.168	Lives: 3	Reward: 46.0
87591:127649821	Q-min: 2.199	Q-max: 2.354	Lives: 3	Reward: 50.0
87591:127649856	Q-min: 2.322	Q-max: 2.456	Lives: 3	Reward: 54.0
87591:127649869	Q-min: 0.025	Q-max: 0.418	Lives: 2	Reward: 54.0
87591:127649930	Q-min: 1.381	Q-max: 1.778	Lives: 2	Reward: 58.0
87591:127650007	Q-min: 1.768	Q-max: 2.462	Lives: 2	Reward: 62.0
87591:127650027	Q-min: 2.428	Q-max: 2.487	Lives: 2	Reward: 63.0
87591:127650047	Q-min: 2.191	Q-max: 2.541	Lives: 2	Reward: 64.0
87591:127650066	Q-min: 2.439	Q-max: 2.499	Lives: 2	Reward: 65.0
87591:127650086	Q-min: 2.355	Q-max: 2.534	Lives: 2	Reward: 66.0
87591:127650107	Q-min: 2.535	Q-max: 2.644	Lives: 2	Reward: 67.0
87591:127650128	Q-min: 2.424	Q-max: 2.611	Lives: 2	Reward: 71.0
87591:127650149	Q-min: 2.291	Q-max: 2.567	Lives: 2	Reward: 72.0
87591:127650173	Q-min: 2.357	Q-max: 2.671	Lives: 2	Reward: 76.0
87591:127650198	Q-min: 1.918	Q-max: 3.150	Lives: 2	Reward: 83.0
87591:127650223	Q-min: 1.593	Q-max: 3.739	Lives: 2	Reward: 90.0
87591:127650253	Q-min: 2.184	Q-max: 6.902	Lives: 2	Reward: 97.0
87591:127650258	Q-min: 2.303	Q-max: 6.611	Lives: 2	Reward: 104.0
87591:127650263	Q-min: 3.708	Q-max: 6.076	Lives: 2	Reward: 111.0
87591:127650267	Q-min: 2.672	Q-max: 6.862	Lives: 2	Reward: 118.0
87591:127650272	Q-min: 1.783	Q-max: 6.216	Lives: 2	Reward: 125.0
87591:127650277	Q-min: 2.125	Q-max: 5.576	Lives: 2	Reward: 132.0
87591:127650283	Q-min: 3.175	Q-max: 5.794	Lives: 2	Reward: 139.0
87591:127650288	Q-min: 4.208	Q-max: 6.206	Lives: 2	Reward: 146.0
87591:127650293	Q-min: 3.793	Q-max: 5.610	Lives: 2	Reward: 153.0
87591:127650298	Q-min: 3.057	Q-max: 5.366	Lives: 2	Reward: 160.0
87591:127650304	Q-min: 3.419	Q-max: 5.766	Lives: 2	Reward: 167.0
87591:127650308	Q-min: 2.737	Q-max: 6.274	Lives: 2	Reward: 174.0
87591:127650313	Q-min: 4.419	Q-max: 6.346	Lives: 2	Reward: 181.0
87591:127650319	Q-min: 2.684	Q-max: 5.516	Lives: 2	Reward: 188.0
87591:127650322	Q-min: 3.003	Q-max: 4.892	Lives: 2	Reward: 195.0
87591:127650328	Q-min: 3.717	Q-max: 5.497	Lives: 2	Reward: 202.0
87591:127650334	Q-min: 3.530	Q-max: 5.096	Lives: 2	Reward: 209.0
87591:127650341	Q-min: 3.669	Q-max: 5.190	Lives: 2	Reward: 216.0
87591:127650346	Q-min: 2.570	Q-max: 3.876	Lives: 2	Reward: 223.0
87591:127650353	Q-min: 3.737	Q-max: 5.336	Lives: 2	Reward: 230.0
87591:127650360	Q-min: 2.802	Q-max: 5.215	Lives: 2	Reward: 237.0
87591:127650366	Q-min: 1.970	Q-max: 5.470	Lives: 2	Reward: 244.0
87591:127650373	Q-min: 2.147	Q-max: 5.573	Lives: 2	Reward: 251.0
87591:127650379	Q-min: 2.106	Q-max: 4.824	Lives: 2	Reward: 258.0
87591:127650386	Q-min: 2.746	Q-max: 4.343	Lives: 2	Reward: 265.0
87591:127650425	Q-min: 1.870	Q-max: 5.265	Lives: 2	Reward: 272.0
87591:127650432	Q-min: 3.059	Q-max: 4.681	Lives: 2	Reward: 279.0
87591:127650438	Q-min: 2.537	Q-max: 4.428	Lives: 2	Reward: 286.0

87591:127650445	Q-min: 1.591	Q-max: 4.291	Lives: 2	Reward: 290.0
87591:127650454	Q-min: 2.578	Q-max: 3.873	Lives: 2	Reward: 294.0
87591:127650462	Q-min: 3.137	Q-max: 4.334	Lives: 2	Reward: 301.0
87591:127650469	Q-min: 2.537	Q-max: 3.330	Lives: 2	Reward: 305.0
87591:127650491	Q-min: -0.535	Q-max: 0.537	Lives: 1	Reward: 305.0
87591:127650552	Q-min: 1.948	Q-max: 2.805	Lives: 1	Reward: 309.0
87591:127650573	Q-min: 2.012	Q-max: 3.112	Lives: 1	Reward: 313.0
87591:127650586	Q-min: -0.178	Q-max: 0.125	Lives: 0	Reward: 313.0
87592:127650631	Q-min: 1.738	Q-max: 1.756	Lives: 5	Reward: 1.0
87592:127650681	Q-min: 1.608	Q-max: 1.681	Lives: 5	Reward: 2.0
87592:127650745	Q-min: 1.693	Q-max: 1.710	Lives: 5	Reward: 3.0
87592:127650791	Q-min: 2.007	Q-max: 2.043	Lives: 5	Reward: 4.0
87592:127650823	Q-min: 1.982	Q-max: 1.999	Lives: 5	Reward: 5.0
87592:127650855	Q-min: 1.947	Q-max: 1.978	Lives: 5	Reward: 6.0
87592:127650891	Q-min: 1.860	Q-max: 1.888	Lives: 5	Reward: 7.0
87592:127650936	Q-min: 1.647	Q-max: 1.686	Lives: 5	Reward: 8.0
87592:127650996	Q-min: 1.627	Q-max: 1.706	Lives: 5	Reward: 9.0
87592:127651058	Q-min: 1.615	Q-max: 1.658	Lives: 5	Reward: 10.0
87592:127651120	Q-min: 1.606	Q-max: 1.666	Lives: 5	Reward: 11.0
87592:127651171	Q-min: 2.078	Q-max: 2.122	Lives: 5	Reward: 15.0
87592:127651194	Q-min: -0.342	Q-max: 0.180	Lives: 4	Reward: 15.0
87592:127651249	Q-min: 1.698	Q-max: 1.723	Lives: 4	Reward: 16.0
87592:127651314	Q-min: 1.764	Q-max: 1.785	Lives: 4	Reward: 17.0
87592:127651374	Q-min: 1.671	Q-max: 1.684	Lives: 4	Reward: 18.0
87592:127651421	Q-min: 1.929	Q-max: 1.945	Lives: 4	Reward: 19.0
87592:127651453	Q-min: 1.996	Q-max: 2.010	Lives: 4	Reward: 20.0
87592:127651485	Q-min: 1.951	Q-max: 2.018	Lives: 4	Reward: 21.0
87592:127651521	Q-min: 2.054	Q-max: 2.101	Lives: 4	Reward: 25.0
87592:127651571	Q-min: 1.697	Q-max: 1.773	Lives: 4	Reward: 26.0
87592:127651639	Q-min: 1.759	Q-max: 1.799	Lives: 4	Reward: 30.0
87592:127651707	Q-min: 1.742	Q-max: 1.765	Lives: 4	Reward: 31.0
87592:127651752	Q-min: 0.088	Q-max: 0.286	Lives: 3	Reward: 31.0
87592:127651796	Q-min: 1.841	Q-max: 2.045	Lives: 3	Reward: 35.0
87592:127651844	Q-min: 2.039	Q-max: 2.095	Lives: 3	Reward: 39.0
87592:127651899	Q-min: 1.763	Q-max: 1.800	Lives: 3	Reward: 40.0
87592:127651950	Q-min: 2.205	Q-max: 2.345	Lives: 3	Reward: 44.0
87592:127651973	Q-min: 2.190	Q-max: 2.513	Lives: 3	Reward: 48.0
87592:127651997	Q-min: 2.491	Q-max: 2.628	Lives: 3	Reward: 52.0
87592:127652020	Q-min: 2.352	Q-max: 2.592	Lives: 3	Reward: 53.0
87592:127652042	Q-min: 2.402	Q-max: 2.633	Lives: 3	Reward: 57.0
87592:127652066	Q-min: 2.368	Q-max: 2.562	Lives: 3	Reward: 61.0
87592:127652088	Q-min: 2.472	Q-max: 2.575	Lives: 3	Reward: 62.0
87592:127652110	Q-min: 2.395	Q-max: 2.561	Lives: 3	Reward: 63.0
87592:127652132	Q-min: 2.375	Q-max: 2.585	Lives: 3	Reward: 67.0
87592:127652157	Q-min: 2.473	Q-max: 2.893	Lives: 3	Reward: 71.0
87592:127652176	Q-min: 2.306	Q-max: 2.499	Lives: 3	Reward: 72.0
87592:127652197	Q-min: 2.349	Q-max: 2.556	Lives: 3	Reward: 76.0
87592:127652210	Q-min: -0.203	Q-max: 0.078	Lives: 2	Reward: 76.0

87592:127652270	Q-min: 2.092	Q-max: 2.818	Lives: 2	Reward: 80.0
87592:127652291	Q-min: 2.315	Q-max: 2.478	Lives: 2	Reward: 81.0
87592:127652312	Q-min: 2.388	Q-max: 2.683	Lives: 2	Reward: 85.0
87592:127652333	Q-min: 2.325	Q-max: 2.544	Lives: 2	Reward: 86.0
87592:127652356	Q-min: 2.417	Q-max: 2.561	Lives: 2	Reward: 93.0
87592:127652380	Q-min: 2.176	Q-max: 2.591	Lives: 2	Reward: 97.0
87592:127652400	Q-min: 2.240	Q-max: 2.582	Lives: 2	Reward: 104.0
87592:127652423	Q-min: 2.176	Q-max: 2.865	Lives: 2	Reward: 111.0
87592:127652447	Q-min: 2.034	Q-max: 3.135	Lives: 2	Reward: 118.0
87592:127652472	Q-min: 2.173	Q-max: 3.220	Lives: 2	Reward: 125.0
87592:127652494	Q-min: 2.264	Q-max: 3.115	Lives: 2	Reward: 126.0
87592:127652514	Q-min: 2.601	Q-max: 3.100	Lives: 2	Reward: 127.0
87592:127652534	Q-min: 2.156	Q-max: 2.808	Lives: 2	Reward: 131.0
87592:127652555	Q-min: 2.541	Q-max: 2.808	Lives: 2	Reward: 132.0
87592:127652577	Q-min: 2.678	Q-max: 3.090	Lives: 2	Reward: 136.0
87592:127652590	Q-min: 0.011	Q-max: 0.967	Lives: 1	Reward: 136.0
87592:127652640	Q-min: 2.543	Q-max: 3.653	Lives: 1	Reward: 143.0
87592:127652665	Q-min: 2.447	Q-max: 4.720	Lives: 1	Reward: 150.0
87592:127652689	Q-min: 2.704	Q-max: 4.175	Lives: 1	Reward: 157.0
87592:127652711	Q-min: 3.109	Q-max: 4.645	Lives: 1	Reward: 161.0
87592:127652725	Q-min: -0.014	Q-max: 0.422	Lives: 0	Reward: 161.0
87593:127652768	Q-min: 1.803	Q-max: 1.816	Lives: 5	Reward: 1.0
87593:127652826	Q-min: 1.633	Q-max: 1.654	Lives: 5	Reward: 2.0
87593:127652889	Q-min: 1.706	Q-max: 1.731	Lives: 5	Reward: 3.0
87593:127652934	Q-min: 1.998	Q-max: 2.011	Lives: 5	Reward: 4.0
87593:127652964	Q-min: 2.007	Q-max: 2.038	Lives: 5	Reward: 5.0
87593:127652996	Q-min: 1.879	Q-max: 1.935	Lives: 5	Reward: 6.0
87593:127653026	Q-min: 1.763	Q-max: 1.822	Lives: 5	Reward: 7.0
87593:127653049	Q-min: -0.249	Q-max: 0.235	Lives: 4	Reward: 7.0
87593:127653091	Q-min: 1.865	Q-max: 1.886	Lives: 4	Reward: 8.0
87593:127653140	Q-min: 1.693	Q-max: 1.709	Lives: 4	Reward: 9.0
87593:127653201	Q-min: 1.706	Q-max: 1.724	Lives: 4	Reward: 10.0
87593:127653248	Q-min: 1.998	Q-max: 2.038	Lives: 4	Reward: 11.0
87593:127653281	Q-min: 1.933	Q-max: 2.007	Lives: 4	Reward: 12.0
87593:127653315	Q-min: 1.936	Q-max: 1.983	Lives: 4	Reward: 16.0
87593:127653350	Q-min: 2.174	Q-max: 2.322	Lives: 4	Reward: 20.0
87593:127653365	Q-min: 0.036	Q-max: 0.426	Lives: 3	Reward: 20.0
87593:127653408	Q-min: 1.847	Q-max: 1.862	Lives: 3	Reward: 21.0
87593:127653462	Q-min: 1.701	Q-max: 1.795	Lives: 3	Reward: 22.0
87593:127653529	Q-min: 1.778	Q-max: 1.801	Lives: 3	Reward: 23.0
87593:127653578	Q-min: 2.010	Q-max: 2.020	Lives: 3	Reward: 24.0
87593:127653611	Q-min: 2.053	Q-max: 2.078	Lives: 3	Reward: 25.0
87593:127653647	Q-min: 1.991	Q-max: 2.196	Lives: 3	Reward: 29.0
87593:127653682	Q-min: 2.111	Q-max: 2.268	Lives: 3	Reward: 30.0
87593:127653729	Q-min: 1.767	Q-max: 1.797	Lives: 3	Reward: 31.0
87593:127653799	Q-min: 1.709	Q-max: 1.831	Lives: 3	Reward: 32.0
87593:127653866	Q-min: 1.755	Q-max: 1.803	Lives: 3	Reward: 33.0
87593:127653933	Q-min: 1.789	Q-max: 1.811	Lives: 3	Reward: 34.0

87593:127653987	Q-min: 2.132	Q-max: 2.257	Lives: 3	Reward: 38.0
87593:127654008	Q-min: 2.290	Q-max: 2.414	Lives: 3	Reward: 39.0
87593:127654029	Q-min: 2.187	Q-max: 2.466	Lives: 3	Reward: 43.0
87593:127654049	Q-min: 2.475	Q-max: 2.549	Lives: 3	Reward: 47.0
87593:127654072	Q-min: 2.380	Q-max: 2.476	Lives: 3	Reward: 48.0
87593:127654092	Q-min: 2.384	Q-max: 2.493	Lives: 3	Reward: 52.0
87593:127654105	Q-min: 0.072	Q-max: 0.224	Lives: 2	Reward: 52.0
87593:127654162	Q-min: 1.802	Q-max: 1.834	Lives: 2	Reward: 53.0
87593:127654229	Q-min: 1.875	Q-max: 1.913	Lives: 2	Reward: 54.0
87593:127654301	Q-min: 1.697	Q-max: 1.889	Lives: 2	Reward: 58.0
87593:127654351	Q-min: 2.277	Q-max: 2.401	Lives: 2	Reward: 59.0
87593:127654375	Q-min: 0.016	Q-max: 0.213	Lives: 1	Reward: 59.0
87593:127654435	Q-min: 1.763	Q-max: 1.906	Lives: 1	Reward: 60.0
87593:127654499	Q-min: 1.852	Q-max: 1.911	Lives: 1	Reward: 61.0
87593:127654566	Q-min: 1.833	Q-max: 1.903	Lives: 1	Reward: 62.0
87593:127654618	Q-min: 1.870	Q-max: 2.419	Lives: 1	Reward: 66.0
87593:127654631	Q-min: -0.017	Q-max: 0.137	Lives: 0	Reward: 66.0
87594:127654685	Q-min: 1.651	Q-max: 1.682	Lives: 5	Reward: 1.0
87594:127654736	Q-min: 1.850	Q-max: 1.864	Lives: 5	Reward: 2.0
87594:127654780	Q-min: 1.891	Q-max: 1.934	Lives: 5	Reward: 3.0
87594:127654817	Q-min: 1.999	Q-max: 2.044	Lives: 5	Reward: 4.0
87594:127654850	Q-min: 1.971	Q-max: 1.982	Lives: 5	Reward: 5.0
87594:127654882	Q-min: 1.880	Q-max: 1.913	Lives: 5	Reward: 6.0
87594:127654916	Q-min: 1.829	Q-max: 1.878	Lives: 5	Reward: 10.0
87594:127654937	Q-min: -0.237	Q-max: 0.162	Lives: 4	Reward: 10.0
87594:127654990	Q-min: 1.683	Q-max: 1.710	Lives: 4	Reward: 11.0
87594:127655040	Q-min: 1.909	Q-max: 2.004	Lives: 4	Reward: 12.0
87594:127655083	Q-min: 2.002	Q-max: 2.042	Lives: 4	Reward: 16.0
87594:127655127	Q-min: 1.953	Q-max: 1.996	Lives: 4	Reward: 20.0
87594:127655164	Q-min: 2.028	Q-max: 2.074	Lives: 4	Reward: 21.0
87594:127655196	Q-min: 2.035	Q-max: 2.054	Lives: 4	Reward: 22.0
87594:127655229	Q-min: 2.120	Q-max: 2.405	Lives: 4	Reward: 26.0
87594:127655251	Q-min: 2.246	Q-max: 2.396	Lives: 4	Reward: 27.0
87594:127655268	Q-min: 2.243	Q-max: 2.392	Lives: 4	Reward: 28.0
87594:127655286	Q-min: 2.245	Q-max: 2.390	Lives: 4	Reward: 29.0
87594:127655308	Q-min: 2.304	Q-max: 2.416	Lives: 4	Reward: 30.0
87594:127655330	Q-min: 2.293	Q-max: 2.345	Lives: 4	Reward: 34.0
87594:127655343	Q-min: -0.039	Q-max: 0.290	Lives: 3	Reward: 34.0
87594:127655383	Q-min: 2.074	Q-max: 2.111	Lives: 3	Reward: 35.0
87594:127655434	Q-min: 1.858	Q-max: 1.963	Lives: 3	Reward: 36.0
87594:127655487	Q-min: 2.120	Q-max: 2.189	Lives: 3	Reward: 37.0
87594:127655527	Q-min: 2.145	Q-max: 2.264	Lives: 3	Reward: 41.0
87594:127655559	Q-min: 2.238	Q-max: 2.304	Lives: 3	Reward: 42.0
87594:127655580	Q-min: -0.035	Q-max: 0.260	Lives: 2	Reward: 42.0
87594:127655636	Q-min: 1.821	Q-max: 2.036	Lives: 2	Reward: 46.0
87594:127655705	Q-min: 1.870	Q-max: 1.949	Lives: 2	Reward: 47.0
87594:127655772	Q-min: 1.753	Q-max: 1.917	Lives: 2	Reward: 48.0
87594:127655821	Q-min: 2.071	Q-max: 2.226	Lives: 2	Reward: 49.0

87594:127655852	Q-min: 2.208	Q-max: 2.255	Lives: 2	Reward: 50.0
87594:127655885	Q-min: 2.251	Q-max: 2.297	Lives: 2	Reward: 51.0
87594:127655906	Q-min: -0.061	Q-max: 0.177	Lives: 1	Reward: 51.0
87594:127655952	Q-min: 2.156	Q-max: 2.214	Lives: 1	Reward: 52.0
87594:127655991	Q-min: 2.186	Q-max: 2.215	Lives: 1	Reward: 53.0
87594:127656034	Q-min: 2.292	Q-max: 2.545	Lives: 1	Reward: 57.0
87594:127656055	Q-min: 2.133	Q-max: 2.445	Lives: 1	Reward: 64.0
87594:127656076	Q-min: 2.376	Q-max: 2.508	Lives: 1	Reward: 65.0
87594:127656099	Q-min: 2.311	Q-max: 2.453	Lives: 1	Reward: 69.0
87594:127656122	Q-min: 2.194	Q-max: 2.632	Lives: 1	Reward: 73.0
87594:127656135	Q-min: 0.041	Q-max: 0.202	Lives: 0	Reward: 73.0
87595:127656179	Q-min: 1.787	Q-max: 1.804	Lives: 5	Reward: 1.0
87595:127656232	Q-min: 1.614	Q-max: 1.645	Lives: 5	Reward: 2.0
87595:127656293	Q-min: 1.658	Q-max: 1.683	Lives: 5	Reward: 3.0
87595:127656342	Q-min: 2.007	Q-max: 2.039	Lives: 5	Reward: 4.0
87595:127656371	Q-min: 1.982	Q-max: 2.006	Lives: 5	Reward: 5.0
87595:127656402	Q-min: 1.909	Q-max: 1.933	Lives: 5	Reward: 6.0
87595:127656436	Q-min: 1.743	Q-max: 1.803	Lives: 5	Reward: 7.0
87595:127656456	Q-min: -0.313	Q-max: 0.038	Lives: 4	Reward: 7.0
87595:127656499	Q-min: 1.838	Q-max: 1.848	Lives: 4	Reward: 8.0
87595:127656537	Q-min: 1.963	Q-max: 1.978	Lives: 4	Reward: 9.0
87595:127656590	Q-min: 1.693	Q-max: 1.720	Lives: 4	Reward: 10.0
87595:127656638	Q-min: 1.960	Q-max: 1.993	Lives: 4	Reward: 11.0
87595:127656657	Q-min: -0.459	Q-max: 0.010	Lives: 3	Reward: 11.0
87595:127656706	Q-min: 1.820	Q-max: 1.841	Lives: 3	Reward: 12.0
87595:127656748	Q-min: 1.909	Q-max: 1.929	Lives: 3	Reward: 13.0
87595:127656793	Q-min: 1.927	Q-max: 1.964	Lives: 3	Reward: 14.0
87595:127656833	Q-min: 2.082	Q-max: 2.122	Lives: 3	Reward: 18.0
87595:127656868	Q-min: 1.989	Q-max: 2.011	Lives: 3	Reward: 19.0
87595:127656900	Q-min: 2.109	Q-max: 2.127	Lives: 3	Reward: 23.0
87595:127656934	Q-min: 2.041	Q-max: 2.196	Lives: 3	Reward: 24.0
87595:127656983	Q-min: 1.759	Q-max: 1.890	Lives: 3	Reward: 25.0
87595:127657045	Q-min: 1.616	Q-max: 1.682	Lives: 3	Reward: 26.0
87595:127657107	Q-min: 1.712	Q-max: 1.735	Lives: 3	Reward: 27.0
87595:127657169	Q-min: 1.645	Q-max: 1.729	Lives: 3	Reward: 28.0
87595:127657218	Q-min: 2.122	Q-max: 2.151	Lives: 3	Reward: 29.0
87595:127657251	Q-min: 2.031	Q-max: 2.106	Lives: 3	Reward: 30.0
87595:127657285	Q-min: 2.027	Q-max: 2.106	Lives: 3	Reward: 34.0
87595:127657318	Q-min: 2.200	Q-max: 2.330	Lives: 3	Reward: 38.0
87595:127657356	Q-min: 2.014	Q-max: 2.550	Lives: 3	Reward: 42.0
87595:127657379	Q-min: 2.378	Q-max: 2.420	Lives: 3	Reward: 46.0
87595:127657402	Q-min: 2.039	Q-max: 2.519	Lives: 3	Reward: 50.0
87595:127657423	Q-min: 2.143	Q-max: 2.505	Lives: 3	Reward: 54.0
87595:127657436	Q-min: 0.032	Q-max: 0.222	Lives: 2	Reward: 54.0
87595:127657488	Q-min: 1.849	Q-max: 1.884	Lives: 2	Reward: 55.0
87595:127657542	Q-min: 2.099	Q-max: 2.417	Lives: 2	Reward: 62.0
87595:127657558	Q-min: 0.040	Q-max: 0.255	Lives: 1	Reward: 62.0
87595:127657615	Q-min: 1.877	Q-max: 1.897	Lives: 1	Reward: 63.0



87595:127657683	Q-min: 1.949	Q-max: 2.054	Lives: 1	Reward: 64.0
87595:127657735	Q-min: 2.190	Q-max: 2.218	Lives: 1	Reward: 65.0
87595:127657773	Q-min: 2.213	Q-max: 2.361	Lives: 1	Reward: 69.0
87595:127657812	Q-min: 2.257	Q-max: 2.287	Lives: 1	Reward: 70.0
87595:127657846	Q-min: 2.189	Q-max: 2.253	Lives: 1	Reward: 71.0
87595:127657881	Q-min: 2.073	Q-max: 2.765	Lives: 1	Reward: 78.0
87595:127657904	Q-min: 2.204	Q-max: 2.673	Lives: 1	Reward: 85.0
87595:127657925	Q-min: 2.340	Q-max: 2.609	Lives: 1	Reward: 89.0
87595:127657946	Q-min: 2.491	Q-max: 2.714	Lives: 1	Reward: 96.0
87595:127657963	Q-min: -0.053	Q-max: 0.182	Lives: 0	Reward: 96.0
87596:127657995	Q-min: 0.108	Q-max: 0.173	Lives: 4	Reward: 0.0
87596:127658040	Q-min: 1.857	Q-max: 1.868	Lives: 4	Reward: 1.0
87596:127658091	Q-min: 1.656	Q-max: 1.679	Lives: 4	Reward: 2.0
87596:127658146	Q-min: 1.914	Q-max: 1.934	Lives: 4	Reward: 3.0
87596:127658180	Q-min: 1.994	Q-max: 2.027	Lives: 4	Reward: 4.0
87596:127658215	Q-min: 1.923	Q-max: 1.957	Lives: 4	Reward: 5.0
87596:127658246	Q-min: 1.904	Q-max: 1.943	Lives: 4	Reward: 6.0
87596:127658277	Q-min: 1.882	Q-max: 1.923	Lives: 4	Reward: 7.0
87596:127658297	Q-min: -0.045	Q-max: 0.174	Lives: 3	Reward: 7.0
87596:127658341	Q-min: 1.873	Q-max: 1.892	Lives: 3	Reward: 8.0
87596:127658396	Q-min: 1.697	Q-max: 1.740	Lives: 3	Reward: 9.0
87596:127658450	Q-min: 1.920	Q-max: 1.935	Lives: 3	Reward: 10.0
87596:127658492	Q-min: 1.899	Q-max: 1.933	Lives: 3	Reward: 11.0
87596:127658523	Q-min: 1.970	Q-max: 2.013	Lives: 3	Reward: 12.0
87596:127658557	Q-min: 2.045	Q-max: 2.082	Lives: 3	Reward: 16.0
87596:127658589	Q-min: 2.011	Q-max: 2.075	Lives: 3	Reward: 17.0
87596:127658635	Q-min: 1.676	Q-max: 1.695	Lives: 3	Reward: 18.0
87596:127658696	Q-min: 1.684	Q-max: 1.778	Lives: 3	Reward: 19.0
87596:127658764	Q-min: 1.651	Q-max: 1.702	Lives: 3	Reward: 20.0
87596:127658827	Q-min: 1.536	Q-max: 1.713	Lives: 3	Reward: 21.0
87596:127658880	Q-min: 1.987	Q-max: 2.016	Lives: 3	Reward: 22.0
87596:127658911	Q-min: 2.022	Q-max: 2.084	Lives: 3	Reward: 23.0
87596:127658941	Q-min: 2.085	Q-max: 2.137	Lives: 3	Reward: 24.0
87596:127658975	Q-min: 2.006	Q-max: 2.028	Lives: 3	Reward: 25.0
87596:127659009	Q-min: 1.986	Q-max: 2.021	Lives: 3	Reward: 26.0
87596:127659040	Q-min: 1.968	Q-max: 2.005	Lives: 3	Reward: 27.0
87596:127659073	Q-min: 1.963	Q-max: 2.024	Lives: 3	Reward: 31.0
87596:127659106	Q-min: 2.057	Q-max: 2.103	Lives: 3	Reward: 32.0
87596:127659126	Q-min: -0.127	Q-max: 0.197	Lives: 2	Reward: 32.0
87596:127659171	Q-min: 1.811	Q-max: 1.927	Lives: 2	Reward: 36.0
87596:127659220	Q-min: 2.315	Q-max: 2.631	Lives: 2	Reward: 40.0
87596:127659241	Q-min: 2.398	Q-max: 2.459	Lives: 2	Reward: 44.0
87596:127659263	Q-min: 2.251	Q-max: 2.506	Lives: 2	Reward: 48.0
87596:127659284	Q-min: 2.396	Q-max: 2.576	Lives: 2	Reward: 55.0
87596:127659310	Q-min: 2.400	Q-max: 2.546	Lives: 2	Reward: 59.0
87596:127659333	Q-min: 2.413	Q-max: 2.656	Lives: 2	Reward: 63.0
87596:127659353	Q-min: 2.393	Q-max: 2.510	Lives: 2	Reward: 64.0
87596:127659367	Q-min: 0.114	Q-max: 0.326	Lives: 1	Reward: 64.0

87596:127659412	Q-min: 2.210	Q-max: 2.251	Lives: 1	Reward: 65.0
87596:127659466	Q-min: 1.759	Q-max: 1.894	Lives: 1	Reward: 66.0
87596:127659525	Q-min: 2.140	Q-max: 2.177	Lives: 1	Reward: 67.0
87596:127659555	Q-min: -0.112	Q-max: 0.265	Lives: 0	Reward: 67.0
87597:127659610	Q-min: 1.648	Q-max: 1.659	Lives: 5	Reward: 1.0
87597:127659675	Q-min: 1.680	Q-max: 1.706	Lives: 5	Reward: 2.0
87597:127659734	Q-min: 1.666	Q-max: 1.694	Lives: 5	Reward: 3.0
87597:127659781	Q-min: 1.980	Q-max: 2.012	Lives: 5	Reward: 4.0
87597:127659813	Q-min: 1.925	Q-max: 1.954	Lives: 5	Reward: 5.0
87597:127659847	Q-min: 1.937	Q-max: 1.965	Lives: 5	Reward: 6.0
87597:127659880	Q-min: 1.783	Q-max: 1.804	Lives: 5	Reward: 7.0
87597:127659930	Q-min: 1.663	Q-max: 1.684	Lives: 5	Reward: 8.0
87597:127659994	Q-min: 1.693	Q-max: 1.731	Lives: 5	Reward: 9.0
87597:127660061	Q-min: 1.694	Q-max: 1.711	Lives: 5	Reward: 10.0
87597:127660122	Q-min: 1.646	Q-max: 1.711	Lives: 5	Reward: 11.0
87597:127660171	Q-min: 1.918	Q-max: 1.954	Lives: 5	Reward: 12.0
87597:127660203	Q-min: 1.916	Q-max: 1.961	Lives: 5	Reward: 13.0
87597:127660239	Q-min: 1.961	Q-max: 2.006	Lives: 5	Reward: 17.0
87597:127660273	Q-min: 1.975	Q-max: 2.003	Lives: 5	Reward: 18.0
87597:127660309	Q-min: 1.822	Q-max: 1.941	Lives: 5	Reward: 19.0
87597:127660343	Q-min: 2.056	Q-max: 2.079	Lives: 5	Reward: 20.0
87597:127660382	Q-min: 1.792	Q-max: 2.034	Lives: 5	Reward: 24.0
87597:127660416	Q-min: 2.032	Q-max: 2.174	Lives: 5	Reward: 25.0
87597:127660446	Q-min: 2.066	Q-max: 2.134	Lives: 5	Reward: 26.0
87597:127660470	Q-min: -0.343	Q-max: -0.004	Lives: 4	Reward: 26.0
87597:127660516	Q-min: 1.972	Q-max: 2.023	Lives: 4	Reward: 27.0
87597:127660567	Q-min: 1.783	Q-max: 1.794	Lives: 4	Reward: 28.0
87597:127660620	Q-min: 2.041	Q-max: 2.067	Lives: 4	Reward: 29.0
87597:127660663	Q-min: 1.952	Q-max: 2.087	Lives: 4	Reward: 30.0
87597:127660699	Q-min: 2.036	Q-max: 2.089	Lives: 4	Reward: 31.0
87597:127660735	Q-min: 2.154	Q-max: 2.557	Lives: 4	Reward: 35.0
87597:127660758	Q-min: 2.147	Q-max: 2.391	Lives: 4	Reward: 36.0
87597:127660778	Q-min: 2.132	Q-max: 2.248	Lives: 4	Reward: 37.0
87597:127660790	Q-min: -0.046	Q-max: 0.138	Lives: 3	Reward: 37.0
87597:127660845	Q-min: 1.827	Q-max: 1.883	Lives: 3	Reward: 38.0
87597:127660908	Q-min: 1.814	Q-max: 1.831	Lives: 3	Reward: 39.0
87597:127660964	Q-min: 2.022	Q-max: 2.082	Lives: 3	Reward: 40.0
87597:127661005	Q-min: 2.147	Q-max: 2.237	Lives: 3	Reward: 44.0
87597:127661038	Q-min: 2.118	Q-max: 2.151	Lives: 3	Reward: 45.0
87597:127661061	Q-min: -1.010	Q-max: 0.276	Lives: 2	Reward: 45.0
87597:127661107	Q-min: 2.039	Q-max: 2.158	Lives: 2	Reward: 49.0
87597:127661158	Q-min: 1.998	Q-max: 2.660	Lives: 2	Reward: 53.0
87597:127661181	Q-min: 2.162	Q-max: 2.353	Lives: 2	Reward: 57.0
87597:127661194	Q-min: 0.028	Q-max: 0.147	Lives: 1	Reward: 57.0
87597:127661243	Q-min: 1.971	Q-max: 2.025	Lives: 1	Reward: 61.0
87597:127661293	Q-min: 2.387	Q-max: 2.612	Lives: 1	Reward: 65.0
87597:127661307	Q-min: -0.086	Q-max: 0.145	Lives: 0	Reward: 65.0
87598:127661349	Q-min: 1.720	Q-max: 1.728	Lives: 5	Reward: 1.0

87598:127661392	Q-min: 1.806	Q-max: 1.829	Lives: 5	Reward: 2.0
87598:127661434	Q-min: 1.861	Q-max: 1.879	Lives: 5	Reward: 3.0
87598:127661471	Q-min: 1.963	Q-max: 1.981	Lives: 5	Reward: 4.0
87598:127661506	Q-min: 1.988	Q-max: 2.017	Lives: 5	Reward: 5.0
87598:127661527	Q-min: -0.344	Q-max: 0.013	Lives: 4	Reward: 5.0
87598:127661571	Q-min: 1.917	Q-max: 1.947	Lives: 4	Reward: 6.0
87598:127661611	Q-min: 1.861	Q-max: 1.881	Lives: 4	Reward: 7.0
87598:127661665	Q-min: 1.710	Q-max: 1.722	Lives: 4	Reward: 8.0
87598:127661713	Q-min: 1.970	Q-max: 2.007	Lives: 4	Reward: 9.0
87598:127661746	Q-min: 1.936	Q-max: 1.950	Lives: 4	Reward: 10.0
87598:127661767	Q-min: 0.092	Q-max: 0.242	Lives: 3	Reward: 10.0
87598:127661820	Q-min: 1.649	Q-max: 1.680	Lives: 3	Reward: 11.0
87598:127661876	Q-min: 1.952	Q-max: 2.013	Lives: 3	Reward: 12.0
87598:127661899	Q-min: -0.122	Q-max: 0.316	Lives: 2	Reward: 12.0
87598:127661943	Q-min: 1.914	Q-max: 1.941	Lives: 2	Reward: 13.0
87598:127661993	Q-min: 1.659	Q-max: 1.671	Lives: 2	Reward: 14.0
87598:127662061	Q-min: 1.709	Q-max: 1.782	Lives: 2	Reward: 15.0
87598:127662109	Q-min: 1.955	Q-max: 1.971	Lives: 2	Reward: 16.0
87598:127662142	Q-min: 1.949	Q-max: 1.971	Lives: 2	Reward: 17.0
87598:127662173	Q-min: 1.925	Q-max: 1.955	Lives: 2	Reward: 18.0
87598:127662208	Q-min: 2.023	Q-max: 2.068	Lives: 2	Reward: 22.0
87598:127662256	Q-min: 1.701	Q-max: 1.749	Lives: 2	Reward: 23.0
87598:127662319	Q-min: 1.701	Q-max: 1.724	Lives: 2	Reward: 24.0
87598:127662392	Q-min: 1.767	Q-max: 1.814	Lives: 2	Reward: 28.0
87598:127662461	Q-min: 1.711	Q-max: 1.729	Lives: 2	Reward: 29.0
87598:127662513	Q-min: 2.016	Q-max: 2.035	Lives: 2	Reward: 30.0
87598:127662549	Q-min: 2.117	Q-max: 2.186	Lives: 2	Reward: 31.0
87598:127662581	Q-min: 2.076	Q-max: 2.144	Lives: 2	Reward: 35.0
87598:127662616	Q-min: 2.132	Q-max: 2.203	Lives: 2	Reward: 36.0
87598:127662651	Q-min: 1.996	Q-max: 2.062	Lives: 2	Reward: 37.0
87598:127662685	Q-min: 2.059	Q-max: 2.100	Lives: 2	Reward: 38.0
87598:127662718	Q-min: 2.218	Q-max: 2.223	Lives: 2	Reward: 42.0
87598:127662753	Q-min: 2.221	Q-max: 2.278	Lives: 2	Reward: 43.0
87598:127662787	Q-min: 2.014	Q-max: 2.063	Lives: 2	Reward: 47.0
87598:127662822	Q-min: 2.088	Q-max: 2.438	Lives: 2	Reward: 51.0
87598:127662844	Q-min: 2.259	Q-max: 2.415	Lives: 2	Reward: 52.0
87598:127662864	Q-min: 2.365	Q-max: 2.445	Lives: 2	Reward: 56.0
87598:127662884	Q-min: 2.356	Q-max: 2.439	Lives: 2	Reward: 60.0
87598:127662905	Q-min: 2.422	Q-max: 2.500	Lives: 2	Reward: 64.0
87598:127662919	Q-min: 0.224	Q-max: 0.494	Lives: 1	Reward: 64.0
87598:127662966	Q-min: 2.476	Q-max: 2.743	Lives: 1	Reward: 68.0
87598:127662989	Q-min: 2.496	Q-max: 2.813	Lives: 1	Reward: 69.0
87598:127663010	Q-min: 2.405	Q-max: 2.518	Lives: 1	Reward: 73.0
87598:127663024	Q-min: -0.284	Q-max: 0.232	Lives: 0	Reward: 73.0
87599:127663067	Q-min: 1.753	Q-max: 1.762	Lives: 5	Reward: 1.0
87599:127663109	Q-min: 1.800	Q-max: 1.813	Lives: 5	Reward: 2.0
87599:127663160	Q-min: 1.662	Q-max: 1.687	Lives: 5	Reward: 3.0
87599:127663207	Q-min: 1.974	Q-max: 1.987	Lives: 5	Reward: 4.0

87599:127663242	Q-min: 1.966	Q-max: 1.994	Lives: 5	Reward: 5.0
87599:127663274	Q-min: 1.901	Q-max: 1.921	Lives: 5	Reward: 6.0
87599:127663308	Q-min: 1.814	Q-max: 1.833	Lives: 5	Reward: 7.0
87599:127663357	Q-min: 1.644	Q-max: 1.661	Lives: 5	Reward: 8.0
87599:127663424	Q-min: 1.685	Q-max: 1.703	Lives: 5	Reward: 9.0
87599:127663486	Q-min: 1.663	Q-max: 1.695	Lives: 5	Reward: 10.0
87599:127663556	Q-min: 1.684	Q-max: 1.699	Lives: 5	Reward: 11.0
87599:127663606	Q-min: 2.030	Q-max: 2.084	Lives: 5	Reward: 15.0
87599:127663628	Q-min: -0.448	Q-max: 0.082	Lives: 4	Reward: 15.0
87599:127663684	Q-min: 1.722	Q-max: 1.736	Lives: 4	Reward: 16.0
87599:127663748	Q-min: 1.720	Q-max: 1.772	Lives: 4	Reward: 17.0
87599:127663813	Q-min: 1.686	Q-max: 1.717	Lives: 4	Reward: 18.0
87599:127663861	Q-min: 2.008	Q-max: 2.113	Lives: 4	Reward: 22.0
87599:127663896	Q-min: 2.009	Q-max: 2.052	Lives: 4	Reward: 23.0
87599:127663929	Q-min: 2.039	Q-max: 2.057	Lives: 4	Reward: 24.0
87599:127663961	Q-min: 2.076	Q-max: 2.184	Lives: 4	Reward: 25.0
87599:127664008	Q-min: 1.692	Q-max: 1.707	Lives: 4	Reward: 26.0
87599:127664077	Q-min: 1.739	Q-max: 1.818	Lives: 4	Reward: 27.0
87599:127664144	Q-min: 1.713	Q-max: 1.725	Lives: 4	Reward: 28.0
87599:127664208	Q-min: 1.743	Q-max: 1.789	Lives: 4	Reward: 29.0
87599:127664255	Q-min: 2.060	Q-max: 2.139	Lives: 4	Reward: 30.0
87599:127664291	Q-min: 2.060	Q-max: 2.154	Lives: 4	Reward: 34.0
87599:127664325	Q-min: 2.065	Q-max: 2.095	Lives: 4	Reward: 35.0
87599:127664358	Q-min: 2.066	Q-max: 2.166	Lives: 4	Reward: 36.0
87599:127664391	Q-min: 1.992	Q-max: 2.050	Lives: 4	Reward: 37.0
87599:127664420	Q-min: 2.124	Q-max: 2.158	Lives: 4	Reward: 38.0
87599:127664455	Q-min: 2.036	Q-max: 2.213	Lives: 4	Reward: 42.0
87599:127664490	Q-min: 2.089	Q-max: 2.205	Lives: 4	Reward: 43.0
87599:127664513	Q-min: -0.521	Q-max: -0.111	Lives: 3	Reward: 43.0
87599:127664559	Q-min: 1.911	Q-max: 1.972	Lives: 3	Reward: 44.0
87599:127664607	Q-min: 2.068	Q-max: 2.141	Lives: 3	Reward: 45.0
87599:127664656	Q-min: 2.022	Q-max: 2.095	Lives: 3	Reward: 49.0
87599:127664699	Q-min: 2.059	Q-max: 2.756	Lives: 3	Reward: 53.0
87599:127664719	Q-min: 2.275	Q-max: 2.449	Lives: 3	Reward: 54.0
87599:127664732	Q-min: 0.060	Q-max: 0.301	Lives: 2	Reward: 54.0
87599:127664778	Q-min: 2.109	Q-max: 2.157	Lives: 2	Reward: 58.0
87599:127664820	Q-min: 2.384	Q-max: 2.539	Lives: 2	Reward: 62.0
87599:127664842	Q-min: 2.198	Q-max: 2.455	Lives: 2	Reward: 66.0
87599:127664864	Q-min: 2.476	Q-max: 2.600	Lives: 2	Reward: 70.0
87599:127664886	Q-min: 2.233	Q-max: 2.521	Lives: 2	Reward: 74.0
87599:127664907	Q-min: 2.210	Q-max: 2.531	Lives: 2	Reward: 78.0
87599:127664929	Q-min: 2.236	Q-max: 2.470	Lives: 2	Reward: 82.0
87599:127664951	Q-min: 2.313	Q-max: 2.487	Lives: 2	Reward: 83.0
87599:127664973	Q-min: 2.177	Q-max: 2.553	Lives: 2	Reward: 87.0
87599:127664987	Q-min: 0.015	Q-max: 0.203	Lives: 1	Reward: 87.0
87599:127665035	Q-min: 2.091	Q-max: 2.143	Lives: 1	Reward: 91.0
87599:127665089	Q-min: 1.995	Q-max: 2.141	Lives: 1	Reward: 92.0
87599:127665161	Q-min: 1.824	Q-max: 2.351	Lives: 1	Reward: 96.0

87599:127665203	Q-min: -0.230	Q-max: -0.095	Lives: 0	Reward: 96.0
87600:127665258	Q-min: 1.623	Q-max: 1.681	Lives: 5	Reward: 1.0
87600:127665323	Q-min: 1.673	Q-max: 1.694	Lives: 5	Reward: 2.0
87600:127665382	Q-min: 1.696	Q-max: 1.725	Lives: 5	Reward: 3.0
87600:127665429	Q-min: 1.982	Q-max: 2.019	Lives: 5	Reward: 4.0
87600:127665458	Q-min: 1.942	Q-max: 1.968	Lives: 5	Reward: 5.0
87600:127665490	Q-min: 2.015	Q-max: 2.054	Lives: 5	Reward: 6.0
87600:127665526	Q-min: 1.801	Q-max: 1.817	Lives: 5	Reward: 7.0
87600:127665574	Q-min: 1.669	Q-max: 1.709	Lives: 5	Reward: 8.0
87600:127665615	Q-min: -0.153	Q-max: 0.143	Lives: 4	Reward: 8.0
87600:127665660	Q-min: 1.875	Q-max: 1.899	Lives: 4	Reward: 9.0
87600:127665705	Q-min: 1.866	Q-max: 1.891	Lives: 4	Reward: 10.0
87600:127665747	Q-min: 1.927	Q-max: 1.947	Lives: 4	Reward: 11.0
87600:127665784	Q-min: 1.979	Q-max: 2.002	Lives: 4	Reward: 12.0
87600:127665815	Q-min: 1.992	Q-max: 2.034	Lives: 4	Reward: 13.0
87600:127665849	Q-min: 1.990	Q-max: 2.037	Lives: 4	Reward: 17.0
87600:127665882	Q-min: 1.974	Q-max: 2.028	Lives: 4	Reward: 18.0
87600:127665933	Q-min: 1.660	Q-max: 1.804	Lives: 4	Reward: 19.0
87600:127665995	Q-min: 1.712	Q-max: 1.726	Lives: 4	Reward: 20.0
87600:127666054	Q-min: 1.695	Q-max: 1.713	Lives: 4	Reward: 21.0
87600:127666119	Q-min: 1.669	Q-max: 1.699	Lives: 4	Reward: 22.0
87600:127666168	Q-min: 1.967	Q-max: 2.047	Lives: 4	Reward: 23.0
87600:127666189	Q-min: 0.049	Q-max: 0.201	Lives: 3	Reward: 23.0
87600:127666233	Q-min: 1.899	Q-max: 1.930	Lives: 3	Reward: 24.0
87600:127666287	Q-min: 1.692	Q-max: 1.740	Lives: 3	Reward: 25.0
87600:127666345	Q-min: 1.973	Q-max: 2.027	Lives: 3	Reward: 29.0
87600:127666390	Q-min: 2.341	Q-max: 2.606	Lives: 3	Reward: 33.0
87600:127666409	Q-min: 2.472	Q-max: 2.503	Lives: 3	Reward: 34.0
87600:127666429	Q-min: 2.264	Q-max: 2.515	Lives: 3	Reward: 38.0
87600:127666447	Q-min: 2.428	Q-max: 2.572	Lives: 3	Reward: 39.0
87600:127666466	Q-min: 2.377	Q-max: 2.562	Lives: 3	Reward: 43.0
87600:127666488	Q-min: 2.328	Q-max: 2.461	Lives: 3	Reward: 47.0
87600:127666510	Q-min: 2.380	Q-max: 2.607	Lives: 3	Reward: 51.0
87600:127666533	Q-min: 2.363	Q-max: 2.568	Lives: 3	Reward: 55.0
87600:127666553	Q-min: 2.401	Q-max: 2.500	Lives: 3	Reward: 56.0
87600:127666575	Q-min: 2.114	Q-max: 2.592	Lives: 3	Reward: 60.0
87600:127666598	Q-min: 2.280	Q-max: 2.538	Lives: 3	Reward: 64.0
87600:127666620	Q-min: 2.412	Q-max: 2.506	Lives: 3	Reward: 65.0
87600:127666632	Q-min: 0.158	Q-max: 0.395	Lives: 2	Reward: 65.0
87600:127666681	Q-min: 2.151	Q-max: 2.262	Lives: 2	Reward: 69.0
87600:127666728	Q-min: 2.302	Q-max: 2.573	Lives: 2	Reward: 73.0
87600:127666748	Q-min: 2.387	Q-max: 2.597	Lives: 2	Reward: 77.0
87600:127666769	Q-min: 2.162	Q-max: 2.485	Lives: 2	Reward: 81.0
87600:127666791	Q-min: 2.353	Q-max: 2.633	Lives: 2	Reward: 85.0
87600:127666811	Q-min: 2.475	Q-max: 2.603	Lives: 2	Reward: 86.0
87600:127666832	Q-min: 1.714	Q-max: 2.607	Lives: 2	Reward: 93.0
87600:127666847	Q-min: 0.025	Q-max: 0.334	Lives: 1	Reward: 93.0
87600:127666884	Q-min: -0.352	Q-max: 0.459	Lives: 0	Reward: 93.0

87601:127666925	Q-min: 1.749	Q-max: 1.771	Lives: 5	Reward: 1.0
87601:127666967	Q-min: 1.770	Q-max: 1.802	Lives: 5	Reward: 2.0
87601:127667011	Q-min: 1.867	Q-max: 1.932	Lives: 5	Reward: 3.0
87601:127667047	Q-min: 1.946	Q-max: 1.969	Lives: 5	Reward: 4.0
87601:127667077	Q-min: 1.974	Q-max: 2.042	Lives: 5	Reward: 5.0
87601:127667111	Q-min: 1.965	Q-max: 1.987	Lives: 5	Reward: 6.0
87601:127667142	Q-min: 1.820	Q-max: 1.833	Lives: 5	Reward: 7.0
87601:127667162	Q-min: -0.263	Q-max: 0.170	Lives: 4	Reward: 7.0
87601:127667206	Q-min: 1.866	Q-max: 1.882	Lives: 4	Reward: 8.0
87601:127667250	Q-min: 1.988	Q-max: 2.027	Lives: 4	Reward: 9.0
87601:127667294	Q-min: 1.814	Q-max: 1.851	Lives: 4	Reward: 10.0
87601:127667331	Q-min: 1.933	Q-max: 1.976	Lives: 4	Reward: 11.0
87601:127667363	Q-min: 1.970	Q-max: 2.004	Lives: 4	Reward: 12.0
87601:127667397	Q-min: 1.976	Q-max: 2.032	Lives: 4	Reward: 16.0
87601:127667432	Q-min: 1.974	Q-max: 2.020	Lives: 4	Reward: 17.0
87601:127667478	Q-min: 1.677	Q-max: 1.694	Lives: 4	Reward: 18.0
87601:127667544	Q-min: 1.690	Q-max: 1.733	Lives: 4	Reward: 19.0
87601:127667606	Q-min: 1.794	Q-max: 1.832	Lives: 4	Reward: 20.0
87601:127667671	Q-min: 1.756	Q-max: 1.784	Lives: 4	Reward: 21.0
87601:127667718	Q-min: 2.080	Q-max: 2.130	Lives: 4	Reward: 22.0
87601:127667751	Q-min: 2.029	Q-max: 2.068	Lives: 4	Reward: 23.0
87601:127667781	Q-min: 2.010	Q-max: 2.046	Lives: 4	Reward: 24.0
87601:127667812	Q-min: 2.073	Q-max: 2.228	Lives: 4	Reward: 28.0
87601:127667835	Q-min: -0.028	Q-max: 0.177	Lives: 3	Reward: 28.0
87601:127667891	Q-min: 1.767	Q-max: 1.842	Lives: 3	Reward: 29.0
87601:127667946	Q-min: 1.970	Q-max: 2.021	Lives: 3	Reward: 30.0
87601:127667991	Q-min: 2.062	Q-max: 2.180	Lives: 3	Reward: 31.0
87601:127668030	Q-min: 2.031	Q-max: 2.068	Lives: 3	Reward: 35.0
87601:127668063	Q-min: 2.128	Q-max: 2.416	Lives: 3	Reward: 39.0
87601:127668085	Q-min: 2.294	Q-max: 2.450	Lives: 3	Reward: 43.0
87601:127668108	Q-min: 2.309	Q-max: 2.417	Lives: 3	Reward: 47.0
87601:127668130	Q-min: 2.342	Q-max: 2.450	Lives: 3	Reward: 54.0
87601:127668154	Q-min: 2.212	Q-max: 2.443	Lives: 3	Reward: 58.0
87601:127668176	Q-min: 2.301	Q-max: 2.701	Lives: 3	Reward: 65.0
87601:127668199	Q-min: 2.417	Q-max: 2.585	Lives: 3	Reward: 69.0
87601:127668226	Q-min: 2.306	Q-max: 2.719	Lives: 3	Reward: 76.0
87601:127668247	Q-min: 2.650	Q-max: 3.426	Lives: 3	Reward: 80.0
87601:127668270	Q-min: 1.950	Q-max: 3.292	Lives: 3	Reward: 84.0
87601:127668284	Q-min: 0.406	Q-max: 0.723	Lives: 2	Reward: 84.0
87601:127668333	Q-min: 2.601	Q-max: 3.435	Lives: 2	Reward: 91.0
87601:127668364	Q-min: 2.556	Q-max: 5.411	Lives: 2	Reward: 98.0
87601:127668369	Q-min: 2.444	Q-max: 5.953	Lives: 2	Reward: 105.0
87601:127668374	Q-min: 3.765	Q-max: 5.552	Lives: 2	Reward: 112.0
87601:127668378	Q-min: 3.498	Q-max: 6.066	Lives: 2	Reward: 119.0
87601:127668384	Q-min: 3.315	Q-max: 6.838	Lives: 2	Reward: 126.0
87601:127668388	Q-min: 3.629	Q-max: 6.227	Lives: 2	Reward: 133.0
87601:127668394	Q-min: 3.125	Q-max: 5.766	Lives: 2	Reward: 140.0
87601:127668399	Q-min: 1.872	Q-max: 5.354	Lives: 2	Reward: 147.0

87601:127668405	Q-min: 1.891	Q-max: 5.260	Lives: 2	Reward: 154.0
87601:127668444	Q-min: 3.421	Q-max: 5.474	Lives: 2	Reward: 161.0
87601:127668450	Q-min: 3.133	Q-max: 5.921	Lives: 2	Reward: 168.0
87601:127668454	Q-min: 1.863	Q-max: 5.537	Lives: 2	Reward: 175.0
87601:127668459	Q-min: 1.319	Q-max: 5.649	Lives: 2	Reward: 182.0
87601:127668463	Q-min: 3.745	Q-max: 5.352	Lives: 2	Reward: 189.0
87601:127668468	Q-min: 3.931	Q-max: 5.100	Lives: 2	Reward: 196.0
87601:127668473	Q-min: 3.457	Q-max: 5.721	Lives: 2	Reward: 203.0
87601:127668479	Q-min: 2.423	Q-max: 3.470	Lives: 2	Reward: 210.0
87601:127668488	Q-min: 1.242	Q-max: 2.573	Lives: 2	Reward: 211.0
87601:127668496	Q-min: 1.938	Q-max: 3.770	Lives: 2	Reward: 218.0
87601:127668503	Q-min: 2.297	Q-max: 3.498	Lives: 2	Reward: 222.0
87601:127668511	Q-min: 1.545	Q-max: 3.395	Lives: 2	Reward: 226.0
87601:127668520	Q-min: 1.693	Q-max: 3.364	Lives: 2	Reward: 233.0
87601:127668527	Q-min: 1.683	Q-max: 3.130	Lives: 2	Reward: 240.0
87601:127668565	Q-min: 1.745	Q-max: 5.647	Lives: 2	Reward: 247.0
87601:127668571	Q-min: 1.912	Q-max: 3.448	Lives: 2	Reward: 251.0
87601:127668611	Q-min: 1.719	Q-max: 3.410	Lives: 2	Reward: 255.0
87601:127668619	Q-min: 2.959	Q-max: 4.002	Lives: 2	Reward: 259.0
87601:127668655	Q-min: 0.753	Q-max: 4.262	Lives: 2	Reward: 263.0
87601:127668663	Q-min: 2.337	Q-max: 4.141	Lives: 2	Reward: 267.0
87601:127668715	Q-min: 0.070	Q-max: 0.779	Lives: 1	Reward: 267.0
87601:127668780	Q-min: 0.650	Q-max: 2.531	Lives: 1	Reward: 274.0
87601:127668794	Q-min: 0.176	Q-max: 0.366	Lives: 0	Reward: 274.0
87602:127668849	Q-min: 1.660	Q-max: 1.689	Lives: 5	Reward: 1.0
87602:127668901	Q-min: 1.762	Q-max: 1.772	Lives: 5	Reward: 2.0
87602:127668955	Q-min: 1.668	Q-max: 1.699	Lives: 5	Reward: 3.0
87602:127669000	Q-min: 1.975	Q-max: 2.019	Lives: 5	Reward: 4.0
87602:127669020	Q-min: -0.215	Q-max: 0.113	Lives: 4	Reward: 4.0
87602:127669074	Q-min: 1.651	Q-max: 1.672	Lives: 4	Reward: 5.0
87602:127669129	Q-min: 1.880	Q-max: 1.922	Lives: 4	Reward: 6.0
87602:127669171	Q-min: 1.946	Q-max: 1.986	Lives: 4	Reward: 10.0
87602:127669212	Q-min: 1.944	Q-max: 2.002	Lives: 4	Reward: 11.0
87602:127669242	Q-min: 1.973	Q-max: 2.019	Lives: 4	Reward: 12.0
87602:127669274	Q-min: 1.926	Q-max: 1.975	Lives: 4	Reward: 13.0
87602:127669307	Q-min: 2.105	Q-max: 2.278	Lives: 4	Reward: 17.0
87602:127669357	Q-min: 1.747	Q-max: 1.796	Lives: 4	Reward: 18.0
87602:127669417	Q-min: 1.715	Q-max: 1.727	Lives: 4	Reward: 19.0
87602:127669482	Q-min: 1.681	Q-max: 1.718	Lives: 4	Reward: 20.0
87602:127669553	Q-min: 1.743	Q-max: 1.765	Lives: 4	Reward: 21.0
87602:127669603	Q-min: 2.072	Q-max: 2.117	Lives: 4	Reward: 22.0
87602:127669636	Q-min: 2.084	Q-max: 2.119	Lives: 4	Reward: 23.0
87602:127669670	Q-min: 2.010	Q-max: 2.060	Lives: 4	Reward: 24.0
87602:127669704	Q-min: 1.898	Q-max: 1.979	Lives: 4	Reward: 28.0
87602:127669738	Q-min: 2.096	Q-max: 2.180	Lives: 4	Reward: 29.0
87602:127669772	Q-min: 2.142	Q-max: 2.170	Lives: 4	Reward: 33.0
87602:127669807	Q-min: 2.072	Q-max: 2.183	Lives: 4	Reward: 34.0
87602:127669841	Q-min: 2.174	Q-max: 2.224	Lives: 4	Reward: 38.0

87602:127669873	Q-min: 2.093	Q-max: 2.191	Lives: 4	Reward: 39.0
87602:127669910	Q-min: 2.197	Q-max: 2.437	Lives: 4	Reward: 43.0
87602:127669931	Q-min: 2.435	Q-max: 2.479	Lives: 4	Reward: 44.0
87602:127669952	Q-min: 2.251	Q-max: 2.526	Lives: 4	Reward: 45.0
87602:127669974	Q-min: 2.238	Q-max: 2.452	Lives: 4	Reward: 46.0
87602:127669993	Q-min: 2.353	Q-max: 2.468	Lives: 4	Reward: 47.0
87602:127670013	Q-min: 2.226	Q-max: 2.469	Lives: 4	Reward: 51.0
87602:127670035	Q-min: 2.220	Q-max: 2.600	Lives: 4	Reward: 55.0
87602:127670058	Q-min: 2.358	Q-max: 2.584	Lives: 4	Reward: 59.0
87602:127670082	Q-min: 2.341	Q-max: 2.521	Lives: 4	Reward: 63.0
87602:127670103	Q-min: 2.369	Q-max: 2.522	Lives: 4	Reward: 67.0
87602:127670126	Q-min: 1.917	Q-max: 2.413	Lives: 4	Reward: 68.0
87602:127670145	Q-min: 2.342	Q-max: 2.609	Lives: 4	Reward: 69.0
87602:127670158	Q-min: -0.303	Q-max: 0.424	Lives: 3	Reward: 69.0
87602:127670202	Q-min: 2.325	Q-max: 2.465	Lives: 3	Reward: 73.0
87602:127670224	Q-min: 2.308	Q-max: 2.635	Lives: 3	Reward: 74.0
87602:127670245	Q-min: 2.460	Q-max: 2.646	Lives: 3	Reward: 78.0
87602:127670269	Q-min: 2.455	Q-max: 2.712	Lives: 3	Reward: 85.0
87602:127670292	Q-min: 2.240	Q-max: 2.845	Lives: 3	Reward: 92.0
87602:127670315	Q-min: 2.779	Q-max: 3.246	Lives: 3	Reward: 96.0
87602:127670328	Q-min: 0.010	Q-max: 0.268	Lives: 2	Reward: 96.0
87602:127670382	Q-min: 0.438	Q-max: 2.764	Lives: 2	Reward: 103.0
87602:127670406	Q-min: 2.238	Q-max: 4.566	Lives: 2	Reward: 110.0
87602:127670429	Q-min: 2.586	Q-max: 3.575	Lives: 2	Reward: 114.0
87602:127670457	Q-min: 2.830	Q-max: 6.067	Lives: 2	Reward: 121.0
87602:127670462	Q-min: 3.539	Q-max: 6.227	Lives: 2	Reward: 128.0
87602:127670467	Q-min: 2.655	Q-max: 5.876	Lives: 2	Reward: 135.0
87602:127670472	Q-min: 2.309	Q-max: 6.446	Lives: 2	Reward: 142.0
87602:127670478	Q-min: 2.977	Q-max: 6.508	Lives: 2	Reward: 149.0
87602:127670483	Q-min: 2.145	Q-max: 5.609	Lives: 2	Reward: 156.0
87602:127670487	Q-min: 1.552	Q-max: 5.483	Lives: 2	Reward: 163.0
87602:127670493	Q-min: 0.675	Q-max: 6.091	Lives: 2	Reward: 170.0
87602:127670499	Q-min: 3.525	Q-max: 5.526	Lives: 2	Reward: 177.0
87602:127670506	Q-min: 3.911	Q-max: 5.610	Lives: 2	Reward: 184.0
87602:127670513	Q-min: 3.107	Q-max: 4.286	Lives: 2	Reward: 191.0
87602:127670519	Q-min: 3.875	Q-max: 5.261	Lives: 2	Reward: 198.0
87602:127670524	Q-min: 3.681	Q-max: 4.988	Lives: 2	Reward: 205.0
87602:127670530	Q-min: 3.829	Q-max: 5.252	Lives: 2	Reward: 212.0
87602:127670537	Q-min: 3.661	Q-max: 5.947	Lives: 2	Reward: 219.0
87602:127670543	Q-min: 0.818	Q-max: 6.100	Lives: 2	Reward: 226.0
87602:127670550	Q-min: 1.349	Q-max: 4.426	Lives: 2	Reward: 233.0
87602:127670556	Q-min: 3.577	Q-max: 4.942	Lives: 2	Reward: 240.0
87602:127670563	Q-min: 1.653	Q-max: 3.518	Lives: 2	Reward: 244.0
87602:127670569	Q-min: 1.497	Q-max: 4.850	Lives: 2	Reward: 251.0
87602:127670606	Q-min: 3.148	Q-max: 6.722	Lives: 2	Reward: 258.0
87602:127670611	Q-min: 3.101	Q-max: 4.130	Lives: 2	Reward: 265.0
87602:127670616	Q-min: 4.503	Q-max: 5.602	Lives: 2	Reward: 272.0
87602:127670623	Q-min: 2.842	Q-max: 5.075	Lives: 2	Reward: 279.0



87602:127670629	Q-min: 2.633	Q-max: 5.970	Lives: 2	Reward: 286.0
87602:127670635	Q-min: 2.501	Q-max: 5.630	Lives: 2	Reward: 293.0
87602:127670641	Q-min: 2.565	Q-max: 5.003	Lives: 2	Reward: 300.0
87602:127670648	Q-min: 1.812	Q-max: 2.868	Lives: 2	Reward: 304.0
87602:127670655	Q-min: 2.751	Q-max: 3.801	Lives: 2	Reward: 311.0
87602:127670661	Q-min: 2.372	Q-max: 4.040	Lives: 2	Reward: 318.0
87602:127670682	Q-min: -0.290	Q-max: 0.641	Lives: 1	Reward: 318.0
87602:127670749	Q-min: 1.195	Q-max: 2.524	Lives: 1	Reward: 322.0
87602:127670757	Q-min: 1.663	Q-max: 3.343	Lives: 1	Reward: 326.0
87602:127670781	Q-min: -0.047	Q-max: 0.144	Lives: 0	Reward: 326.0
87603:127670833	Q-min: 1.652	Q-max: 1.663	Lives: 5	Reward: 1.0
87603:127670884	Q-min: 1.845	Q-max: 1.871	Lives: 5	Reward: 2.0
87603:127670925	Q-min: 1.900	Q-max: 1.927	Lives: 5	Reward: 3.0
87603:127670963	Q-min: 2.001	Q-max: 2.066	Lives: 5	Reward: 4.0
87603:127670996	Q-min: 1.983	Q-max: 2.002	Lives: 5	Reward: 5.0
87603:127671027	Q-min: 1.927	Q-max: 1.968	Lives: 5	Reward: 6.0
87603:127671060	Q-min: 1.748	Q-max: 1.767	Lives: 5	Reward: 7.0
87603:127671081	Q-min: -0.046	Q-max: 0.168	Lives: 4	Reward: 7.0
87603:127671130	Q-min: 1.708	Q-max: 1.726	Lives: 4	Reward: 8.0
87603:127671184	Q-min: 1.876	Q-max: 1.902	Lives: 4	Reward: 9.0
87603:127671225	Q-min: 1.927	Q-max: 1.958	Lives: 4	Reward: 10.0
87603:127671266	Q-min: 2.034	Q-max: 2.070	Lives: 4	Reward: 11.0
87603:127671303	Q-min: 1.926	Q-max: 1.949	Lives: 4	Reward: 12.0
87603:127671336	Q-min: 2.010	Q-max: 2.036	Lives: 4	Reward: 16.0
87603:127671366	Q-min: 1.950	Q-max: 1.971	Lives: 4	Reward: 17.0
87603:127671409	Q-min: 1.646	Q-max: 1.664	Lives: 4	Reward: 18.0
87603:127671468	Q-min: 1.675	Q-max: 1.699	Lives: 4	Reward: 19.0
87603:127671535	Q-min: 1.714	Q-max: 1.759	Lives: 4	Reward: 20.0
87603:127671597	Q-min: 1.722	Q-max: 1.766	Lives: 4	Reward: 21.0
87603:127671642	Q-min: 1.999	Q-max: 2.018	Lives: 4	Reward: 22.0
87603:127671664	Q-min: -0.050	Q-max: 0.210	Lives: 3	Reward: 22.0
87603:127671719	Q-min: 1.703	Q-max: 1.715	Lives: 3	Reward: 23.0
87603:127671777	Q-min: 1.927	Q-max: 2.036	Lives: 3	Reward: 27.0
87603:127671830	Q-min: 1.748	Q-max: 1.798	Lives: 3	Reward: 28.0
87603:127671884	Q-min: 1.995	Q-max: 2.128	Lives: 3	Reward: 32.0
87603:127671907	Q-min: -0.121	Q-max: 0.204	Lives: 2	Reward: 32.0
87603:127671947	Q-min: 2.019	Q-max: 2.045	Lives: 2	Reward: 33.0
87603:127672004	Q-min: 1.658	Q-max: 1.772	Lives: 2	Reward: 34.0
87603:127672069	Q-min: 1.687	Q-max: 1.790	Lives: 2	Reward: 35.0
87603:127672121	Q-min: 2.131	Q-max: 2.251	Lives: 2	Reward: 36.0
87603:127672157	Q-min: 2.166	Q-max: 2.329	Lives: 2	Reward: 37.0
87603:127672190	Q-min: 2.115	Q-max: 2.157	Lives: 2	Reward: 41.0
87603:127672224	Q-min: 2.188	Q-max: 2.245	Lives: 2	Reward: 42.0
87603:127672270	Q-min: 1.796	Q-max: 1.822	Lives: 2	Reward: 43.0
87603:127672330	Q-min: 1.802	Q-max: 1.857	Lives: 2	Reward: 44.0
87603:127672396	Q-min: 1.711	Q-max: 1.784	Lives: 2	Reward: 45.0
87603:127672464	Q-min: 1.600	Q-max: 1.845	Lives: 2	Reward: 49.0
87603:127672520	Q-min: 2.268	Q-max: 2.461	Lives: 2	Reward: 53.0

87603:127672540	Q-min: 2.428	Q-max: 2.548	Lives: 2	Reward: 54.0
87603:127672554	Q-min: 0.115	Q-max: 0.197	Lives: 1	Reward: 54.0
87603:127672609	Q-min: 1.839	Q-max: 1.941	Lives: 1	Reward: 58.0
87603:127672663	Q-min: 2.221	Q-max: 2.305	Lives: 1	Reward: 59.0
87603:127672717	Q-min: 2.086	Q-max: 2.380	Lives: 1	Reward: 63.0
87603:127672771	Q-min: 2.328	Q-max: 2.475	Lives: 1	Reward: 67.0
87603:127672793	Q-min: 2.290	Q-max: 2.543	Lives: 1	Reward: 71.0
87603:127672813	Q-min: 2.222	Q-max: 2.463	Lives: 1	Reward: 75.0
87603:127672827	Q-min: 0.138	Q-max: 0.258	Lives: 0	Reward: 75.0
87604:127672885	Q-min: 1.693	Q-max: 1.714	Lives: 5	Reward: 1.0
87604:127672948	Q-min: 1.663	Q-max: 1.679	Lives: 5	Reward: 2.0
87604:127673000	Q-min: 1.873	Q-max: 1.875	Lives: 5	Reward: 3.0
87604:127673035	Q-min: 2.045	Q-max: 2.064	Lives: 5	Reward: 4.0
87604:127673066	Q-min: 1.967	Q-max: 1.997	Lives: 5	Reward: 5.0
87604:127673101	Q-min: 1.931	Q-max: 1.941	Lives: 5	Reward: 6.0
87604:127673134	Q-min: 1.836	Q-max: 1.872	Lives: 5	Reward: 7.0
87604:127673182	Q-min: 1.651	Q-max: 1.662	Lives: 5	Reward: 8.0
87604:127673246	Q-min: 1.671	Q-max: 1.690	Lives: 5	Reward: 9.0
87604:127673310	Q-min: 1.638	Q-max: 1.679	Lives: 5	Reward: 10.0
87604:127673378	Q-min: 1.585	Q-max: 1.661	Lives: 5	Reward: 11.0
87604:127673428	Q-min: 1.931	Q-max: 1.982	Lives: 5	Reward: 12.0
87604:127673461	Q-min: 1.894	Q-max: 1.993	Lives: 5	Reward: 16.0
87604:127673496	Q-min: 1.928	Q-max: 1.944	Lives: 5	Reward: 17.0
87604:127673529	Q-min: 2.050	Q-max: 2.108	Lives: 5	Reward: 18.0
87604:127673550	Q-min: -0.158	Q-max: 0.070	Lives: 4	Reward: 18.0
87604:127673605	Q-min: 1.720	Q-max: 1.787	Lives: 4	Reward: 19.0
87604:127673657	Q-min: 1.970	Q-max: 2.001	Lives: 4	Reward: 20.0
87604:127673701	Q-min: 1.980	Q-max: 2.030	Lives: 4	Reward: 21.0
87604:127673738	Q-min: 2.030	Q-max: 2.057	Lives: 4	Reward: 22.0
87604:127673774	Q-min: 2.097	Q-max: 2.124	Lives: 4	Reward: 23.0
87604:127673807	Q-min: 2.042	Q-max: 2.060	Lives: 4	Reward: 27.0
87604:127673841	Q-min: 2.120	Q-max: 2.154	Lives: 4	Reward: 31.0
87604:127673889	Q-min: 1.773	Q-max: 1.815	Lives: 4	Reward: 32.0
87604:127673952	Q-min: 1.786	Q-max: 1.805	Lives: 4	Reward: 33.0
87604:127674015	Q-min: 1.828	Q-max: 1.850	Lives: 4	Reward: 34.0
87604:127674080	Q-min: 1.758	Q-max: 1.826	Lives: 4	Reward: 35.0
87604:127674132	Q-min: 2.034	Q-max: 2.092	Lives: 4	Reward: 36.0
87604:127674166	Q-min: 2.050	Q-max: 2.077	Lives: 4	Reward: 37.0
87604:127674199	Q-min: 2.194	Q-max: 2.223	Lives: 4	Reward: 38.0
87604:127674237	Q-min: 2.105	Q-max: 2.220	Lives: 4	Reward: 42.0
87604:127674268	Q-min: 2.101	Q-max: 2.207	Lives: 4	Reward: 43.0
87604:127674302	Q-min: 2.200	Q-max: 2.251	Lives: 4	Reward: 44.0
87604:127674332	Q-min: 2.115	Q-max: 2.179	Lives: 4	Reward: 45.0
87604:127674364	Q-min: 2.114	Q-max: 2.247	Lives: 4	Reward: 49.0
87604:127674400	Q-min: 2.137	Q-max: 2.320	Lives: 4	Reward: 50.0
87604:127674435	Q-min: 2.079	Q-max: 2.216	Lives: 4	Reward: 54.0
87604:127674475	Q-min: 2.200	Q-max: 2.377	Lives: 4	Reward: 58.0
87604:127674499	Q-min: 2.350	Q-max: 2.537	Lives: 4	Reward: 62.0

87604:127674520	Q-min: 2.408	Q-max: 2.597	Lives: 4	Reward: 66.0
87604:127674543	Q-min: 2.412	Q-max: 2.525	Lives: 4	Reward: 67.0
87604:127674565	Q-min: 2.482	Q-max: 2.556	Lives: 4	Reward: 68.0
87604:127674585	Q-min: 2.394	Q-max: 2.539	Lives: 4	Reward: 72.0
87604:127674600	Q-min: 0.053	Q-max: 0.197	Lives: 3	Reward: 72.0
87604:127674656	Q-min: 1.584	Q-max: 1.884	Lives: 3	Reward: 76.0
87604:127674714	Q-min: 2.218	Q-max: 2.353	Lives: 3	Reward: 80.0
87604:127674759	Q-min: 2.189	Q-max: 2.243	Lives: 3	Reward: 81.0
87604:127674802	Q-min: 2.331	Q-max: 2.365	Lives: 3	Reward: 85.0
87604:127674843	Q-min: 2.299	Q-max: 2.737	Lives: 3	Reward: 92.0
87604:127674865	Q-min: 2.367	Q-max: 2.514	Lives: 3	Reward: 96.0
87604:127674889	Q-min: 2.248	Q-max: 2.649	Lives: 3	Reward: 103.0
87604:127674912	Q-min: 2.439	Q-max: 3.002	Lives: 3	Reward: 107.0
87604:127674938	Q-min: 2.280	Q-max: 2.987	Lives: 3	Reward: 114.0
87604:127674963	Q-min: 2.794	Q-max: 3.503	Lives: 3	Reward: 121.0
87604:127674991	Q-min: 2.500	Q-max: 7.708	Lives: 3	Reward: 128.0
87604:127674997	Q-min: 2.156	Q-max: 7.000	Lives: 3	Reward: 135.0
87604:127675002	Q-min: 2.477	Q-max: 6.028	Lives: 3	Reward: 142.0
87604:127675007	Q-min: 4.239	Q-max: 6.303	Lives: 3	Reward: 149.0
87604:127675011	Q-min: 3.918	Q-max: 7.023	Lives: 3	Reward: 156.0
87604:127675017	Q-min: 3.540	Q-max: 6.474	Lives: 3	Reward: 163.0
87604:127675023	Q-min: 1.202	Q-max: 6.183	Lives: 3	Reward: 170.0
87604:127675028	Q-min: 0.965	Q-max: 5.638	Lives: 3	Reward: 177.0
87604:127675035	Q-min: 2.349	Q-max: 4.229	Lives: 3	Reward: 181.0
87604:127675042	Q-min: 2.396	Q-max: 5.087	Lives: 3	Reward: 188.0
87604:127675048	Q-min: 3.254	Q-max: 4.975	Lives: 3	Reward: 195.0
87604:127675054	Q-min: 3.008	Q-max: 5.374	Lives: 3	Reward: 202.0
87604:127675060	Q-min: 3.376	Q-max: 5.494	Lives: 3	Reward: 209.0
87604:127675065	Q-min: 3.540	Q-max: 5.774	Lives: 3	Reward: 216.0
87604:127675070	Q-min: 3.060	Q-max: 4.781	Lives: 3	Reward: 223.0
87604:127675077	Q-min: 1.581	Q-max: 5.604	Lives: 3	Reward: 230.0
87604:127675081	Q-min: 1.432	Q-max: 4.240	Lives: 3	Reward: 237.0
87604:127675086	Q-min: 3.265	Q-max: 4.325	Lives: 3	Reward: 244.0
87604:127675092	Q-min: 2.793	Q-max: 4.364	Lives: 3	Reward: 251.0
87604:127675098	Q-min: 1.659	Q-max: 4.788	Lives: 3	Reward: 258.0
87604:127675104	Q-min: 2.185	Q-max: 3.692	Lives: 3	Reward: 265.0
87604:127675110	Q-min: 3.059	Q-max: 5.168	Lives: 3	Reward: 272.0
87604:127675116	Q-min: 2.764	Q-max: 3.735	Lives: 3	Reward: 279.0
87604:127675154	Q-min: 2.274	Q-max: 4.377	Lives: 3	Reward: 283.0
87604:127675162	Q-min: 2.393	Q-max: 5.473	Lives: 3	Reward: 287.0
87604:127675199	Q-min: 2.164	Q-max: 3.879	Lives: 3	Reward: 294.0
87604:127675206	Q-min: 1.621	Q-max: 4.900	Lives: 3	Reward: 301.0
87604:127675213	Q-min: 2.385	Q-max: 4.757	Lives: 3	Reward: 308.0
87604:127675220	Q-min: 3.074	Q-max: 4.138	Lives: 3	Reward: 315.0
87604:127675226	Q-min: 1.986	Q-max: 2.857	Lives: 3	Reward: 319.0
87604:127675250	Q-min: -0.037	Q-max: 0.340	Lives: 2	Reward: 319.0
87604:127675303	Q-min: 1.394	Q-max: 2.884	Lives: 2	Reward: 326.0
87604:127675327	Q-min: 1.153	Q-max: 2.299	Lives: 2	Reward: 330.0

87604:127675348	Q-min: 1.783	Q-max: 2.660	Lives: 2	Reward: 334.0
87604:127675371	Q-min: 2.439	Q-max: 3.126	Lives: 2	Reward: 338.0
87604:127675391	Q-min: 2.384	Q-max: 2.837	Lives: 2	Reward: 339.0
87604:127675412	Q-min: 1.705	Q-max: 4.095	Lives: 2	Reward: 343.0
87604:127675431	Q-min: 1.738	Q-max: 3.458	Lives: 2	Reward: 347.0
87604:127675462	Q-min: 2.482	Q-max: 4.338	Lives: 2	Reward: 354.0
87604:127675485	Q-min: 0.097	Q-max: 0.350	Lives: 1	Reward: 354.0
87604:127675583	Q-min: -0.169	Q-max: 0.298	Lives: 0	Reward: 354.0
87605:127675625	Q-min: 1.748	Q-max: 1.756	Lives: 5	Reward: 1.0
87605:127675666	Q-min: 1.814	Q-max: 1.842	Lives: 5	Reward: 2.0
87605:127675705	Q-min: 1.902	Q-max: 1.919	Lives: 5	Reward: 3.0
87605:127675743	Q-min: 1.980	Q-max: 2.007	Lives: 5	Reward: 4.0
87605:127675778	Q-min: 1.964	Q-max: 1.994	Lives: 5	Reward: 5.0
87605:127675810	Q-min: 1.965	Q-max: 2.003	Lives: 5	Reward: 6.0
87605:127675843	Q-min: 1.766	Q-max: 1.801	Lives: 5	Reward: 7.0
87605:127675891	Q-min: 1.605	Q-max: 1.707	Lives: 5	Reward: 8.0
87605:127675954	Q-min: 1.706	Q-max: 1.718	Lives: 5	Reward: 9.0
87605:127676023	Q-min: 1.680	Q-max: 1.760	Lives: 5	Reward: 10.0
87605:127676089	Q-min: 1.653	Q-max: 1.678	Lives: 5	Reward: 11.0
87605:127676138	Q-min: 1.868	Q-max: 2.061	Lives: 5	Reward: 12.0
87605:127676172	Q-min: 1.976	Q-max: 1.995	Lives: 5	Reward: 13.0
87605:127676193	Q-min: -0.059	Q-max: 0.295	Lives: 4	Reward: 13.0
87605:127676235	Q-min: 1.906	Q-max: 1.942	Lives: 4	Reward: 14.0
87605:127676288	Q-min: 1.763	Q-max: 1.829	Lives: 4	Reward: 15.0
87605:127676346	Q-min: 2.014	Q-max: 2.055	Lives: 4	Reward: 19.0
87605:127676385	Q-min: 2.041	Q-max: 2.080	Lives: 4	Reward: 20.0
87605:127676418	Q-min: 2.044	Q-max: 2.170	Lives: 4	Reward: 21.0
87605:127676451	Q-min: 2.075	Q-max: 2.162	Lives: 4	Reward: 25.0
87605:127676475	Q-min: -0.099	Q-max: 0.215	Lives: 3	Reward: 25.0
87605:127676530	Q-min: 1.829	Q-max: 1.890	Lives: 3	Reward: 29.0
87605:127676595	Q-min: 1.862	Q-max: 1.896	Lives: 3	Reward: 30.0
87605:127676649	Q-min: 1.995	Q-max: 2.130	Lives: 3	Reward: 31.0
87605:127676685	Q-min: 2.184	Q-max: 2.242	Lives: 3	Reward: 32.0
87605:127676718	Q-min: 2.100	Q-max: 2.182	Lives: 3	Reward: 33.0
87605:127676752	Q-min: 2.150	Q-max: 2.231	Lives: 3	Reward: 34.0
87605:127676785	Q-min: 2.192	Q-max: 2.229	Lives: 3	Reward: 35.0
87605:127676836	Q-min: 1.745	Q-max: 1.770	Lives: 3	Reward: 36.0
87605:127676902	Q-min: 1.591	Q-max: 1.756	Lives: 3	Reward: 37.0
87605:127676973	Q-min: 1.822	Q-max: 1.921	Lives: 3	Reward: 41.0
87605:127677046	Q-min: 1.600	Q-max: 2.286	Lives: 3	Reward: 45.0
87605:127677099	Q-min: 2.053	Q-max: 2.102	Lives: 3	Reward: 46.0
87605:127677134	Q-min: 2.109	Q-max: 2.140	Lives: 3	Reward: 47.0
87605:127677167	Q-min: 2.327	Q-max: 2.429	Lives: 3	Reward: 51.0
87605:127677189	Q-min: -0.038	Q-max: 0.213	Lives: 2	Reward: 51.0
87605:127677235	Q-min: 2.000	Q-max: 2.037	Lives: 2	Reward: 52.0
87605:127677280	Q-min: 2.027	Q-max: 2.063	Lives: 2	Reward: 53.0
87605:127677324	Q-min: 2.117	Q-max: 2.134	Lives: 2	Reward: 54.0
87605:127677362	Q-min: 2.116	Q-max: 2.305	Lives: 2	Reward: 58.0

87605:127677399	Q-min: 2.268	Q-max: 2.319	Lives: 2	Reward: 62.0
87605:127677433	Q-min: 2.207	Q-max: 2.433	Lives: 2	Reward: 66.0
87605:127677453	Q-min: 2.363	Q-max: 2.507	Lives: 2	Reward: 67.0
87605:127677474	Q-min: 2.441	Q-max: 2.623	Lives: 2	Reward: 71.0
87605:127677487	Q-min: 0.035	Q-max: 0.164	Lives: 1	Reward: 71.0
87605:127677533	Q-min: 2.462	Q-max: 2.580	Lives: 1	Reward: 75.0
87605:127677558	Q-min: 2.145	Q-max: 2.673	Lives: 1	Reward: 82.0
87605:127677581	Q-min: 2.687	Q-max: 2.993	Lives: 1	Reward: 86.0
87605:127677602	Q-min: 2.374	Q-max: 2.936	Lives: 1	Reward: 90.0
87605:127677625	Q-min: 2.129	Q-max: 2.879	Lives: 1	Reward: 97.0
87605:127677647	Q-min: 2.395	Q-max: 2.794	Lives: 1	Reward: 101.0
87605:127677663	Q-min: 0.015	Q-max: 0.272	Lives: 0	Reward: 101.0
87606:127677716	Q-min: 1.678	Q-max: 1.684	Lives: 5	Reward: 1.0
87606:127677767	Q-min: 1.834	Q-max: 1.844	Lives: 5	Reward: 2.0
87606:127677810	Q-min: 1.907	Q-max: 1.941	Lives: 5	Reward: 3.0
87606:127677848	Q-min: 1.949	Q-max: 2.005	Lives: 5	Reward: 4.0
87606:127677881	Q-min: 1.976	Q-max: 2.021	Lives: 5	Reward: 5.0
87606:127677913	Q-min: 1.949	Q-max: 1.972	Lives: 5	Reward: 6.0
87606:127677945	Q-min: 1.789	Q-max: 1.822	Lives: 5	Reward: 7.0
87606:127677991	Q-min: 1.646	Q-max: 1.659	Lives: 5	Reward: 8.0
87606:127678056	Q-min: 1.690	Q-max: 1.730	Lives: 5	Reward: 9.0
87606:127678100	Q-min: -0.085	Q-max: 0.158	Lives: 4	Reward: 9.0
87606:127678143	Q-min: 1.937	Q-max: 1.976	Lives: 4	Reward: 10.0
87606:127678186	Q-min: 1.940	Q-max: 1.950	Lives: 4	Reward: 11.0
87606:127678243	Q-min: 1.645	Q-max: 1.722	Lives: 4	Reward: 12.0
87606:127678289	Q-min: 2.028	Q-max: 2.049	Lives: 4	Reward: 13.0
87606:127678321	Q-min: 1.960	Q-max: 1.993	Lives: 4	Reward: 14.0
87606:127678357	Q-min: 2.025	Q-max: 2.069	Lives: 4	Reward: 18.0
87606:127678393	Q-min: 1.958	Q-max: 2.482	Lives: 4	Reward: 22.0
87606:127678413	Q-min: 2.310	Q-max: 2.430	Lives: 4	Reward: 23.0
87606:127678436	Q-min: 2.148	Q-max: 2.430	Lives: 4	Reward: 27.0
87606:127678449	Q-min: -0.273	Q-max: 0.286	Lives: 3	Reward: 27.0
87606:127678495	Q-min: 1.984	Q-max: 2.000	Lives: 3	Reward: 28.0
87606:127678538	Q-min: 2.054	Q-max: 2.119	Lives: 3	Reward: 29.0
87606:127678592	Q-min: 1.758	Q-max: 1.815	Lives: 3	Reward: 30.0
87606:127678635	Q-min: -0.036	Q-max: 0.414	Lives: 2	Reward: 30.0
87606:127678679	Q-min: 1.944	Q-max: 1.981	Lives: 2	Reward: 31.0
87606:127678735	Q-min: 1.654	Q-max: 1.956	Lives: 2	Reward: 32.0
87606:127678793	Q-min: 1.934	Q-max: 1.967	Lives: 2	Reward: 33.0
87606:127678831	Q-min: 2.178	Q-max: 2.211	Lives: 2	Reward: 34.0
87606:127678865	Q-min: 2.051	Q-max: 2.127	Lives: 2	Reward: 35.0
87606:127678900	Q-min: 2.133	Q-max: 2.280	Lives: 2	Reward: 36.0
87606:127678933	Q-min: 2.284	Q-max: 2.330	Lives: 2	Reward: 37.0
87606:127678983	Q-min: 1.702	Q-max: 1.807	Lives: 2	Reward: 38.0
87606:127679049	Q-min: 1.585	Q-max: 1.716	Lives: 2	Reward: 42.0
87606:127679097	Q-min: -0.064	Q-max: 0.265	Lives: 1	Reward: 42.0
87606:127679155	Q-min: 1.777	Q-max: 1.864	Lives: 1	Reward: 46.0
87606:127679215	Q-min: 2.128	Q-max: 2.154	Lives: 1	Reward: 47.0

87606:127679261	Q-min: 2.095	Q-max: 2.386	Lives: 1	Reward: 51.0
87606:127679301	Q-min: 2.240	Q-max: 2.281	Lives: 1	Reward: 52.0
87606:127679336	Q-min: 2.182	Q-max: 2.221	Lives: 1	Reward: 53.0
87606:127679371	Q-min: 2.146	Q-max: 2.200	Lives: 1	Reward: 57.0
87606:127679403	Q-min: 2.166	Q-max: 2.235	Lives: 1	Reward: 58.0
87606:127679452	Q-min: 1.818	Q-max: 1.949	Lives: 1	Reward: 59.0
87606:127679521	Q-min: 1.925	Q-max: 2.035	Lives: 1	Reward: 60.0
87606:127679585	Q-min: 1.918	Q-max: 2.098	Lives: 1	Reward: 64.0
87606:127679662	Q-min: 1.814	Q-max: 2.746	Lives: 1	Reward: 68.0
87606:127679687	Q-min: 2.350	Q-max: 2.740	Lives: 1	Reward: 72.0
87606:127679702	Q-min: -0.177	Q-max: 0.151	Lives: 0	Reward: 72.0
87607:127679743	Q-min: 1.756	Q-max: 1.772	Lives: 5	Reward: 1.0
87607:127679792	Q-min: 1.627	Q-max: 1.654	Lives: 5	Reward: 2.0
87607:127679845	Q-min: 1.796	Q-max: 1.842	Lives: 5	Reward: 3.0
87607:127679882	Q-min: 1.859	Q-max: 1.878	Lives: 5	Reward: 4.0
87607:127679915	Q-min: 1.970	Q-max: 2.004	Lives: 5	Reward: 8.0
87607:127679949	Q-min: 1.986	Q-max: 2.019	Lives: 5	Reward: 9.0
87607:127679978	Q-min: 1.781	Q-max: 1.889	Lives: 5	Reward: 10.0
87607:127680025	Q-min: 1.672	Q-max: 1.699	Lives: 5	Reward: 11.0
87607:127680088	Q-min: 1.748	Q-max: 1.833	Lives: 5	Reward: 12.0
87607:127680154	Q-min: 1.716	Q-max: 1.752	Lives: 5	Reward: 13.0
87607:127680222	Q-min: 1.707	Q-max: 1.769	Lives: 5	Reward: 14.0
87607:127680274	Q-min: 1.999	Q-max: 2.047	Lives: 5	Reward: 15.0
87607:127680306	Q-min: 2.011	Q-max: 2.029	Lives: 5	Reward: 16.0
87607:127680328	Q-min: -0.113	Q-max: 0.253	Lives: 4	Reward: 16.0
87607:127680375	Q-min: 1.915	Q-max: 1.935	Lives: 4	Reward: 17.0
87607:127680421	Q-min: 1.981	Q-max: 2.003	Lives: 4	Reward: 18.0
87607:127680463	Q-min: 1.955	Q-max: 1.961	Lives: 4	Reward: 19.0
87607:127680500	Q-min: 2.005	Q-max: 2.065	Lives: 4	Reward: 20.0
87607:127680533	Q-min: 1.985	Q-max: 1.999	Lives: 4	Reward: 21.0
87607:127680565	Q-min: 2.096	Q-max: 2.145	Lives: 4	Reward: 22.0
87607:127680599	Q-min: 2.082	Q-max: 2.113	Lives: 4	Reward: 23.0
87607:127680649	Q-min: 1.753	Q-max: 1.813	Lives: 4	Reward: 24.0
87607:127680714	Q-min: 1.711	Q-max: 1.752	Lives: 4	Reward: 25.0
87607:127680781	Q-min: 1.694	Q-max: 1.736	Lives: 4	Reward: 26.0
87607:127680848	Q-min: 1.669	Q-max: 1.821	Lives: 4	Reward: 30.0
87607:127680899	Q-min: 2.096	Q-max: 2.222	Lives: 4	Reward: 34.0
87607:127680931	Q-min: 2.128	Q-max: 2.170	Lives: 4	Reward: 35.0
87607:127680961	Q-min: 2.139	Q-max: 2.193	Lives: 4	Reward: 36.0
87607:127680996	Q-min: 2.079	Q-max: 2.133	Lives: 4	Reward: 37.0
87607:127681031	Q-min: 2.045	Q-max: 2.180	Lives: 4	Reward: 38.0
87607:127681064	Q-min: 2.042	Q-max: 2.128	Lives: 4	Reward: 42.0
87607:127681098	Q-min: 2.222	Q-max: 2.232	Lives: 4	Reward: 43.0
87607:127681135	Q-min: 2.349	Q-max: 2.475	Lives: 4	Reward: 47.0
87607:127681156	Q-min: 2.286	Q-max: 2.440	Lives: 4	Reward: 48.0
87607:127681171	Q-min: 0.047	Q-max: 0.248	Lives: 3	Reward: 48.0
87607:127681217	Q-min: 2.070	Q-max: 2.095	Lives: 3	Reward: 49.0
87607:127681276	Q-min: 1.874	Q-max: 2.028	Lives: 3	Reward: 53.0

87607:127681334	Q-min: 2.101	Q-max: 2.147	Lives: 3	Reward: 54.0
87607:127681371	Q-min: 2.116	Q-max: 2.239	Lives: 3	Reward: 55.0
87607:127681408	Q-min: 2.468	Q-max: 2.547	Lives: 3	Reward: 59.0
87607:127681431	Q-min: 2.280	Q-max: 2.690	Lives: 3	Reward: 63.0
87607:127681453	Q-min: 2.054	Q-max: 2.563	Lives: 3	Reward: 67.0
87607:127681466	Q-min: -0.662	Q-max: 0.099	Lives: 2	Reward: 67.0
87607:127681513	Q-min: 2.119	Q-max: 2.174	Lives: 2	Reward: 71.0
87607:127681557	Q-min: 2.152	Q-max: 2.228	Lives: 2	Reward: 72.0
87607:127681615	Q-min: 2.401	Q-max: 2.595	Lives: 2	Reward: 76.0
87607:127681628	Q-min: 0.216	Q-max: 0.360	Lives: 1	Reward: 76.0
87607:127681673	Q-min: 2.201	Q-max: 2.312	Lives: 1	Reward: 80.0
87607:127681716	Q-min: 2.240	Q-max: 2.314	Lives: 1	Reward: 81.0
87607:127681758	Q-min: 2.284	Q-max: 2.382	Lives: 1	Reward: 82.0
87607:127681799	Q-min: 2.332	Q-max: 2.451	Lives: 1	Reward: 86.0
87607:127681835	Q-min: 2.389	Q-max: 2.679	Lives: 1	Reward: 90.0
87607:127681848	Q-min: -0.115	Q-max: 0.157	Lives: 0	Reward: 90.0
87608:127681894	Q-min: 1.754	Q-max: 1.766	Lives: 5	Reward: 1.0
87608:127681946	Q-min: 1.615	Q-max: 1.667	Lives: 5	Reward: 2.0
87608:127681999	Q-min: 1.888	Q-max: 1.900	Lives: 5	Reward: 3.0
87608:127682034	Q-min: 1.989	Q-max: 2.028	Lives: 5	Reward: 4.0
87608:127682066	Q-min: 1.922	Q-max: 1.962	Lives: 5	Reward: 5.0
87608:127682098	Q-min: 1.921	Q-max: 1.948	Lives: 5	Reward: 6.0
87608:127682132	Q-min: 1.779	Q-max: 1.816	Lives: 5	Reward: 7.0
87608:127682184	Q-min: 1.663	Q-max: 1.689	Lives: 5	Reward: 8.0
87608:127682253	Q-min: 1.671	Q-max: 1.748	Lives: 5	Reward: 9.0
87608:127682311	Q-min: 1.656	Q-max: 1.672	Lives: 5	Reward: 10.0
87608:127682374	Q-min: 1.611	Q-max: 1.666	Lives: 5	Reward: 11.0
87608:127682420	Q-min: 1.993	Q-max: 2.024	Lives: 5	Reward: 12.0
87608:127682452	Q-min: 1.965	Q-max: 2.005	Lives: 5	Reward: 13.0
87608:127682486	Q-min: 1.916	Q-max: 2.050	Lives: 5	Reward: 14.0
87608:127682517	Q-min: 1.985	Q-max: 2.014	Lives: 5	Reward: 15.0
87608:127682549	Q-min: 1.885	Q-max: 1.936	Lives: 5	Reward: 19.0
87608:127682585	Q-min: 1.965	Q-max: 1.990	Lives: 5	Reward: 23.0
87608:127682620	Q-min: 2.079	Q-max: 2.127	Lives: 5	Reward: 24.0
87608:127682653	Q-min: 2.049	Q-max: 2.104	Lives: 5	Reward: 25.0
87608:127682685	Q-min: 2.052	Q-max: 2.088	Lives: 5	Reward: 26.0
87608:127682717	Q-min: 2.025	Q-max: 2.052	Lives: 5	Reward: 27.0
87608:127682748	Q-min: 2.003	Q-max: 2.024	Lives: 5	Reward: 28.0
87608:127682782	Q-min: 2.108	Q-max: 2.209	Lives: 5	Reward: 32.0
87608:127682818	Q-min: 2.094	Q-max: 2.108	Lives: 5	Reward: 33.0
87608:127682849	Q-min: 2.079	Q-max: 2.142	Lives: 5	Reward: 34.0
87608:127682881	Q-min: 2.000	Q-max: 2.105	Lives: 5	Reward: 35.0
87608:127682916	Q-min: 2.170	Q-max: 2.207	Lives: 5	Reward: 36.0
87608:127682950	Q-min: 2.288	Q-max: 2.493	Lives: 5	Reward: 40.0
87608:127682972	Q-min: 2.439	Q-max: 2.481	Lives: 5	Reward: 41.0
87608:127682990	Q-min: 2.269	Q-max: 2.471	Lives: 5	Reward: 42.0
87608:127683012	Q-min: 2.143	Q-max: 2.405	Lives: 5	Reward: 46.0
87608:127683033	Q-min: 2.332	Q-max: 2.442	Lives: 5	Reward: 50.0

87608:127683056	Q-min: 2.458	Q-max: 2.539	Lives: 5	Reward: 54.0
87608:127683078	Q-min: 1.800	Q-max: 2.672	Lives: 5	Reward: 58.0
87608:127683092	Q-min: -0.059	Q-max: 0.069	Lives: 4	Reward: 58.0
87608:127683140	Q-min: 2.305	Q-max: 2.477	Lives: 4	Reward: 62.0
87608:127683162	Q-min: 2.416	Q-max: 2.487	Lives: 4	Reward: 63.0
87608:127683176	Q-min: -0.108	Q-max: 0.026	Lives: 3	Reward: 63.0
87608:127683224	Q-min: 2.500	Q-max: 2.744	Lives: 3	Reward: 70.0
87608:127683244	Q-min: 2.376	Q-max: 2.586	Lives: 3	Reward: 71.0
87608:127683258	Q-min: -0.027	Q-max: 0.220	Lives: 2	Reward: 71.0
87608:127683306	Q-min: 2.301	Q-max: 2.759	Lives: 2	Reward: 78.0
87608:127683330	Q-min: 2.334	Q-max: 2.649	Lives: 2	Reward: 82.0
87608:127683350	Q-min: 2.408	Q-max: 2.508	Lives: 2	Reward: 83.0
87608:127683362	Q-min: 0.001	Q-max: 0.376	Lives: 1	Reward: 83.0
87608:127683416	Q-min: 2.042	Q-max: 2.116	Lives: 1	Reward: 84.0
87608:127683469	Q-min: 2.351	Q-max: 2.478	Lives: 1	Reward: 85.0
87608:127683513	Q-min: 2.162	Q-max: 2.434	Lives: 1	Reward: 89.0
87608:127683553	Q-min: 2.296	Q-max: 2.536	Lives: 1	Reward: 93.0
87608:127683588	Q-min: 2.540	Q-max: 2.689	Lives: 1	Reward: 97.0
87608:127683622	Q-min: 2.363	Q-max: 2.576	Lives: 1	Reward: 98.0
87608:127683651	Q-min: 2.445	Q-max: 2.640	Lives: 1	Reward: 99.0
87608:127683703	Q-min: 2.028	Q-max: 2.240	Lives: 1	Reward: 103.0
87608:127683779	Q-min: 2.230	Q-max: 2.499	Lives: 1	Reward: 107.0
87608:127683858	Q-min: 2.058	Q-max: 3.091	Lives: 1	Reward: 111.0
87608:127683881	Q-min: 2.198	Q-max: 3.193	Lives: 1	Reward: 115.0
87608:127683903	Q-min: 2.595	Q-max: 3.421	Lives: 1	Reward: 122.0
87608:127683925	Q-min: 2.155	Q-max: 3.768	Lives: 1	Reward: 129.0
87608:127683954	Q-min: 2.611	Q-max: 5.506	Lives: 1	Reward: 136.0
87608:127683959	Q-min: 2.963	Q-max: 5.873	Lives: 1	Reward: 143.0
87608:127683965	Q-min: 2.843	Q-max: 5.788	Lives: 1	Reward: 150.0
87608:127683994	Q-min: 2.415	Q-max: 4.049	Lives: 1	Reward: 154.0
87608:127684008	Q-min: -0.035	Q-max: 0.309	Lives: 0	Reward: 154.0
87609:127684063	Q-min: 1.627	Q-max: 1.654	Lives: 5	Reward: 1.0
87609:127684114	Q-min: 1.841	Q-max: 1.865	Lives: 5	Reward: 2.0
87609:127684168	Q-min: 1.662	Q-max: 1.703	Lives: 5	Reward: 3.0
87609:127684216	Q-min: 2.002	Q-max: 2.020	Lives: 5	Reward: 4.0
87609:127684247	Q-min: 1.967	Q-max: 1.995	Lives: 5	Reward: 5.0
87609:127684279	Q-min: 1.965	Q-max: 1.986	Lives: 5	Reward: 6.0
87609:127684314	Q-min: 1.795	Q-max: 1.854	Lives: 5	Reward: 10.0
87609:127684360	Q-min: 1.695	Q-max: 1.724	Lives: 5	Reward: 11.0
87609:127684423	Q-min: 1.746	Q-max: 1.772	Lives: 5	Reward: 12.0
87609:127684484	Q-min: 1.606	Q-max: 1.772	Lives: 5	Reward: 13.0
87609:127684549	Q-min: 1.759	Q-max: 1.908	Lives: 5	Reward: 14.0
87609:127684595	Q-min: 2.024	Q-max: 2.086	Lives: 5	Reward: 15.0
87609:127684628	Q-min: 1.998	Q-max: 2.026	Lives: 5	Reward: 16.0
87609:127684661	Q-min: 1.952	Q-max: 2.014	Lives: 5	Reward: 17.0
87609:127684694	Q-min: 2.034	Q-max: 2.061	Lives: 5	Reward: 18.0
87609:127684726	Q-min: 2.015	Q-max: 2.051	Lives: 5	Reward: 19.0
87609:127684754	Q-min: 2.143	Q-max: 2.173	Lives: 5	Reward: 20.0



87609:127684788	Q-min: 1.963	Q-max: 2.037	Lives: 5	Reward: 21.0
87609:127684823	Q-min: 2.093	Q-max: 2.138	Lives: 5	Reward: 22.0
87609:127684846	Q-min: -0.186	Q-max: 0.232	Lives: 4	Reward: 22.0
87609:127684889	Q-min: 1.932	Q-max: 1.958	Lives: 4	Reward: 23.0
87609:127684930	Q-min: 2.099	Q-max: 2.142	Lives: 4	Reward: 24.0
87609:127684972	Q-min: 1.992	Q-max: 2.033	Lives: 4	Reward: 25.0
87609:127685009	Q-min: 2.075	Q-max: 2.135	Lives: 4	Reward: 29.0
87609:127685033	Q-min: 0.000	Q-max: 0.368	Lives: 3	Reward: 29.0
87609:127685077	Q-min: 2.295	Q-max: 2.514	Lives: 3	Reward: 33.0
87609:127685100	Q-min: 2.149	Q-max: 2.658	Lives: 3	Reward: 40.0
87609:127685123	Q-min: 1.812	Q-max: 3.201	Lives: 3	Reward: 47.0
87609:127685140	Q-min: -0.555	Q-max: 0.613	Lives: 2	Reward: 47.0
87609:127685185	Q-min: 2.128	Q-max: 2.161	Lives: 2	Reward: 48.0
87609:127685233	Q-min: 1.913	Q-max: 2.194	Lives: 2	Reward: 52.0
87609:127685280	Q-min: 2.126	Q-max: 2.274	Lives: 2	Reward: 53.0
87609:127685319	Q-min: 2.312	Q-max: 2.400	Lives: 2	Reward: 57.0
87609:127685357	Q-min: 2.606	Q-max: 2.748	Lives: 2	Reward: 61.0
87609:127685377	Q-min: 2.519	Q-max: 3.619	Lives: 2	Reward: 62.0
87609:127685389	Q-min: 0.083	Q-max: 0.184	Lives: 1	Reward: 62.0
87609:127685436	Q-min: 2.103	Q-max: 2.290	Lives: 1	Reward: 63.0
87609:127685494	Q-min: 1.586	Q-max: 3.198	Lives: 1	Reward: 70.0
87609:127685515	Q-min: 2.646	Q-max: 2.753	Lives: 1	Reward: 71.0
87609:127685529	Q-min: -0.298	Q-max: 0.219	Lives: 0	Reward: 71.0
87610:127685572	Q-min: 1.771	Q-max: 1.787	Lives: 5	Reward: 1.0
87610:127685612	Q-min: 1.795	Q-max: 1.833	Lives: 5	Reward: 2.0
87610:127685653	Q-min: 1.886	Q-max: 1.906	Lives: 5	Reward: 3.0
87610:127685684	Q-min: -0.097	Q-max: 0.119	Lives: 4	Reward: 3.0
87610:127685727	Q-min: 1.869	Q-max: 1.902	Lives: 4	Reward: 4.0
87610:127685773	Q-min: 1.935	Q-max: 1.952	Lives: 4	Reward: 8.0
87610:127685826	Q-min: 1.682	Q-max: 1.699	Lives: 4	Reward: 9.0
87610:127685876	Q-min: 1.935	Q-max: 1.961	Lives: 4	Reward: 10.0
87610:127685910	Q-min: 1.936	Q-max: 1.984	Lives: 4	Reward: 11.0
87610:127685941	Q-min: 1.960	Q-max: 1.993	Lives: 4	Reward: 12.0
87610:127685973	Q-min: 1.965	Q-max: 2.007	Lives: 4	Reward: 13.0
87610:127685996	Q-min: -0.274	Q-max: 0.102	Lives: 3	Reward: 13.0
87610:127686040	Q-min: 1.890	Q-max: 1.914	Lives: 3	Reward: 14.0
87610:127686082	Q-min: 1.975	Q-max: 2.052	Lives: 3	Reward: 15.0
87610:127686126	Q-min: 1.971	Q-max: 2.005	Lives: 3	Reward: 16.0
87610:127686165	Q-min: 2.055	Q-max: 2.075	Lives: 3	Reward: 17.0
87610:127686201	Q-min: 1.981	Q-max: 2.010	Lives: 3	Reward: 21.0
87610:127686236	Q-min: 1.987	Q-max: 2.014	Lives: 3	Reward: 22.0
87610:127686270	Q-min: 2.048	Q-max: 2.107	Lives: 3	Reward: 26.0
87610:127686319	Q-min: 1.779	Q-max: 1.806	Lives: 3	Reward: 27.0
87610:127686378	Q-min: 1.763	Q-max: 1.814	Lives: 3	Reward: 28.0
87610:127686441	Q-min: 1.784	Q-max: 1.854	Lives: 3	Reward: 29.0
87610:127686505	Q-min: 1.767	Q-max: 1.807	Lives: 3	Reward: 30.0
87610:127686552	Q-min: 2.130	Q-max: 2.151	Lives: 3	Reward: 31.0
87610:127686586	Q-min: 2.020	Q-max: 2.132	Lives: 3	Reward: 35.0

87610:127686619	Q-min: 2.229	Q-max: 2.302	Lives: 3	Reward: 39.0
87610:127686653	Q-min: 2.146	Q-max: 2.168	Lives: 3	Reward: 40.0
87610:127686688	Q-min: 2.089	Q-max: 2.103	Lives: 3	Reward: 41.0
87610:127686722	Q-min: 2.044	Q-max: 2.106	Lives: 3	Reward: 42.0
87610:127686758	Q-min: 2.272	Q-max: 2.601	Lives: 3	Reward: 46.0
87610:127686778	Q-min: 2.339	Q-max: 2.568	Lives: 3	Reward: 47.0
87610:127686793	Q-min: -0.078	Q-max: 0.390	Lives: 2	Reward: 47.0
87610:127686843	Q-min: 2.456	Q-max: 2.751	Lives: 2	Reward: 54.0
87610:127686864	Q-min: 2.580	Q-max: 2.685	Lives: 2	Reward: 55.0
87610:127686883	Q-min: 2.495	Q-max: 2.593	Lives: 2	Reward: 56.0
87610:127686902	Q-min: 2.405	Q-max: 2.642	Lives: 2	Reward: 57.0
87610:127686922	Q-min: 2.280	Q-max: 2.503	Lives: 2	Reward: 58.0
87610:127686941	Q-min: 2.468	Q-max: 2.574	Lives: 2	Reward: 62.0
87610:127686962	Q-min: 2.408	Q-max: 2.591	Lives: 2	Reward: 66.0
87610:127686985	Q-min: 2.310	Q-max: 2.628	Lives: 2	Reward: 70.0
87610:127687008	Q-min: 2.512	Q-max: 2.766	Lives: 2	Reward: 74.0
87610:127687030	Q-min: 2.183	Q-max: 2.847	Lives: 2	Reward: 78.0
87610:127687043	Q-min: 0.031	Q-max: 0.250	Lives: 1	Reward: 78.0
87610:127687082	Q-min: 2.263	Q-max: 2.332	Lives: 1	Reward: 79.0
87610:127687134	Q-min: 2.101	Q-max: 2.186	Lives: 1	Reward: 80.0
87610:127687203	Q-min: 2.399	Q-max: 2.755	Lives: 1	Reward: 84.0
87610:127687217	Q-min: 0.028	Q-max: 0.155	Lives: 0	Reward: 84.0
87611:127687262	Q-min: 1.731	Q-max: 1.745	Lives: 5	Reward: 1.0
87611:127687313	Q-min: 1.651	Q-max: 1.690	Lives: 5	Reward: 2.0
87611:127687367	Q-min: 1.864	Q-max: 1.887	Lives: 5	Reward: 3.0
87611:127687403	Q-min: 1.930	Q-max: 1.957	Lives: 5	Reward: 4.0
87611:127687433	Q-min: 1.943	Q-max: 1.969	Lives: 5	Reward: 5.0
87611:127687467	Q-min: 1.962	Q-max: 1.975	Lives: 5	Reward: 6.0
87611:127687500	Q-min: 1.687	Q-max: 1.752	Lives: 5	Reward: 7.0
87611:127687549	Q-min: 1.655	Q-max: 1.674	Lives: 5	Reward: 8.0
87611:127687613	Q-min: 1.662	Q-max: 1.678	Lives: 5	Reward: 9.0
87611:127687651	Q-min: -0.105	Q-max: 0.128	Lives: 4	Reward: 9.0
87611:127687705	Q-min: 1.583	Q-max: 1.631	Lives: 4	Reward: 10.0
87611:127687773	Q-min: 1.727	Q-max: 1.743	Lives: 4	Reward: 11.0
87611:127687828	Q-min: 1.937	Q-max: 1.957	Lives: 4	Reward: 12.0
87611:127687864	Q-min: 1.992	Q-max: 2.010	Lives: 4	Reward: 13.0
87611:127687897	Q-min: 1.985	Q-max: 2.009	Lives: 4	Reward: 14.0
87611:127687937	Q-min: 2.044	Q-max: 2.064	Lives: 4	Reward: 18.0
87611:127687970	Q-min: 2.033	Q-max: 2.052	Lives: 4	Reward: 19.0
87611:127688019	Q-min: 1.712	Q-max: 1.740	Lives: 4	Reward: 20.0
87611:127688085	Q-min: 1.721	Q-max: 1.762	Lives: 4	Reward: 21.0
87611:127688149	Q-min: 1.650	Q-max: 1.725	Lives: 4	Reward: 22.0
87611:127688214	Q-min: 1.663	Q-max: 1.756	Lives: 4	Reward: 23.0
87611:127688263	Q-min: 2.057	Q-max: 2.084	Lives: 4	Reward: 24.0
87611:127688299	Q-min: 1.769	Q-max: 1.903	Lives: 4	Reward: 28.0
87611:127688335	Q-min: 2.005	Q-max: 2.049	Lives: 4	Reward: 29.0
87611:127688367	Q-min: 2.091	Q-max: 2.151	Lives: 4	Reward: 30.0
87611:127688399	Q-min: 2.170	Q-max: 2.212	Lives: 4	Reward: 31.0

87611:127688431	Q-min: 2.025	Q-max: 2.069	Lives: 4	Reward: 32.0
87611:127688465	Q-min: 1.990	Q-max: 2.026	Lives: 4	Reward: 33.0
87611:127688500	Q-min: 2.126	Q-max: 2.194	Lives: 4	Reward: 37.0
87611:127688519	Q-min: 0.121	Q-max: 0.461	Lives: 3	Reward: 37.0
87611:127688552	Q-min: 0.028	Q-max: 0.190	Lives: 2	Reward: 37.0
87611:127688599	Q-min: 1.996	Q-max: 2.115	Lives: 2	Reward: 41.0
87611:127688647	Q-min: 2.269	Q-max: 2.482	Lives: 2	Reward: 45.0
87611:127688661	Q-min: -0.118	Q-max: 0.097	Lives: 1	Reward: 45.0
87611:127688708	Q-min: 2.254	Q-max: 2.884	Lives: 1	Reward: 52.0
87611:127688732	Q-min: 2.380	Q-max: 2.510	Lives: 1	Reward: 53.0
87611:127688751	Q-min: 2.509	Q-max: 2.535	Lives: 1	Reward: 54.0
87611:127688773	Q-min: 2.214	Q-max: 2.313	Lives: 1	Reward: 55.0
87611:127688784	Q-min: -0.137	Q-max: -0.064	Lives: 0	Reward: 55.0
87612:127688825	Q-min: 1.743	Q-max: 1.756	Lives: 5	Reward: 1.0
87612:127688868	Q-min: 1.769	Q-max: 1.795	Lives: 5	Reward: 2.0
87612:127688922	Q-min: 1.657	Q-max: 1.705	Lives: 5	Reward: 3.0
87612:127688973	Q-min: 1.955	Q-max: 1.978	Lives: 5	Reward: 4.0
87612:127689006	Q-min: 1.986	Q-max: 2.008	Lives: 5	Reward: 5.0
87612:127689035	Q-min: 1.966	Q-max: 1.974	Lives: 5	Reward: 6.0
87612:127689066	Q-min: 1.749	Q-max: 1.813	Lives: 5	Reward: 7.0
87612:127689111	Q-min: 1.692	Q-max: 1.708	Lives: 5	Reward: 8.0
87612:127689176	Q-min: 1.702	Q-max: 1.741	Lives: 5	Reward: 9.0
87612:127689241	Q-min: 1.659	Q-max: 1.676	Lives: 5	Reward: 10.0
87612:127689302	Q-min: 1.630	Q-max: 1.654	Lives: 5	Reward: 11.0
87612:127689355	Q-min: 1.973	Q-max: 2.007	Lives: 5	Reward: 12.0
87612:127689378	Q-min: -0.112	Q-max: 0.204	Lives: 4	Reward: 12.0
87612:127689419	Q-min: 1.939	Q-max: 1.980	Lives: 4	Reward: 13.0
87612:127689465	Q-min: 1.912	Q-max: 1.950	Lives: 4	Reward: 14.0
87612:127689522	Q-min: 1.673	Q-max: 1.718	Lives: 4	Reward: 15.0
87612:127689570	Q-min: 1.962	Q-max: 1.988	Lives: 4	Reward: 16.0
87612:127689603	Q-min: 2.014	Q-max: 2.075	Lives: 4	Reward: 20.0
87612:127689627	Q-min: -0.091	Q-max: 0.199	Lives: 3	Reward: 20.0
87612:127689682	Q-min: 1.711	Q-max: 1.726	Lives: 3	Reward: 21.0
87612:127689724	Q-min: -0.040	Q-max: 0.209	Lives: 2	Reward: 21.0
87612:127689767	Q-min: 1.848	Q-max: 1.880	Lives: 2	Reward: 22.0
87612:127689811	Q-min: 1.961	Q-max: 1.978	Lives: 2	Reward: 23.0
87612:127689853	Q-min: 1.906	Q-max: 1.925	Lives: 2	Reward: 24.0
87612:127689894	Q-min: 2.037	Q-max: 2.090	Lives: 2	Reward: 28.0
87612:127689933	Q-min: 2.121	Q-max: 2.210	Lives: 2	Reward: 32.0
87612:127689973	Q-min: 2.198	Q-max: 2.401	Lives: 2	Reward: 36.0
87612:127689995	Q-min: 2.288	Q-max: 2.436	Lives: 2	Reward: 37.0
87612:127690009	Q-min: -0.031	Q-max: 0.069	Lives: 1	Reward: 37.0
87612:127690057	Q-min: 2.013	Q-max: 2.063	Lives: 1	Reward: 38.0
87612:127690116	Q-min: 1.884	Q-max: 1.909	Lives: 1	Reward: 39.0
87612:127690174	Q-min: 2.133	Q-max: 2.171	Lives: 1	Reward: 40.0
87612:127690200	Q-min: -0.037	Q-max: 0.172	Lives: 0	Reward: 40.0
87613:127690252	Q-min: 1.621	Q-max: 1.693	Lives: 5	Reward: 1.0
87613:127690315	Q-min: 1.643	Q-max: 1.659	Lives: 5	Reward: 2.0

87613:127690366	Q-min: 1.864	Q-max: 1.898	Lives: 5	Reward: 3.0
87613:127690401	Q-min: 1.925	Q-max: 1.938	Lives: 5	Reward: 4.0
87613:127690435	Q-min: 1.933	Q-max: 1.949	Lives: 5	Reward: 5.0
87613:127690469	Q-min: 1.935	Q-max: 1.977	Lives: 5	Reward: 9.0
87613:127690504	Q-min: 2.179	Q-max: 2.305	Lives: 5	Reward: 13.0
87613:127690525	Q-min: 2.128	Q-max: 2.241	Lives: 5	Reward: 14.0
87613:127690545	Q-min: 1.717	Q-max: 2.213	Lives: 5	Reward: 15.0
87613:127690565	Q-min: 2.135	Q-max: 2.274	Lives: 5	Reward: 16.0
87613:127690585	Q-min: 2.200	Q-max: 2.348	Lives: 5	Reward: 17.0
87613:127690605	Q-min: 2.118	Q-max: 2.305	Lives: 5	Reward: 18.0
87613:127690627	Q-min: 2.129	Q-max: 2.312	Lives: 5	Reward: 19.0
87613:127690641	Q-min: 0.014	Q-max: 0.224	Lives: 4	Reward: 19.0
87613:127690695	Q-min: 1.714	Q-max: 1.727	Lives: 4	Reward: 20.0
87613:127690750	Q-min: 2.040	Q-max: 2.111	Lives: 4	Reward: 21.0
87613:127690792	Q-min: 2.043	Q-max: 2.105	Lives: 4	Reward: 22.0
87613:127690828	Q-min: 2.116	Q-max: 2.167	Lives: 4	Reward: 23.0
87613:127690860	Q-min: 2.157	Q-max: 2.172	Lives: 4	Reward: 24.0
87613:127690893	Q-min: 2.138	Q-max: 2.167	Lives: 4	Reward: 28.0
87613:127690915	Q-min: -0.427	Q-max: 0.563	Lives: 3	Reward: 28.0
87613:127690960	Q-min: 2.085	Q-max: 2.117	Lives: 3	Reward: 29.0
87613:127691006	Q-min: 2.026	Q-max: 2.062	Lives: 3	Reward: 30.0
87613:127691053	Q-min: 1.836	Q-max: 2.660	Lives: 3	Reward: 34.0
87613:127691075	Q-min: 2.278	Q-max: 2.366	Lives: 3	Reward: 38.0
87613:127691089	Q-min: -0.006	Q-max: 0.138	Lives: 2	Reward: 38.0
87613:127691129	Q-min: 1.988	Q-max: 2.011	Lives: 2	Reward: 39.0
87613:127691170	Q-min: 2.044	Q-max: 2.122	Lives: 2	Reward: 40.0
87613:127691224	Q-min: 1.812	Q-max: 1.864	Lives: 2	Reward: 41.0
87613:127691272	Q-min: 2.171	Q-max: 2.215	Lives: 2	Reward: 42.0
87613:127691301	Q-min: 2.344	Q-max: 2.418	Lives: 2	Reward: 43.0
87613:127691334	Q-min: 2.161	Q-max: 2.215	Lives: 2	Reward: 44.0
87613:127691372	Q-min: 2.097	Q-max: 2.232	Lives: 2	Reward: 48.0
87613:127691422	Q-min: 1.736	Q-max: 1.760	Lives: 2	Reward: 49.0
87613:127691494	Q-min: 1.720	Q-max: 1.880	Lives: 2	Reward: 53.0
87613:127691560	Q-min: 1.820	Q-max: 1.934	Lives: 2	Reward: 54.0
87613:127691626	Q-min: 1.752	Q-max: 2.086	Lives: 2	Reward: 58.0
87613:127691676	Q-min: 2.129	Q-max: 2.214	Lives: 2	Reward: 59.0
87613:127691710	Q-min: 2.299	Q-max: 2.406	Lives: 2	Reward: 63.0
87613:127691745	Q-min: 2.035	Q-max: 2.164	Lives: 2	Reward: 64.0
87613:127691785	Q-min: 2.293	Q-max: 2.472	Lives: 2	Reward: 71.0
87613:127691808	Q-min: 2.143	Q-max: 2.440	Lives: 2	Reward: 75.0
87613:127691829	Q-min: 1.921	Q-max: 2.489	Lives: 2	Reward: 79.0
87613:127691841	Q-min: 0.072	Q-max: 0.313	Lives: 1	Reward: 79.0
87613:127691888	Q-min: 2.163	Q-max: 2.211	Lives: 1	Reward: 83.0
87613:127691932	Q-min: 2.358	Q-max: 2.504	Lives: 1	Reward: 84.0
87613:127691978	Q-min: 2.047	Q-max: 2.285	Lives: 1	Reward: 85.0
87613:127692017	Q-min: 2.251	Q-max: 2.327	Lives: 1	Reward: 86.0
87613:127692055	Q-min: 2.361	Q-max: 2.563	Lives: 1	Reward: 93.0
87613:127692078	Q-min: 2.379	Q-max: 2.775	Lives: 1	Reward: 97.0

87613:127692101	Q-min: 2.345	Q-max: 3.082	Lives: 1	Reward: 104.0
87613:127692125	Q-min: 2.469	Q-max: 3.301	Lives: 1	Reward: 111.0
87613:127692151	Q-min: 2.195	Q-max: 3.053	Lives: 1	Reward: 115.0
87613:127692174	Q-min: 2.053	Q-max: 5.052	Lives: 1	Reward: 122.0
87613:127692196	Q-min: 3.218	Q-max: 3.777	Lives: 1	Reward: 129.0
87613:127692225	Q-min: 2.640	Q-max: 7.819	Lives: 1	Reward: 136.0
87613:127692231	Q-min: 3.148	Q-max: 6.144	Lives: 1	Reward: 143.0
87613:127692236	Q-min: 3.346	Q-max: 6.952	Lives: 1	Reward: 150.0
87613:127692241	Q-min: 3.525	Q-max: 6.480	Lives: 1	Reward: 157.0
87613:127692245	Q-min: 2.161	Q-max: 6.309	Lives: 1	Reward: 164.0
87613:127692249	Q-min: 3.869	Q-max: 6.309	Lives: 1	Reward: 171.0
87613:127692253	Q-min: 3.571	Q-max: 5.777	Lives: 1	Reward: 178.0
87613:127692258	Q-min: 3.166	Q-max: 5.918	Lives: 1	Reward: 185.0
87613:127692262	Q-min: 2.885	Q-max: 5.234	Lives: 1	Reward: 192.0
87613:127692270	Q-min: 2.900	Q-max: 3.831	Lives: 1	Reward: 193.0
87613:127692278	Q-min: 2.557	Q-max: 5.713	Lives: 1	Reward: 200.0
87613:127692284	Q-min: 4.380	Q-max: 4.935	Lives: 1	Reward: 207.0
87613:127692320	Q-min: 2.739	Q-max: 5.609	Lives: 1	Reward: 214.0
87613:127692327	Q-min: 3.526	Q-max: 5.042	Lives: 1	Reward: 218.0
87613:127692334	Q-min: 4.065	Q-max: 5.043	Lives: 1	Reward: 225.0
87613:127692339	Q-min: 1.078	Q-max: 4.988	Lives: 1	Reward: 232.0
87613:127692343	Q-min: 4.129	Q-max: 5.668	Lives: 1	Reward: 239.0
87613:127692348	Q-min: 3.897	Q-max: 6.170	Lives: 1	Reward: 246.0
87613:127692355	Q-min: 3.166	Q-max: 5.217	Lives: 1	Reward: 253.0
87613:127692395	Q-min: 2.545	Q-max: 3.698	Lives: 1	Reward: 260.0
87613:127692402	Q-min: 3.140	Q-max: 4.613	Lives: 1	Reward: 267.0
87613:127692408	Q-min: 2.794	Q-max: 4.494	Lives: 1	Reward: 274.0
87613:127692414	Q-min: 2.961	Q-max: 4.157	Lives: 1	Reward: 278.0
87613:127692420	Q-min: 2.604	Q-max: 4.554	Lives: 1	Reward: 285.0
87613:127692427	Q-min: 2.394	Q-max: 4.361	Lives: 1	Reward: 292.0
87613:127692465	Q-min: 2.877	Q-max: 4.571	Lives: 1	Reward: 299.0
87613:127692485	Q-min: -1.033	Q-max: 0.680	Lives: 0	Reward: 299.0
87614:127692527	Q-min: 1.766	Q-max: 1.789	Lives: 5	Reward: 1.0
87614:127692565	Q-min: 1.803	Q-max: 1.843	Lives: 5	Reward: 2.0
87614:127692591	Q-min: -0.225	Q-max: 0.154	Lives: 4	Reward: 2.0
87614:127692638	Q-min: 1.861	Q-max: 1.883	Lives: 4	Reward: 3.0
87614:127692677	Q-min: 1.971	Q-max: 1.990	Lives: 4	Reward: 4.0
87614:127692719	Q-min: 1.868	Q-max: 1.902	Lives: 4	Reward: 5.0
87614:127692757	Q-min: 1.970	Q-max: 2.008	Lives: 4	Reward: 6.0
87614:127692789	Q-min: 1.890	Q-max: 1.911	Lives: 4	Reward: 7.0
87614:127692823	Q-min: 1.920	Q-max: 1.938	Lives: 4	Reward: 8.0
87614:127692854	Q-min: 1.956	Q-max: 2.014	Lives: 4	Reward: 9.0
87614:127692900	Q-min: 1.622	Q-max: 1.698	Lives: 4	Reward: 10.0
87614:127692963	Q-min: 1.506	Q-max: 1.674	Lives: 4	Reward: 14.0
87614:127693028	Q-min: 1.711	Q-max: 1.739	Lives: 4	Reward: 15.0
87614:127693095	Q-min: 1.765	Q-max: 1.803	Lives: 4	Reward: 16.0
87614:127693141	Q-min: -0.065	Q-max: 0.344	Lives: 3	Reward: 16.0
87614:127693194	Q-min: 1.681	Q-max: 1.725	Lives: 3	Reward: 17.0

87614:127693248	Q-min: 1.985	Q-max: 1.995	Lives: 3	Reward: 18.0
87614:127693305	Q-min: 1.598	Q-max: 1.688	Lives: 3	Reward: 19.0
87614:127693358	Q-min: 1.962	Q-max: 1.997	Lives: 3	Reward: 20.0
87614:127693390	Q-min: 2.017	Q-max: 2.048	Lives: 3	Reward: 21.0
87614:127693423	Q-min: 2.144	Q-max: 2.350	Lives: 3	Reward: 25.0
87614:127693444	Q-min: 2.376	Q-max: 2.448	Lives: 3	Reward: 26.0
87614:127693462	Q-min: 2.332	Q-max: 2.458	Lives: 3	Reward: 27.0
87614:127693483	Q-min: 2.290	Q-max: 2.491	Lives: 3	Reward: 28.0
87614:127693504	Q-min: 2.354	Q-max: 2.425	Lives: 3	Reward: 29.0
87614:127693522	Q-min: 2.388	Q-max: 2.483	Lives: 3	Reward: 33.0
87614:127693541	Q-min: 2.270	Q-max: 2.347	Lives: 3	Reward: 34.0
87614:127693562	Q-min: 2.352	Q-max: 2.491	Lives: 3	Reward: 38.0
87614:127693585	Q-min: 2.124	Q-max: 2.533	Lives: 3	Reward: 42.0
87614:127693605	Q-min: 2.291	Q-max: 2.583	Lives: 3	Reward: 43.0
87614:127693625	Q-min: 2.335	Q-max: 2.473	Lives: 3	Reward: 44.0
87614:127693644	Q-min: 2.395	Q-max: 2.536	Lives: 3	Reward: 45.0
87614:127693657	Q-min: 0.026	Q-max: 0.412	Lives: 2	Reward: 45.0
87614:127693699	Q-min: 2.104	Q-max: 2.139	Lives: 2	Reward: 46.0
87614:127693754	Q-min: 1.830	Q-max: 1.937	Lives: 2	Reward: 47.0
87614:127693819	Q-min: 1.974	Q-max: 2.017	Lives: 2	Reward: 48.0
87614:127693870	Q-min: 2.307	Q-max: 2.335	Lives: 2	Reward: 49.0
87614:127693905	Q-min: 2.022	Q-max: 2.130	Lives: 2	Reward: 53.0
87614:127693942	Q-min: 2.223	Q-max: 2.292	Lives: 2	Reward: 54.0
87614:127693964	Q-min: -0.345	Q-max: 0.457	Lives: 1	Reward: 54.0
87614:127694008	Q-min: 2.152	Q-max: 2.202	Lives: 1	Reward: 58.0
87614:127694057	Q-min: 2.324	Q-max: 2.604	Lives: 1	Reward: 62.0
87614:127694079	Q-min: 2.336	Q-max: 2.557	Lives: 1	Reward: 66.0
87614:127694099	Q-min: 2.449	Q-max: 2.512	Lives: 1	Reward: 67.0
87614:127694120	Q-min: 2.384	Q-max: 2.646	Lives: 1	Reward: 71.0
87614:127694134	Q-min: 0.130	Q-max: 0.253	Lives: 0	Reward: 71.0
87615:127694189	Q-min: 1.683	Q-max: 1.693	Lives: 5	Reward: 1.0
87615:127694238	Q-min: 1.845	Q-max: 1.865	Lives: 5	Reward: 2.0
87615:127694287	Q-min: 1.685	Q-max: 1.715	Lives: 5	Reward: 3.0
87615:127694335	Q-min: 1.930	Q-max: 1.947	Lives: 5	Reward: 4.0
87615:127694365	Q-min: 1.954	Q-max: 1.982	Lives: 5	Reward: 5.0
87615:127694400	Q-min: 1.906	Q-max: 1.926	Lives: 5	Reward: 6.0
87615:127694420	Q-min: -0.096	Q-max: 0.063	Lives: 4	Reward: 6.0
87615:127694462	Q-min: 1.833	Q-max: 1.868	Lives: 4	Reward: 7.0
87615:127694502	Q-min: 1.910	Q-max: 1.920	Lives: 4	Reward: 8.0
87615:127694531	Q-min: -0.029	Q-max: 0.218	Lives: 3	Reward: 8.0
87615:127694582	Q-min: 1.631	Q-max: 1.664	Lives: 3	Reward: 9.0
87615:127694635	Q-min: 1.867	Q-max: 1.879	Lives: 3	Reward: 10.0
87615:127694683	Q-min: 1.914	Q-max: 1.928	Lives: 3	Reward: 11.0
87615:127694720	Q-min: 1.920	Q-max: 1.953	Lives: 3	Reward: 12.0
87615:127694753	Q-min: 1.966	Q-max: 2.038	Lives: 3	Reward: 16.0
87615:127694786	Q-min: 1.915	Q-max: 1.953	Lives: 3	Reward: 17.0
87615:127694818	Q-min: 2.045	Q-max: 2.117	Lives: 3	Reward: 21.0
87615:127694863	Q-min: 1.640	Q-max: 1.660	Lives: 3	Reward: 22.0

87615:127694936	Q-min: 1.704	Q-max: 1.790	Lives: 3	Reward: 23.0
87615:127695003	Q-min: 1.607	Q-max: 1.693	Lives: 3	Reward: 24.0
87615:127695066	Q-min: 1.545	Q-max: 1.706	Lives: 3	Reward: 25.0
87615:127695117	Q-min: 1.944	Q-max: 1.970	Lives: 3	Reward: 26.0
87615:127695148	Q-min: 2.001	Q-max: 2.020	Lives: 3	Reward: 30.0
87615:127695185	Q-min: 1.505	Q-max: 2.459	Lives: 3	Reward: 34.0
87615:127695206	Q-min: 2.292	Q-max: 2.447	Lives: 3	Reward: 35.0
87615:127695226	Q-min: 2.223	Q-max: 2.418	Lives: 3	Reward: 36.0
87615:127695245	Q-min: 2.313	Q-max: 2.373	Lives: 3	Reward: 37.0
87615:127695267	Q-min: 2.310	Q-max: 2.449	Lives: 3	Reward: 41.0
87615:127695283	Q-min: 0.034	Q-max: 0.248	Lives: 2	Reward: 41.0
87615:127695327	Q-min: 1.973	Q-max: 2.000	Lives: 2	Reward: 42.0
87615:127695368	Q-min: 2.111	Q-max: 2.145	Lives: 2	Reward: 43.0
87615:127695414	Q-min: 2.005	Q-max: 2.129	Lives: 2	Reward: 47.0
87615:127695454	Q-min: 2.254	Q-max: 2.286	Lives: 2	Reward: 48.0
87615:127695489	Q-min: 2.176	Q-max: 2.210	Lives: 2	Reward: 49.0
87615:127695521	Q-min: 2.159	Q-max: 2.215	Lives: 2	Reward: 50.0
87615:127695555	Q-min: 2.226	Q-max: 2.292	Lives: 2	Reward: 54.0
87615:127695612	Q-min: 1.677	Q-max: 1.804	Lives: 2	Reward: 55.0
87615:127695679	Q-min: 1.717	Q-max: 1.984	Lives: 2	Reward: 59.0
87615:127695750	Q-min: 1.788	Q-max: 1.857	Lives: 2	Reward: 60.0
87615:127695817	Q-min: 1.672	Q-max: 1.933	Lives: 2	Reward: 64.0
87615:127695868	Q-min: 2.129	Q-max: 2.172	Lives: 2	Reward: 65.0
87615:127695900	Q-min: 2.162	Q-max: 2.207	Lives: 2	Reward: 69.0
87615:127695934	Q-min: 2.146	Q-max: 2.353	Lives: 2	Reward: 70.0
87615:127695970	Q-min: 2.184	Q-max: 2.295	Lives: 2	Reward: 74.0
87615:127696006	Q-min: 2.072	Q-max: 2.672	Lives: 2	Reward: 78.0
87615:127696031	Q-min: 2.447	Q-max: 2.703	Lives: 2	Reward: 85.0
87615:127696059	Q-min: 2.400	Q-max: 2.714	Lives: 2	Reward: 92.0
87615:127696080	Q-min: 2.617	Q-max: 2.961	Lives: 2	Reward: 93.0
87615:127696101	Q-min: 2.716	Q-max: 3.000	Lives: 2	Reward: 97.0
87615:127696124	Q-min: 2.552	Q-max: 3.052	Lives: 2	Reward: 101.0
87615:127696147	Q-min: 2.177	Q-max: 3.415	Lives: 2	Reward: 108.0
87615:127696169	Q-min: 2.833	Q-max: 3.527	Lives: 2	Reward: 112.0
87615:127696199	Q-min: 1.329	Q-max: 7.426	Lives: 2	Reward: 119.0
87615:127696204	Q-min: 2.727	Q-max: 7.415	Lives: 2	Reward: 126.0
87615:127696208	Q-min: 4.507	Q-max: 7.164	Lives: 2	Reward: 133.0
87615:127696213	Q-min: 4.021	Q-max: 7.264	Lives: 2	Reward: 140.0
87615:127696218	Q-min: 4.524	Q-max: 6.419	Lives: 2	Reward: 147.0
87615:127696224	Q-min: 4.086	Q-max: 6.433	Lives: 2	Reward: 154.0
87615:127696229	Q-min: 3.476	Q-max: 6.955	Lives: 2	Reward: 161.0
87615:127696233	Q-min: 4.404	Q-max: 6.600	Lives: 2	Reward: 168.0
87615:127696237	Q-min: 4.124	Q-max: 6.776	Lives: 2	Reward: 175.0
87615:127696242	Q-min: 3.961	Q-max: 5.944	Lives: 2	Reward: 182.0
87615:127696247	Q-min: 4.544	Q-max: 5.938	Lives: 2	Reward: 189.0
87615:127696254	Q-min: 3.912	Q-max: 6.480	Lives: 2	Reward: 196.0
87615:127696262	Q-min: 4.059	Q-max: 5.634	Lives: 2	Reward: 203.0
87615:127696268	Q-min: 3.037	Q-max: 4.725	Lives: 2	Reward: 210.0

87615:127696274	Q-min: 2.643	Q-max: 5.178	Lives: 2	Reward: 217.0
87615:127696280	Q-min: 3.061	Q-max: 4.737	Lives: 2	Reward: 224.0
87615:127696286	Q-min: 3.398	Q-max: 4.795	Lives: 2	Reward: 231.0
87615:127696292	Q-min: 3.533	Q-max: 4.552	Lives: 2	Reward: 238.0
87615:127696298	Q-min: 3.064	Q-max: 5.131	Lives: 2	Reward: 245.0
87615:127696302	Q-min: 3.054	Q-max: 4.238	Lives: 2	Reward: 252.0
87615:127696309	Q-min: 3.495	Q-max: 4.537	Lives: 2	Reward: 259.0
87615:127696318	Q-min: 2.442	Q-max: 3.859	Lives: 2	Reward: 263.0
87615:127696325	Q-min: 2.675	Q-max: 4.446	Lives: 2	Reward: 267.0
87615:127696332	Q-min: 2.903	Q-max: 4.970	Lives: 2	Reward: 271.0
87615:127696339	Q-min: 3.041	Q-max: 5.599	Lives: 2	Reward: 278.0
87615:127696347	Q-min: 3.840	Q-max: 5.684	Lives: 2	Reward: 285.0
87615:127696354	Q-min: 3.338	Q-max: 5.494	Lives: 2	Reward: 292.0
87615:127696359	Q-min: 3.294	Q-max: 5.389	Lives: 2	Reward: 299.0
87615:127696366	Q-min: 2.294	Q-max: 3.083	Lives: 2	Reward: 300.0
87615:127696373	Q-min: 2.104	Q-max: 3.364	Lives: 2	Reward: 307.0
87615:127696379	Q-min: 1.393	Q-max: 4.202	Lives: 2	Reward: 314.0
87615:127696402	Q-min: 0.235	Q-max: 0.449	Lives: 1	Reward: 314.0
87615:127696467	Q-min: 1.152	Q-max: 2.538	Lives: 1	Reward: 318.0
87615:127696475	Q-min: 2.140	Q-max: 4.579	Lives: 1	Reward: 325.0
87615:127696481	Q-min: 1.566	Q-max: 2.914	Lives: 1	Reward: 332.0
87615:127696491	Q-min: 1.893	Q-max: 2.961	Lives: 1	Reward: 336.0
87615:127696499	Q-min: 2.189	Q-max: 3.113	Lives: 1	Reward: 340.0
87615:127696523	Q-min: 0.266	Q-max: 0.417	Lives: 0	Reward: 340.0
87616:127696566	Q-min: 1.755	Q-max: 1.768	Lives: 5	Reward: 1.0
87616:127696607	Q-min: 1.822	Q-max: 1.860	Lives: 5	Reward: 2.0
87616:127696650	Q-min: 1.905	Q-max: 1.942	Lives: 5	Reward: 3.0
87616:127696686	Q-min: 1.920	Q-max: 1.984	Lives: 5	Reward: 4.0
87616:127696717	Q-min: 1.984	Q-max: 2.012	Lives: 5	Reward: 5.0
87616:127696748	Q-min: 1.915	Q-max: 1.942	Lives: 5	Reward: 6.0
87616:127696778	Q-min: 1.698	Q-max: 1.758	Lives: 5	Reward: 7.0
87616:127696825	Q-min: 1.582	Q-max: 1.633	Lives: 5	Reward: 8.0
87616:127696887	Q-min: 1.685	Q-max: 1.710	Lives: 5	Reward: 9.0
87616:127696929	Q-min: -0.020	Q-max: 0.235	Lives: 4	Reward: 9.0
87616:127696986	Q-min: 1.568	Q-max: 1.667	Lives: 4	Reward: 13.0
87616:127697052	Q-min: 1.726	Q-max: 1.766	Lives: 4	Reward: 14.0
87616:127697114	Q-min: 1.681	Q-max: 1.714	Lives: 4	Reward: 15.0
87616:127697161	Q-min: 2.009	Q-max: 2.051	Lives: 4	Reward: 16.0
87616:127697180	Q-min: -0.006	Q-max: 0.308	Lives: 3	Reward: 16.0
87616:127697223	Q-min: 1.883	Q-max: 1.921	Lives: 3	Reward: 17.0
87616:127697264	Q-min: 1.967	Q-max: 1.993	Lives: 3	Reward: 18.0
87616:127697320	Q-min: 1.846	Q-max: 1.892	Lives: 3	Reward: 19.0
87616:127697370	Q-min: 2.026	Q-max: 2.101	Lives: 3	Reward: 20.0
87616:127697406	Q-min: 2.037	Q-max: 2.075	Lives: 3	Reward: 21.0
87616:127697436	Q-min: 2.030	Q-max: 2.055	Lives: 3	Reward: 22.0
87616:127697469	Q-min: 2.059	Q-max: 2.080	Lives: 3	Reward: 23.0
87616:127697521	Q-min: 1.619	Q-max: 1.701	Lives: 3	Reward: 24.0
87616:127697583	Q-min: 1.657	Q-max: 1.745	Lives: 3	Reward: 25.0



87616:127697651	Q-min: 1.690	Q-max: 1.752	Lives: 3	Reward: 26.0
87616:127697718	Q-min: 1.667	Q-max: 1.827	Lives: 3	Reward: 27.0
87616:127697766	Q-min: 2.042	Q-max: 2.062	Lives: 3	Reward: 31.0
87616:127697800	Q-min: 2.033	Q-max: 2.101	Lives: 3	Reward: 32.0
87616:127697830	Q-min: 2.066	Q-max: 2.106	Lives: 3	Reward: 33.0
87616:127697863	Q-min: 1.952	Q-max: 2.108	Lives: 3	Reward: 34.0
87616:127697898	Q-min: 2.262	Q-max: 2.323	Lives: 3	Reward: 38.0
87616:127697912	Q-min: 0.078	Q-max: 0.422	Lives: 2	Reward: 38.0
87616:127697968	Q-min: 1.802	Q-max: 1.856	Lives: 2	Reward: 39.0
87616:127698031	Q-min: 1.838	Q-max: 1.876	Lives: 2	Reward: 40.0
87616:127698099	Q-min: 1.856	Q-max: 1.898	Lives: 2	Reward: 41.0
87616:127698150	Q-min: 2.508	Q-max: 2.578	Lives: 2	Reward: 45.0
87616:127698172	Q-min: 2.409	Q-max: 2.576	Lives: 2	Reward: 49.0
87616:127698193	Q-min: 2.089	Q-max: 2.658	Lives: 2	Reward: 56.0
87616:127698216	Q-min: 2.436	Q-max: 2.506	Lives: 2	Reward: 57.0
87616:127698236	Q-min: 2.420	Q-max: 2.482	Lives: 2	Reward: 58.0
87616:127698257	Q-min: 2.457	Q-max: 2.508	Lives: 2	Reward: 62.0
87616:127698278	Q-min: 2.433	Q-max: 2.551	Lives: 2	Reward: 66.0
87616:127698291	Q-min: -0.079	Q-max: 0.126	Lives: 1	Reward: 66.0
87616:127698343	Q-min: 1.843	Q-max: 1.872	Lives: 1	Reward: 67.0
87616:127698399	Q-min: 2.090	Q-max: 2.351	Lives: 1	Reward: 71.0
87616:127698456	Q-min: 1.968	Q-max: 2.183	Lives: 1	Reward: 75.0
87616:127698512	Q-min: 2.150	Q-max: 2.390	Lives: 1	Reward: 79.0
87616:127698549	Q-min: 2.398	Q-max: 2.454	Lives: 1	Reward: 80.0
87616:127698584	Q-min: 2.203	Q-max: 2.419	Lives: 1	Reward: 84.0
87616:127698620	Q-min: 2.034	Q-max: 2.903	Lives: 1	Reward: 88.0
87616:127698641	Q-min: 2.441	Q-max: 2.569	Lives: 1	Reward: 89.0
87616:127698661	Q-min: 2.446	Q-max: 2.627	Lives: 1	Reward: 93.0
87616:127698684	Q-min: 2.499	Q-max: 2.649	Lives: 1	Reward: 94.0
87616:127698707	Q-min: 2.364	Q-max: 2.641	Lives: 1	Reward: 98.0
87616:127698721	Q-min: -0.372	Q-max: 0.212	Lives: 0	Reward: 98.0
87617:127698766	Q-min: 1.752	Q-max: 1.767	Lives: 5	Reward: 1.0
87617:127698808	Q-min: 1.814	Q-max: 1.833	Lives: 5	Reward: 2.0
87617:127698846	Q-min: 1.934	Q-max: 2.003	Lives: 5	Reward: 3.0
87617:127698884	Q-min: 1.993	Q-max: 2.013	Lives: 5	Reward: 4.0
87617:127698913	Q-min: 1.983	Q-max: 2.006	Lives: 5	Reward: 5.0
87617:127698943	Q-min: 1.895	Q-max: 1.934	Lives: 5	Reward: 6.0
87617:127698975	Q-min: 1.748	Q-max: 1.790	Lives: 5	Reward: 7.0
87617:127699023	Q-min: 1.579	Q-max: 1.655	Lives: 5	Reward: 8.0
87617:127699090	Q-min: 1.652	Q-max: 1.752	Lives: 5	Reward: 9.0
87617:127699159	Q-min: 1.698	Q-max: 1.752	Lives: 5	Reward: 10.0
87617:127699202	Q-min: -0.031	Q-max: 0.225	Lives: 4	Reward: 10.0
87617:127699246	Q-min: 1.889	Q-max: 1.922	Lives: 4	Reward: 11.0
87617:127699296	Q-min: 1.914	Q-max: 1.953	Lives: 4	Reward: 15.0
87617:127699353	Q-min: 1.757	Q-max: 1.781	Lives: 4	Reward: 16.0
87617:127699403	Q-min: 2.019	Q-max: 2.053	Lives: 4	Reward: 17.0
87617:127699434	Q-min: 2.157	Q-max: 2.220	Lives: 4	Reward: 18.0
87617:127699468	Q-min: 1.990	Q-max: 2.004	Lives: 4	Reward: 19.0

87617:127699501	Q-min: 1.990	Q-max: 2.028	Lives: 4	Reward: 20.0
87617:127699549	Q-min: 1.681	Q-max: 1.707	Lives: 4	Reward: 21.0
87617:127699614	Q-min: 1.751	Q-max: 1.785	Lives: 4	Reward: 22.0
87617:127699674	Q-min: 1.735	Q-max: 1.746	Lives: 4	Reward: 23.0
87617:127699736	Q-min: 1.770	Q-max: 1.788	Lives: 4	Reward: 24.0
87617:127699784	Q-min: 1.994	Q-max: 2.046	Lives: 4	Reward: 25.0
87617:127699816	Q-min: 2.013	Q-max: 2.036	Lives: 4	Reward: 26.0
87617:127699837	Q-min: -0.117	Q-max: 0.201	Lives: 3	Reward: 26.0
87617:127699880	Q-min: 1.936	Q-max: 1.952	Lives: 3	Reward: 27.0
87617:127699937	Q-min: 1.639	Q-max: 1.781	Lives: 3	Reward: 28.0
87617:127699992	Q-min: 2.026	Q-max: 2.058	Lives: 3	Reward: 29.0
87617:127700030	Q-min: 2.014	Q-max: 2.034	Lives: 3	Reward: 30.0
87617:127700066	Q-min: 2.029	Q-max: 2.075	Lives: 3	Reward: 31.0
87617:127700098	Q-min: 2.160	Q-max: 2.572	Lives: 3	Reward: 35.0
87617:127700118	Q-min: 2.057	Q-max: 2.423	Lives: 3	Reward: 39.0
87617:127700139	Q-min: 2.400	Q-max: 2.545	Lives: 3	Reward: 43.0
87617:127700158	Q-min: 2.066	Q-max: 2.565	Lives: 3	Reward: 50.0
87617:127700180	Q-min: 2.392	Q-max: 2.474	Lives: 3	Reward: 51.0
87617:127700200	Q-min: 2.233	Q-max: 2.483	Lives: 3	Reward: 52.0
87617:127700221	Q-min: 2.048	Q-max: 2.191	Lives: 3	Reward: 56.0
87617:127700245	Q-min: 2.330	Q-max: 2.450	Lives: 3	Reward: 60.0
87617:127700271	Q-min: 2.389	Q-max: 2.500	Lives: 3	Reward: 61.0
87617:127700293	Q-min: 2.307	Q-max: 2.508	Lives: 3	Reward: 65.0
87617:127700306	Q-min: -0.006	Q-max: 0.113	Lives: 2	Reward: 65.0
87617:127700351	Q-min: 1.970	Q-max: 2.111	Lives: 2	Reward: 69.0
87617:127700399	Q-min: 2.366	Q-max: 2.450	Lives: 2	Reward: 73.0
87617:127700422	Q-min: 2.140	Q-max: 2.488	Lives: 2	Reward: 74.0
87617:127700442	Q-min: 2.122	Q-max: 2.493	Lives: 2	Reward: 78.0
87617:127700464	Q-min: 2.243	Q-max: 2.550	Lives: 2	Reward: 82.0
87617:127700488	Q-min: 2.414	Q-max: 2.670	Lives: 2	Reward: 86.0
87617:127700510	Q-min: 2.252	Q-max: 2.626	Lives: 2	Reward: 93.0
87617:127700533	Q-min: 2.150	Q-max: 2.691	Lives: 2	Reward: 100.0
87617:127700556	Q-min: 1.972	Q-max: 2.779	Lives: 2	Reward: 101.0
87617:127700567	Q-min: -0.020	Q-max: 0.190	Lives: 1	Reward: 101.0
87617:127700613	Q-min: 2.301	Q-max: 2.671	Lives: 1	Reward: 105.0
87617:127700659	Q-min: 2.437	Q-max: 2.946	Lives: 1	Reward: 106.0
87617:127700709	Q-min: 0.855	Q-max: 2.276	Lives: 1	Reward: 113.0
87617:127700735	Q-min: 1.749	Q-max: 3.022	Lives: 1	Reward: 120.0
87617:127700761	Q-min: 2.380	Q-max: 3.517	Lives: 1	Reward: 127.0
87617:127700778	Q-min: -0.098	Q-max: 0.169	Lives: 0	Reward: 127.0

We can now print some statistics for the episode rewards, which vary greatly from one episode to the next.

```
In [25]: rewards = agent.episode_rewards
print("Rewards for {0} episodes:".format(len(rewards)))
print("- Min: ", np.min(rewards))
```

```

print("- Mean:  ", np.mean(rewards))
print("- Max:    ", np.max(rewards))
print("- Stdev:   ", np.std(rewards))

```

Rewards for 30 episodes:

```

- Min:    40.0
- Mean:   145.166666667
- Max:    386.0
- Stdev:  105.131372842

```

We can also plot a histogram with the episode rewards.

```
In [19]: _ = plt.hist(rewards, bins=30)
```

```

-----

NameError                                Traceback (most recent call last)

<ipython-input-19-76d39b2da15f> in <module>()
----> 1 _ = plt.hist(rewards, bins=30)

NameError: name 'rewards' is not defined

```

## 2.16 Example States

We can plot examples of states from the game-environment and the Q-values that are estimated by the Neural Network.

This helper-function prints the Q-values for a given index in the replay-memory.

```
In [20]: def print_q_values(idx):
         """Print Q-values and actions from the replay-memory at the given index."""

         # Get the Q-values and action from the replay-memory.
         q_values = replay_memory.q_values[idx]
         action = replay_memory.actions[idx]

         print("Action:      Q-Value:")
         print("=====")

         # Print all the actions and their Q-values.
         for i, q_value in enumerate(q_values):
             # Used to display which action was taken.
             if i == action:
                 action_taken = "(Action Taken)"
             else:

```

```

        action_taken = ""

        # Text-name of the action.
        action_name = agent.get_action_name(i)

        print("{0:12}{1:.3f} {2}".format(action_name, q_value,
                                        action_taken))

    # Newline.
    print()

```

This helper-function plots a state from the replay-memory and optionally prints the Q-values.

```

In [21]: def plot_state(idx, print_q=True):
        """Plot the state in the replay-memory with the given index."""

        # Get the state from the replay-memory.
        state = replay_memory.states[idx]

        # Create figure with a grid of sub-plots.
        fig, axes = plt.subplots(1, 2)

        # Plot the image from the game-environment.
        ax = axes.flat[0]
        ax.imshow(state[:, :, 0], vmin=0, vmax=255,
                  interpolation='lanczos', cmap='gray')

        # Plot the motion-trace.
        ax = axes.flat[1]
        ax.imshow(state[:, :, 1], vmin=0, vmax=255,
                  interpolation='lanczos', cmap='gray')

        # This is necessary if we show more than one plot in a single Notebook cell.
        plt.show()

        # Print the Q-values.
        if print_q:
            print_q_values(idx=idx)

```

The replay-memory has room for 200k states but it is only partially full from the above call to `agent.run(num_episodes=1)`. This is how many states are actually used.

```

In [22]: num_used = replay_memory.num_used
        num_used

```

```

Out[22]: 2207

```

Get the Q-values from the replay-memory that are actually used.

```
In [23]: q_values = replay_memory.q_values[0:num_used, :]
```

For each state, calculate the min / max Q-values and their difference. This will be used to lookup interesting states in the following sections.

```
In [24]: q_values_min = q_values.min(axis=1)
         q_values_max = q_values.max(axis=1)
         q_values_dif = q_values_max - q_values_min
```

### 2.16.1 Example States: Highest Reward

This example shows the states surrounding the state with the highest reward.

During the training we limit the rewards to the range  $[-1, 1]$  so this basically just gets the first state that has a reward of 1.

```
In [25]: idx = np.argmax(replay_memory.rewards)
         idx
```

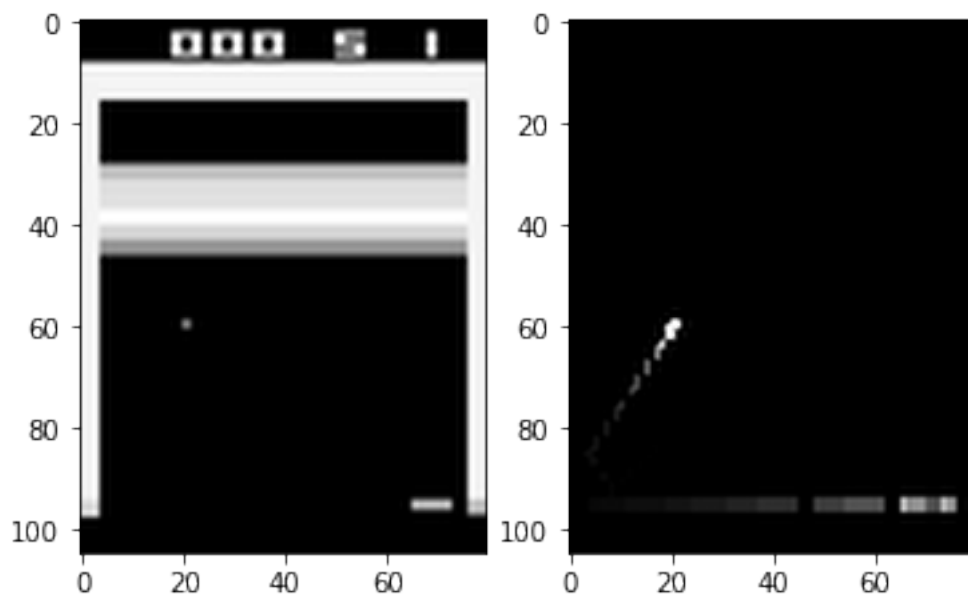
```
Out [25]: 40
```

This state is where the ball hits the wall so the agent scores a point.

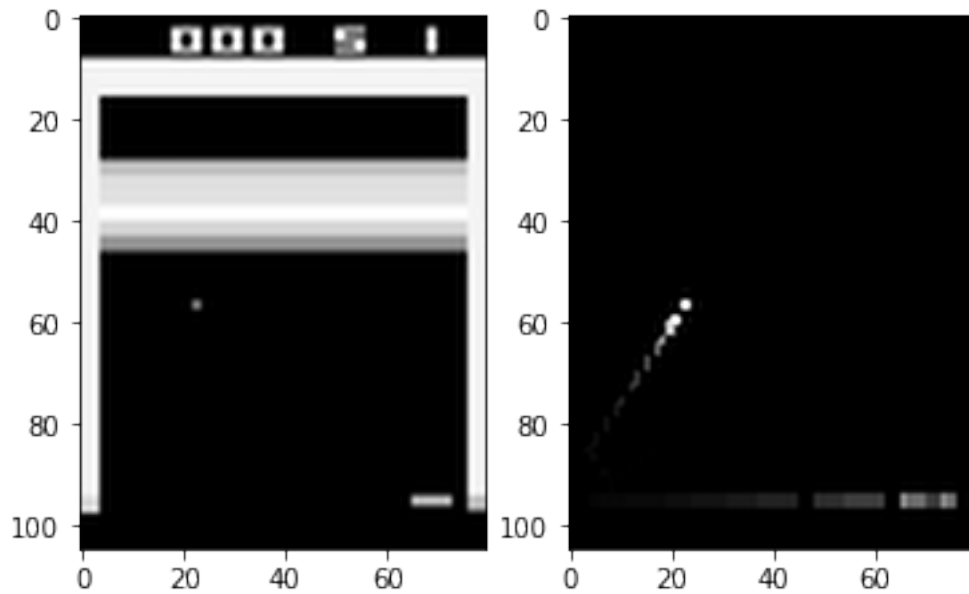
We can show the surrounding states leading up to and following this state. Note how the Q-values are very close for the different actions, because at this point it really does not matter what the agent does as the reward is already guaranteed. But note how the Q-values decrease significantly after the ball has hit the wall and a point has been scored.

Also note that the agent uses the Epsilon-greedy policy for taking actions, so there is a small probability that a random action is taken instead of the action with the highest Q-value.

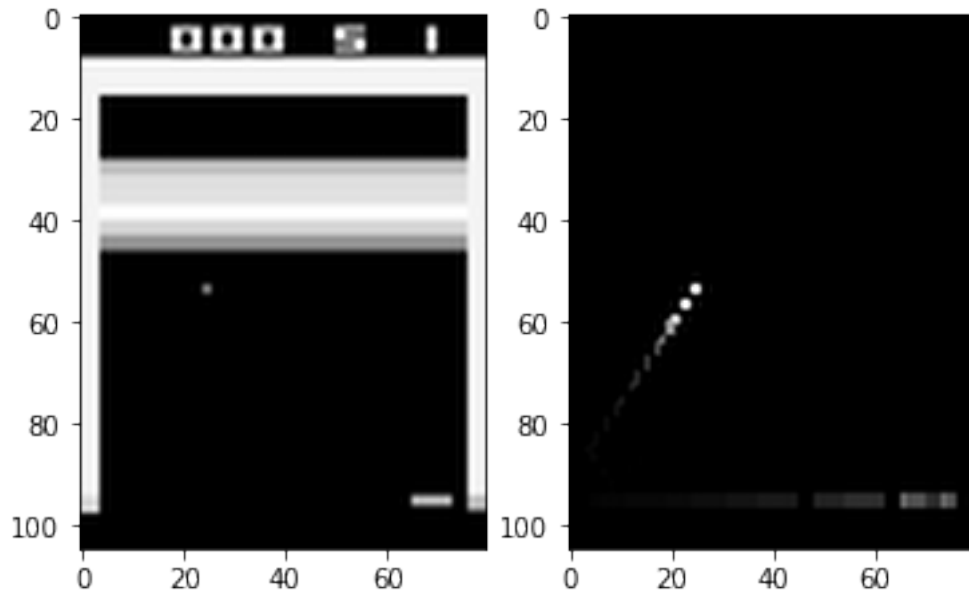
```
In [26]: for i in range(-5, 3):
         plot_state(idx=idx+i)
```



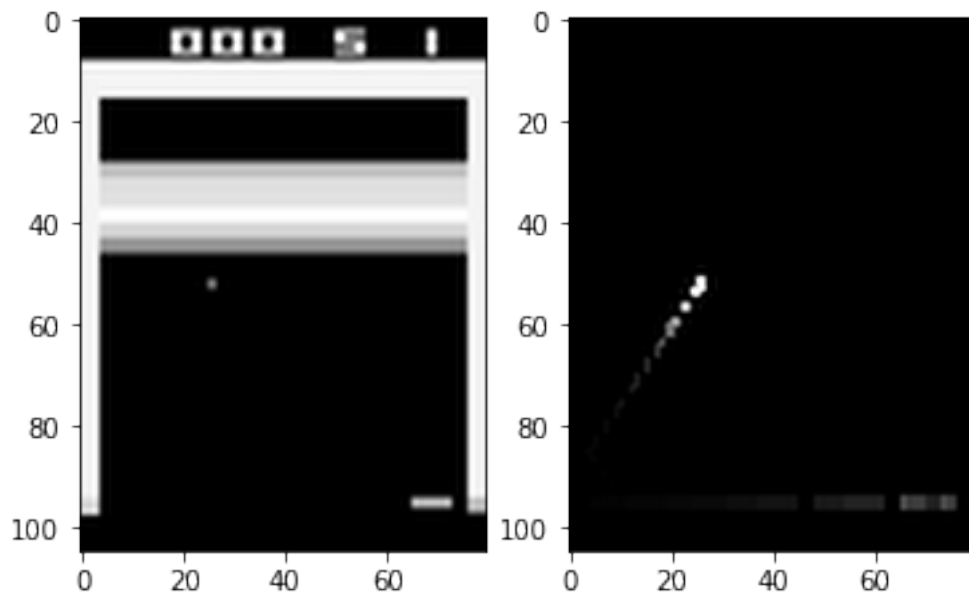
Action:	Q-Value:
=====	=====
NOOP	1.201 (Action Taken)
FIRE	1.074
RIGHT	1.075
LEFT	1.185



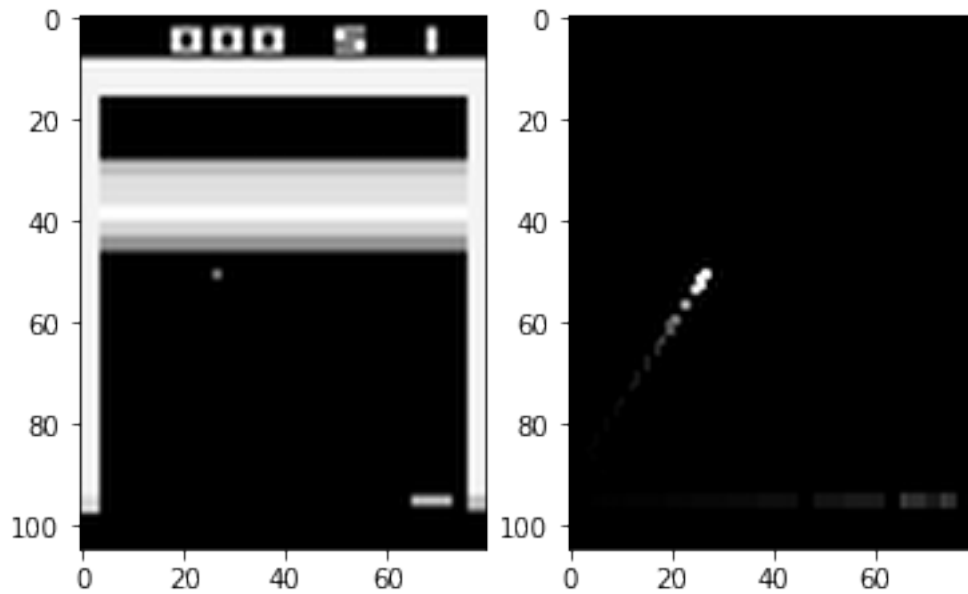
Action:	Q-Value:
=====	=====
NOOP	1.282 (Action Taken)
FIRE	1.121
RIGHT	1.109
LEFT	1.234



Action:      Q-Value:  
 =====  
 NOOP        1.326 (Action Taken)  
 FIRE        1.197  
 RIGHT       1.124  
 LEFT        1.191

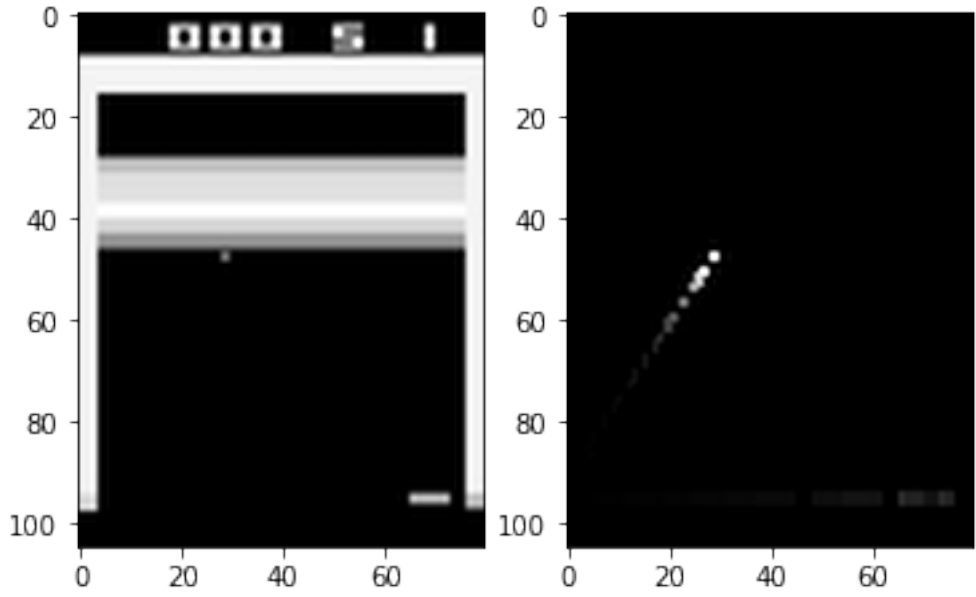


Action:	Q-Value:
=====	=====
NOOP	1.352 (Action Taken)
FIRE	1.301
RIGHT	1.179
LEFT	1.235

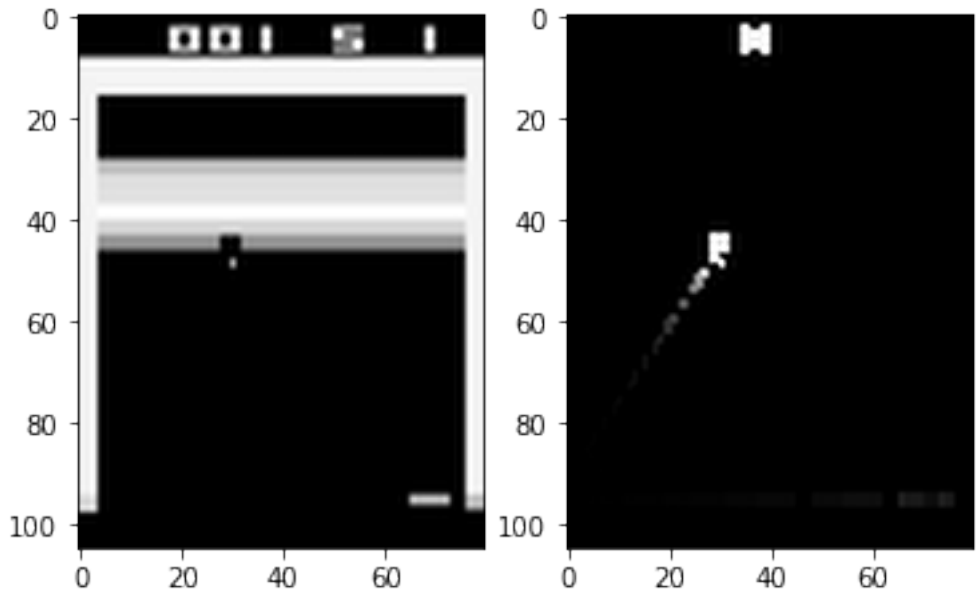


Action:	Q-Value:
=====	=====
NOOP	1.353
FIRE	1.356 (Action Taken)
RIGHT	1.226
LEFT	1.331

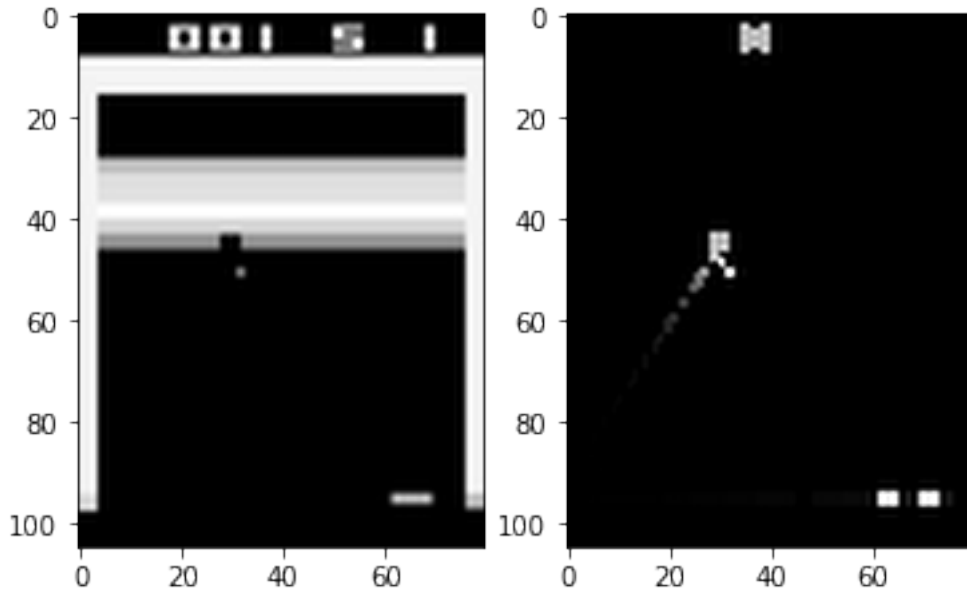




Action:      Q-Value:  
 =====  
 NOOP        1.441 (Action Taken)  
 FIRE        1.403  
 RIGHT       1.238  
 LEFT        1.313



Action:	Q-Value:
=====	
NOOP	0.363
FIRE	0.451
RIGHT	0.476
LEFT	0.483 (Action Taken)



Action:	Q-Value:
=====	
NOOP	0.420
FIRE	0.460
RIGHT	0.442
LEFT	0.477 (Action Taken)

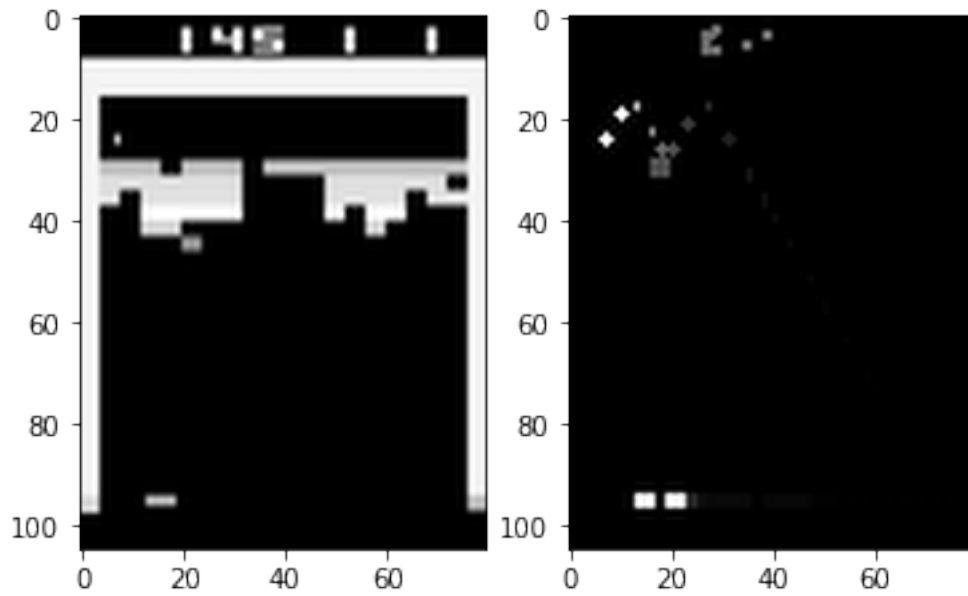
### 2.16.2 Example: Highest Q-Value

This example shows the states surrounding the one with the highest Q-values. This means that the agent has high expectation that several points will be scored in the following steps. Note that the Q-values decrease significantly after the points have been scored.

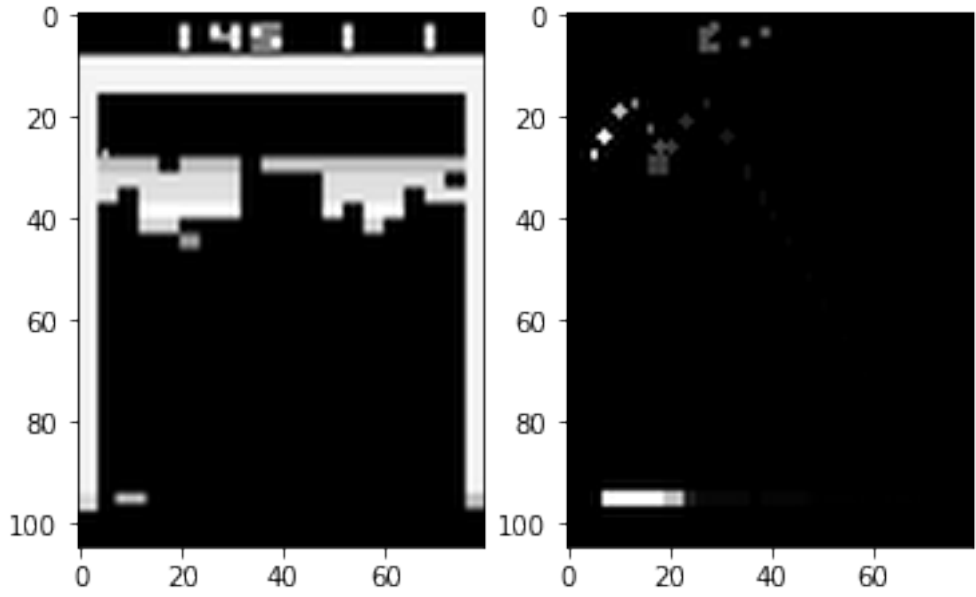
```
In [27]: idx = np.argmax(q_values_max)
         idx
```

```
Out[27]: 2107
```

```
In [28]: for i in range(0, 5):
         plot_state(idx=idx+i)
```



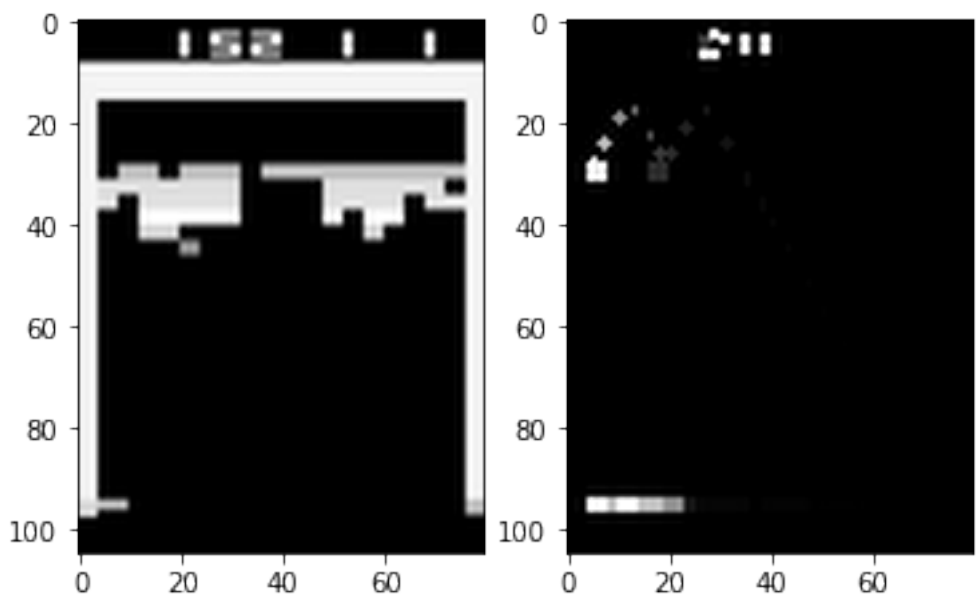
```
Action:      Q-Value:
=====
NOOP         3.216
FIRE         2.729
RIGHT        0.176
LEFT         6.751 (Action Taken)
```



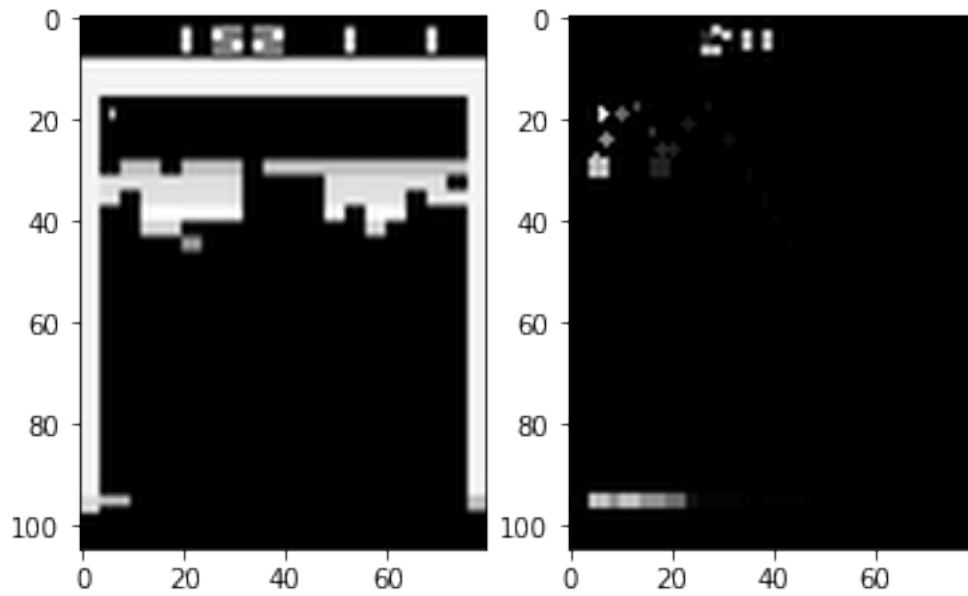
```

Action:      Q-Value:
=====
NOOP         2.236
FIRE         6.294 (Action Taken)
RIGHT        0.005
LEFT         3.473

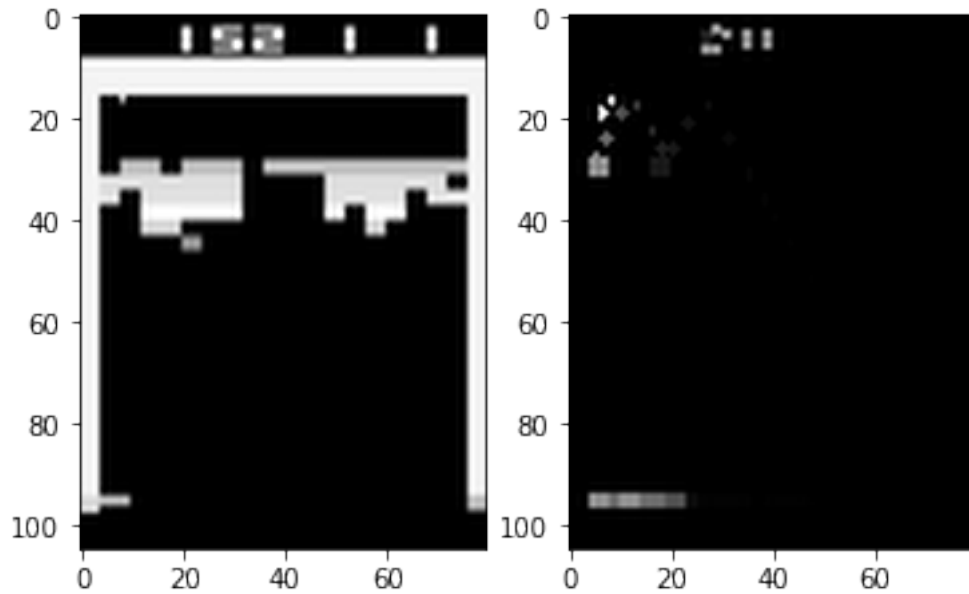
```



Action:	Q-Value:
=====	
NOOP	-0.016
FIRE	5.218 (Action Taken)
RIGHT	0.425
LEFT	2.046



Action:	Q-Value:
=====	
NOOP	-0.195
FIRE	5.551 (Action Taken)
RIGHT	-0.107
LEFT	1.624



```

Action:      Q-Value:
=====
NOOP         0.800
FIRE         5.704 (Action Taken)
RIGHT        -0.312
LEFT         4.068

```

### 2.16.3 Example: Loss of Life

This example shows the states leading up to a loss of life for the agent.

```

In [29]: idx = np.argmax(replay_memory.end_life)
         idx

```

```

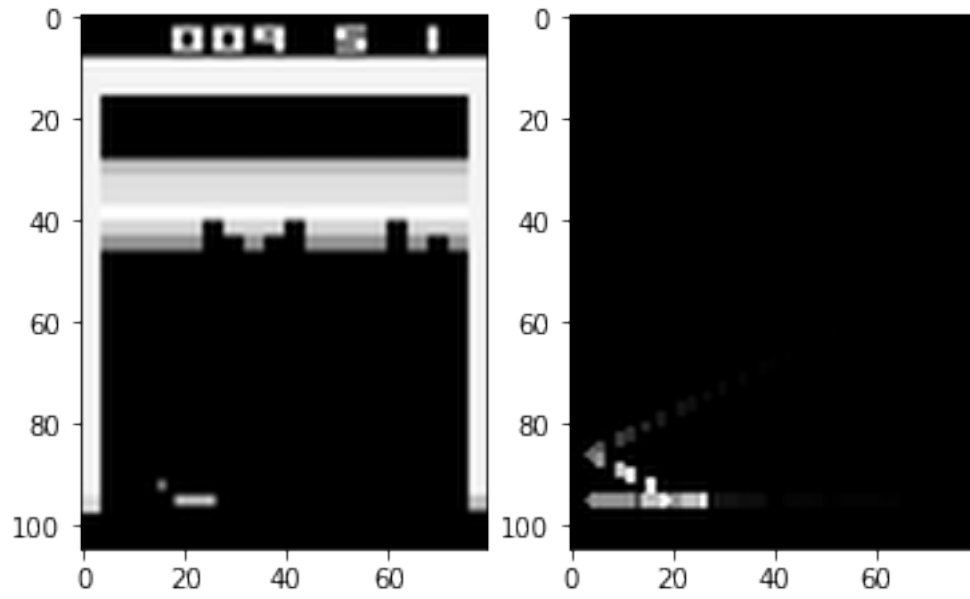
Out[29]: 412

```

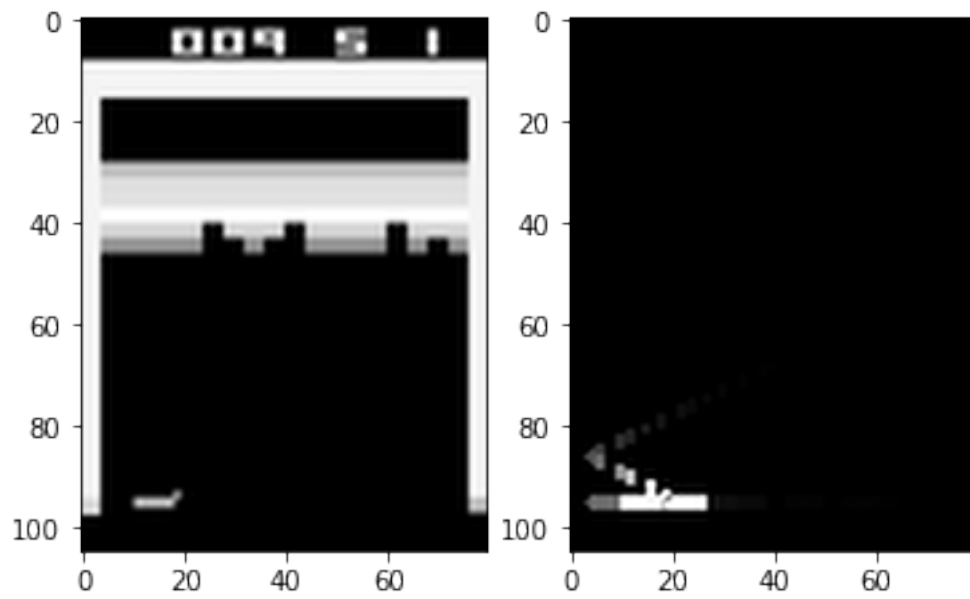
```

In [30]: for i in range(-10, 0):
         plot_state(idx=idx+i)

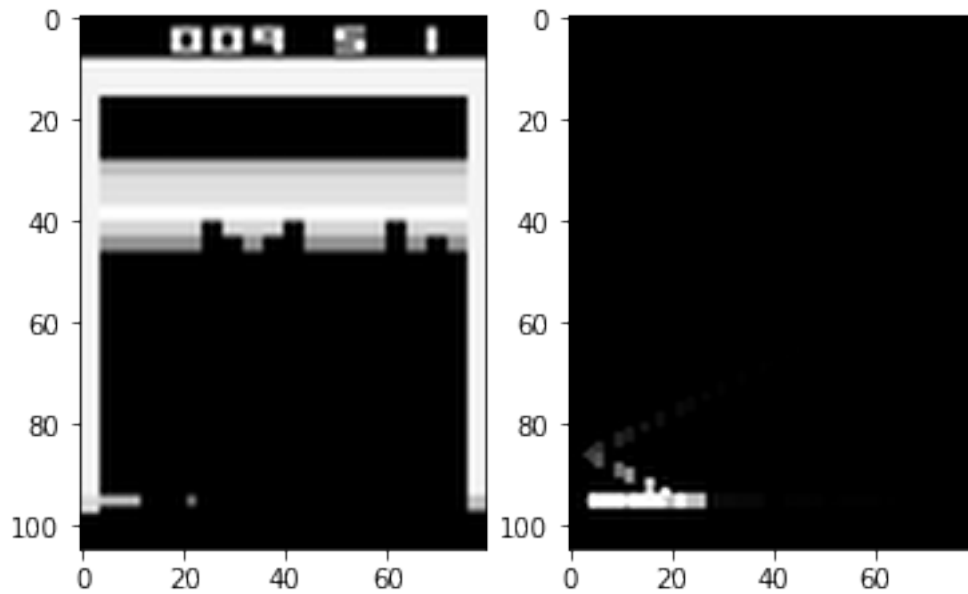
```



Action:      Q-Value:  
 =====  
 NOOP        0.531  
 FIRE        0.416  
 RIGHT       0.478  
 LEFT        0.547 (Action Taken)

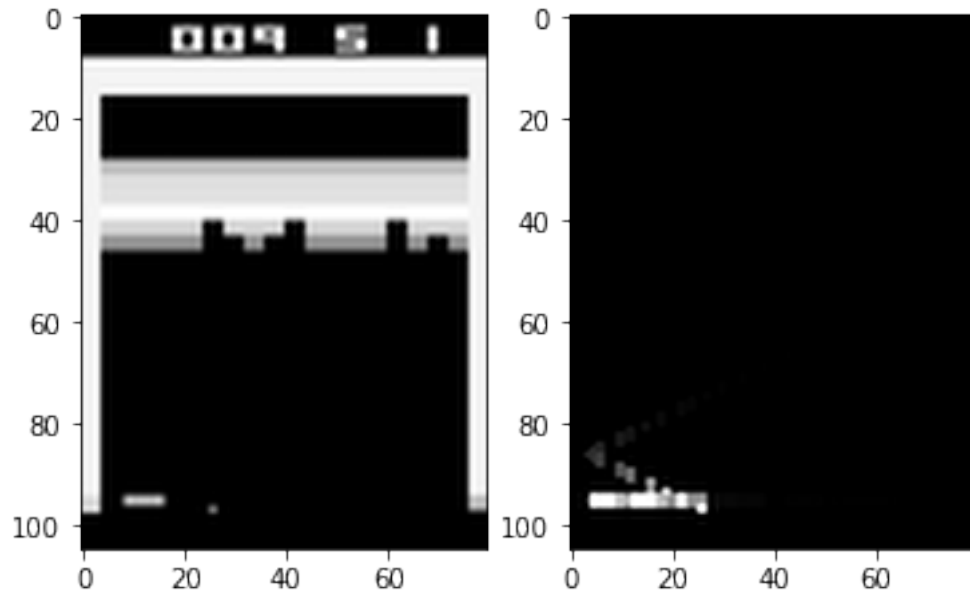


Action:	Q-Value:
=====	=====
NOOP	0.479
FIRE	0.379
RIGHT	0.479
LEFT	0.497 (Action Taken)

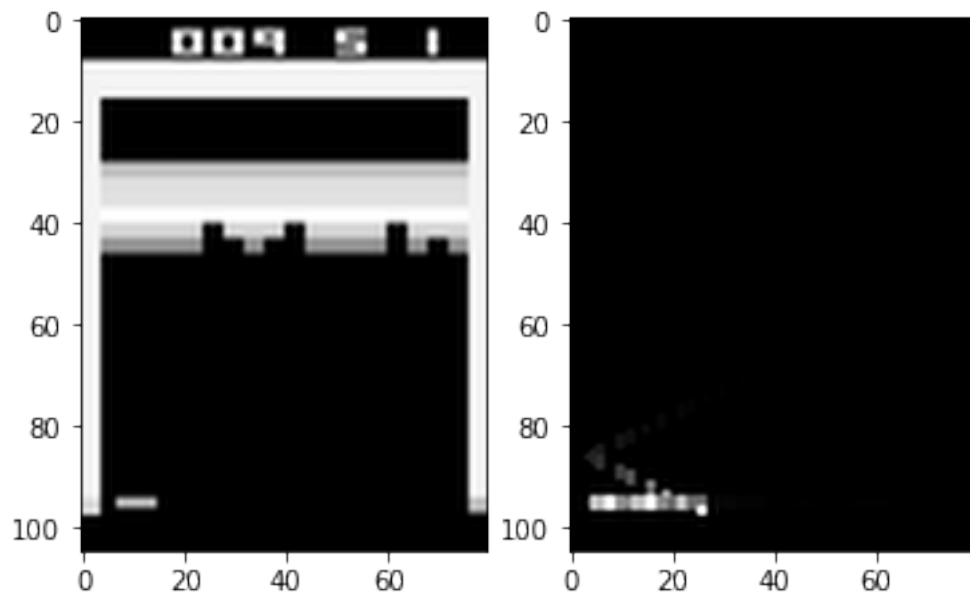


Action:	Q-Value:
=====	=====
NOOP	0.346
FIRE	0.170
RIGHT	0.497 (Action Taken)
LEFT	0.262

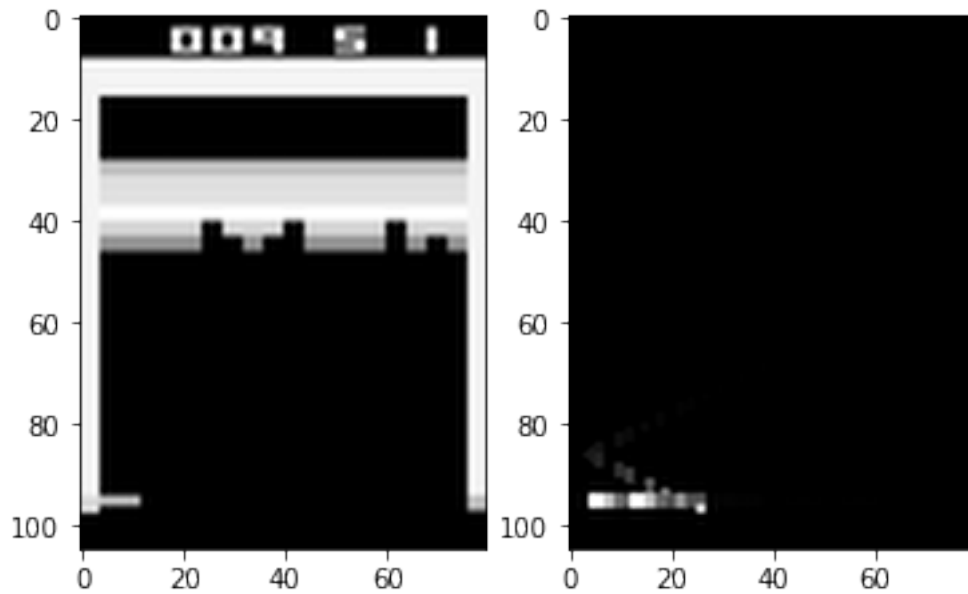




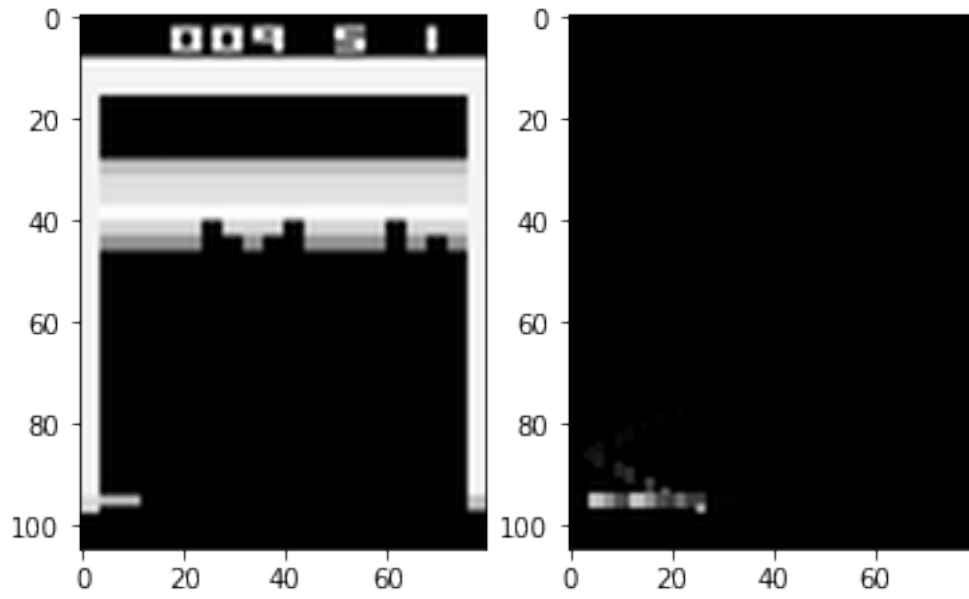
Action:	Q-Value:
=====	
NOOP	0.147
FIRE	0.146
RIGHT	0.100
LEFT	0.151 (Action Taken)



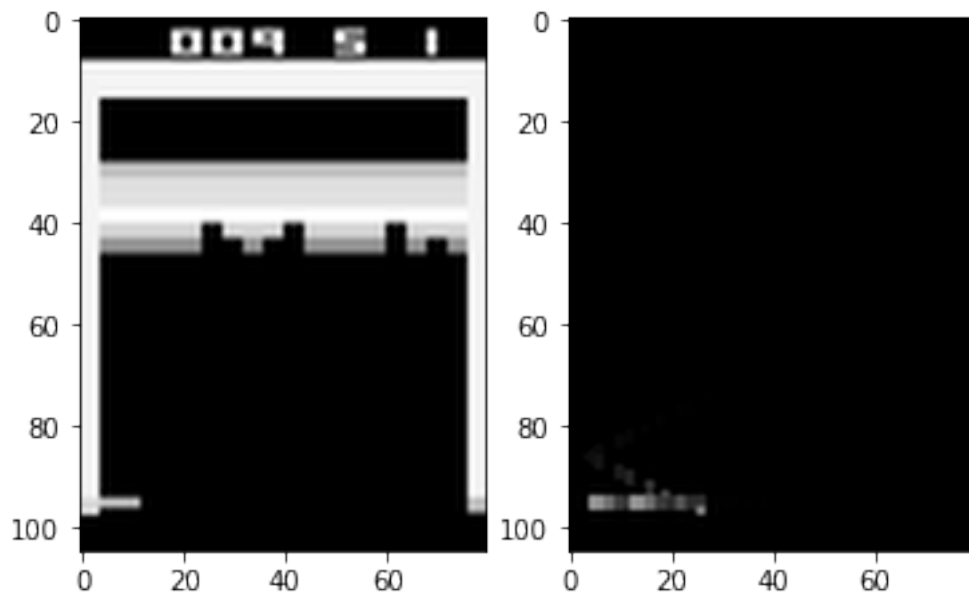
Action:	Q-Value:
=====	=====
NOOP	0.181 (Action Taken)
FIRE	0.151
RIGHT	0.153
LEFT	0.174



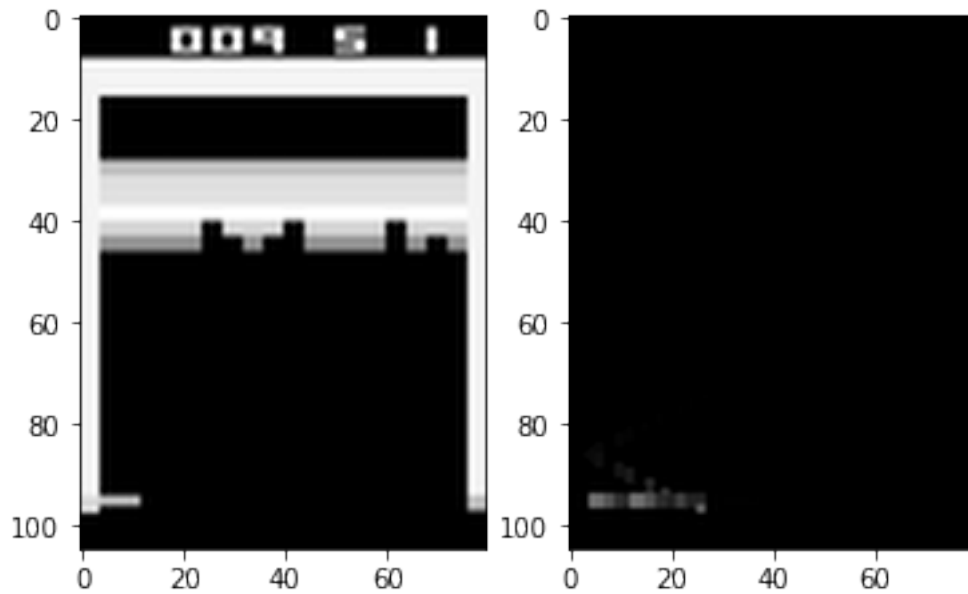
Action:	Q-Value:
=====	=====
NOOP	0.155
FIRE	0.106
RIGHT	0.136
LEFT	0.179 (Action Taken)



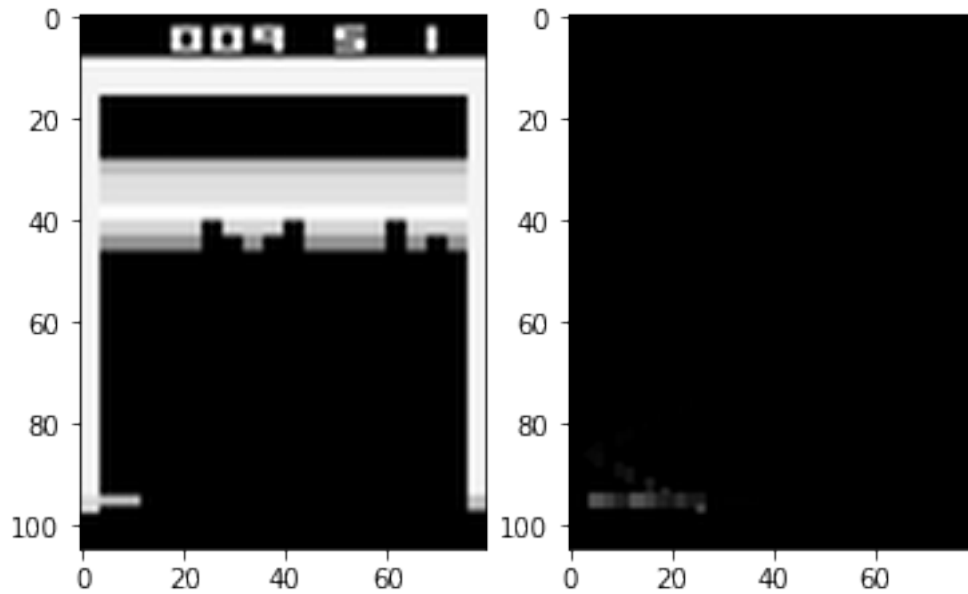
Action:      Q-Value:  
 =====  
 NOOP        0.119  
 FIRE        0.076  
 RIGHT       0.112  
 LEFT        0.137 (Action Taken)



Action:	Q-Value:
=====	=====
NOOP	0.064
FIRE	0.031
RIGHT	0.060
LEFT	0.088 (Action Taken)



Action:	Q-Value:
=====	=====
NOOP	0.031
FIRE	0.012
RIGHT	0.043
LEFT	0.064 (Action Taken)



Action:	Q-Value:
=====	
NOOP	0.042
FIRE	0.016
RIGHT	0.054
LEFT	0.082 (Action Taken)

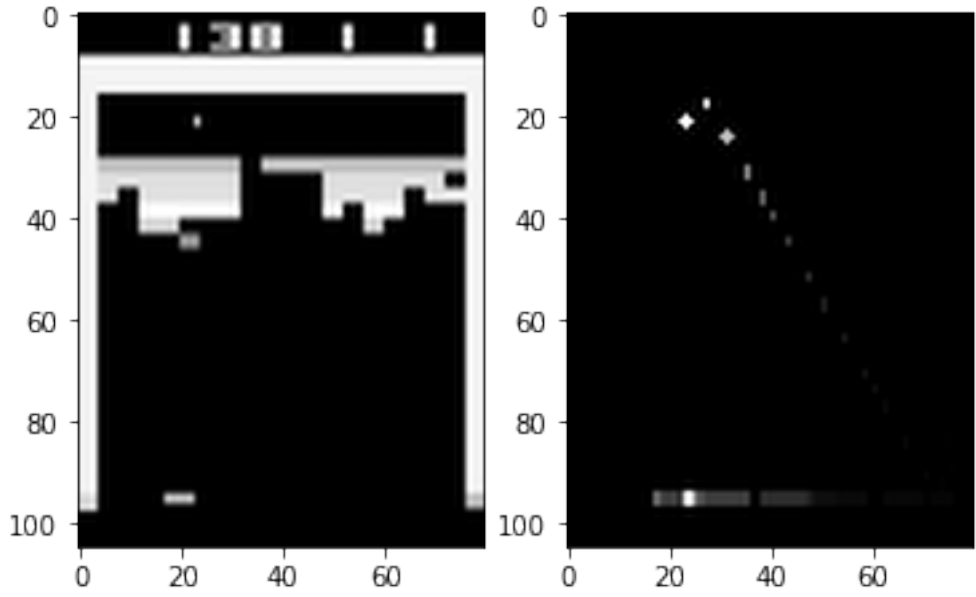
#### 2.16.4 Example: Greatest Difference in Q-Values

This example shows the state where there is the greatest difference in Q-values, which means that the agent believes one action will be much more beneficial than another. But because the agent uses the Epsilon-greedy policy, it sometimes selects a random action instead.

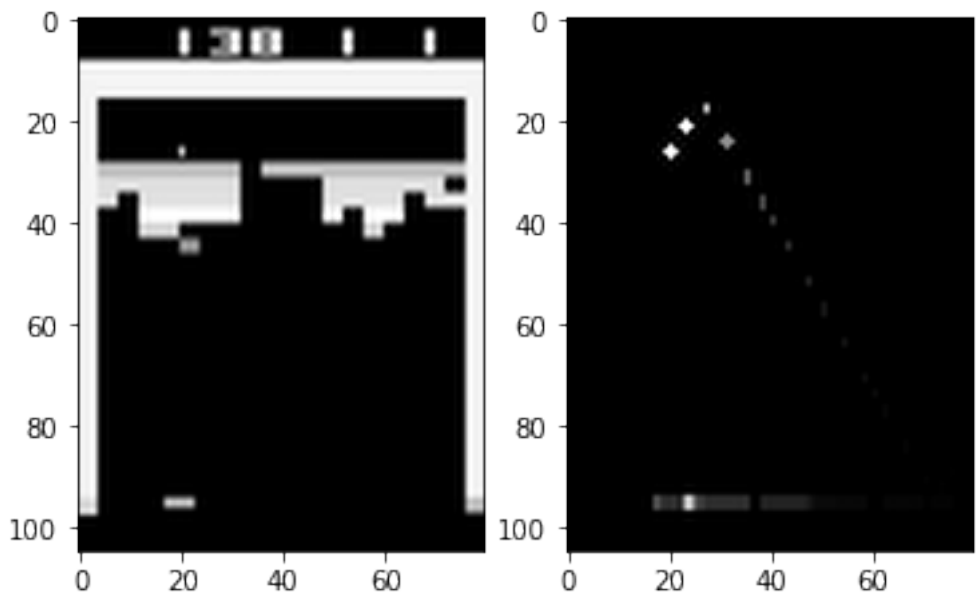
```
In [31]: idx = np.argmax(q_values_dif)
         idx
```

```
Out[31]: 2101
```

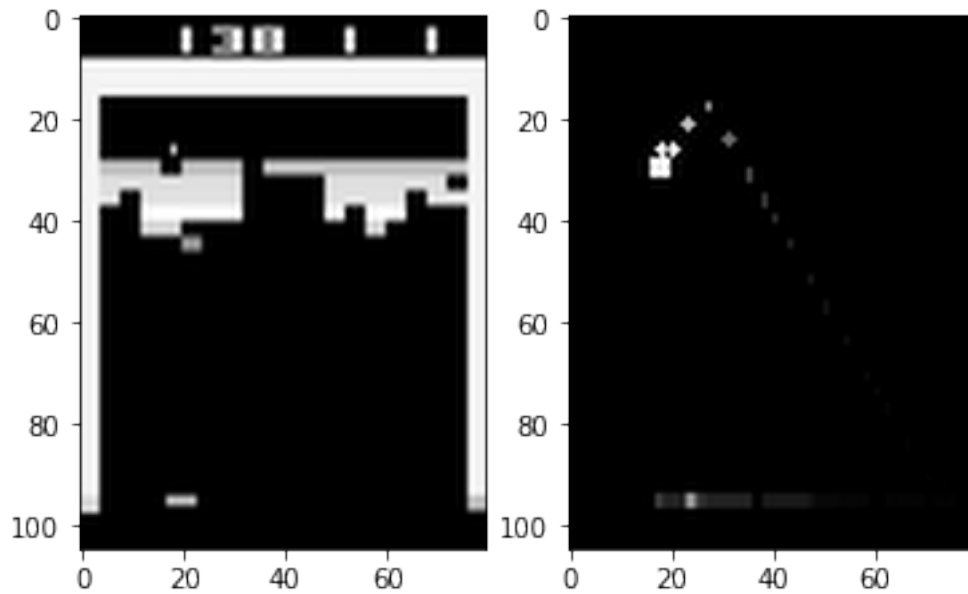
```
In [32]: for i in range(0, 5):
         plot_state(idx=idx+i)
```



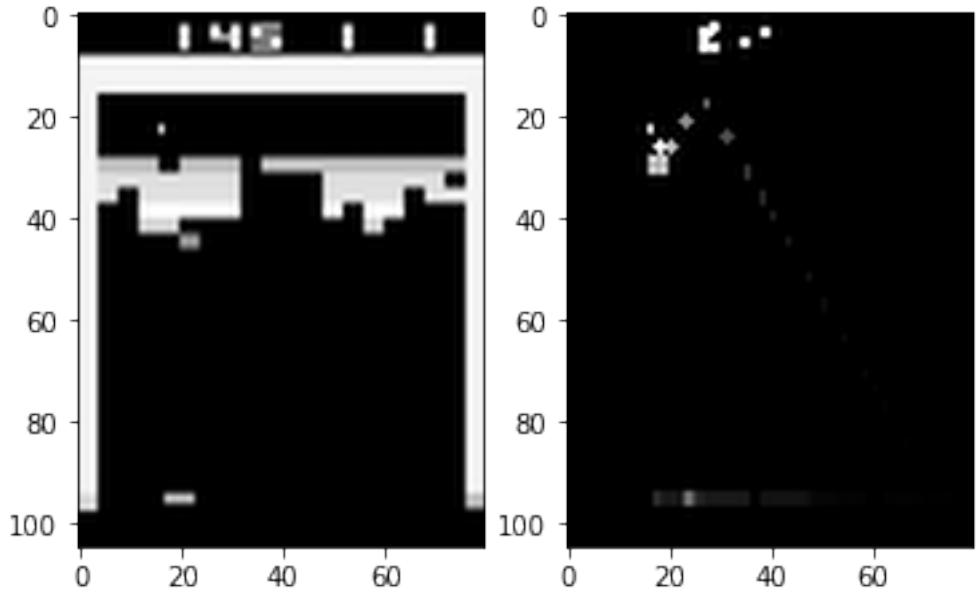
Action:	Q-Value:
=====	
NOOP	6.126 (Action Taken)
FIRE	-2.656
RIGHT	-1.663
LEFT	0.403



Action:	Q-Value:
=====	
NOOP	6.730 (Action Taken)
FIRE	-2.017
RIGHT	-1.037
LEFT	0.698



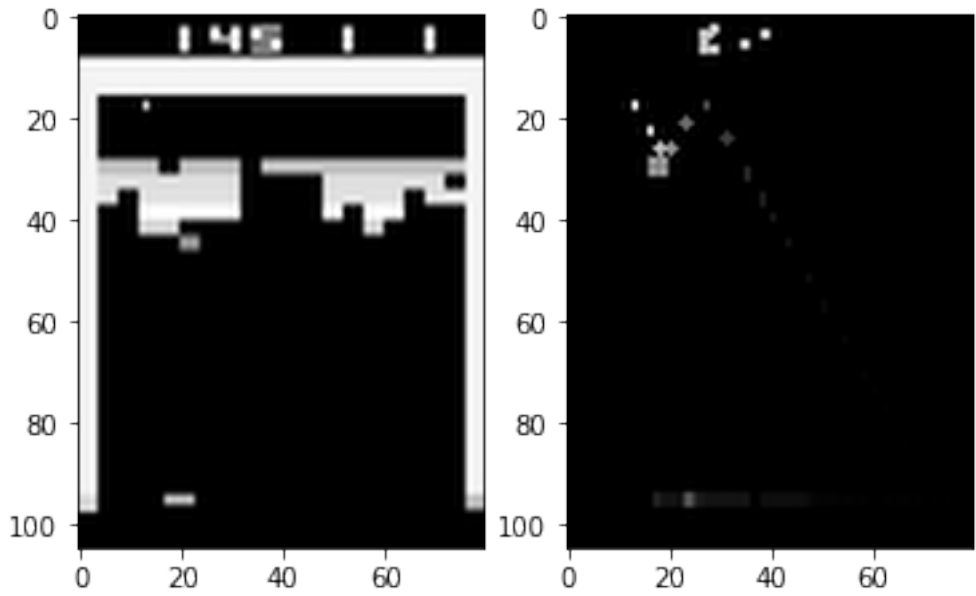
Action:	Q-Value:
=====	
NOOP	5.098 (Action Taken)
FIRE	-0.543
RIGHT	-0.231
LEFT	1.863



```

Action:      Q-Value:
=====
NOOP        -0.023
FIRE        5.527 (Action Taken)
RIGHT       0.325
LEFT        2.851

```





Action:	Q-Value:
NOOP	0.269
FIRE	5.562 (Action Taken)
RIGHT	0.243
LEFT	3.503

### 2.16.5 Example: Smallest Difference in Q-Values

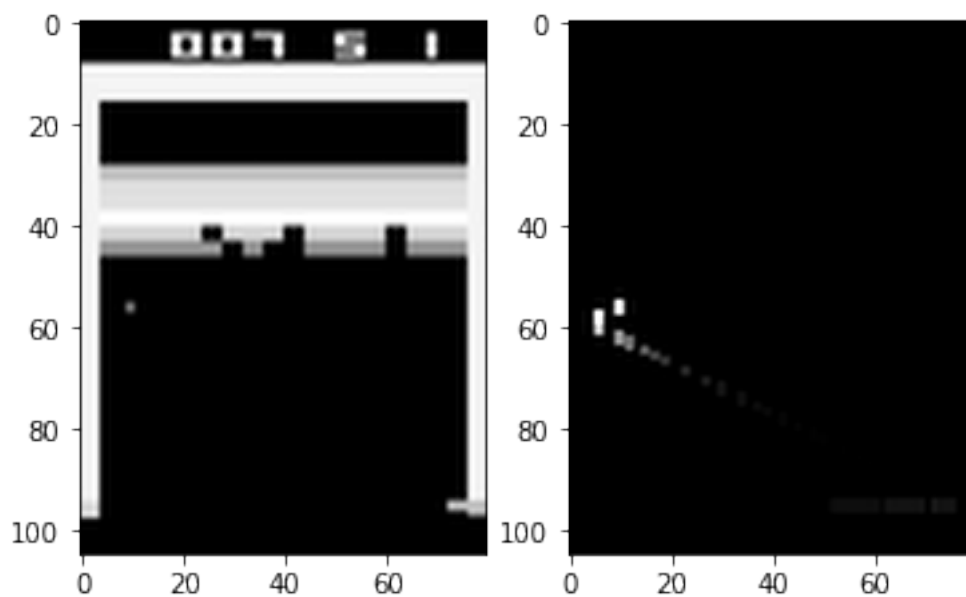
This example shows the state where there is the smallest difference in Q-values, which means that the agent believes it does not really matter which action it selects, as they all have roughly the same expectations for future rewards.

The Neural Network estimates these Q-values and they are not precise. The differences in Q-values may be so small that they fall within the error-range of the estimates.

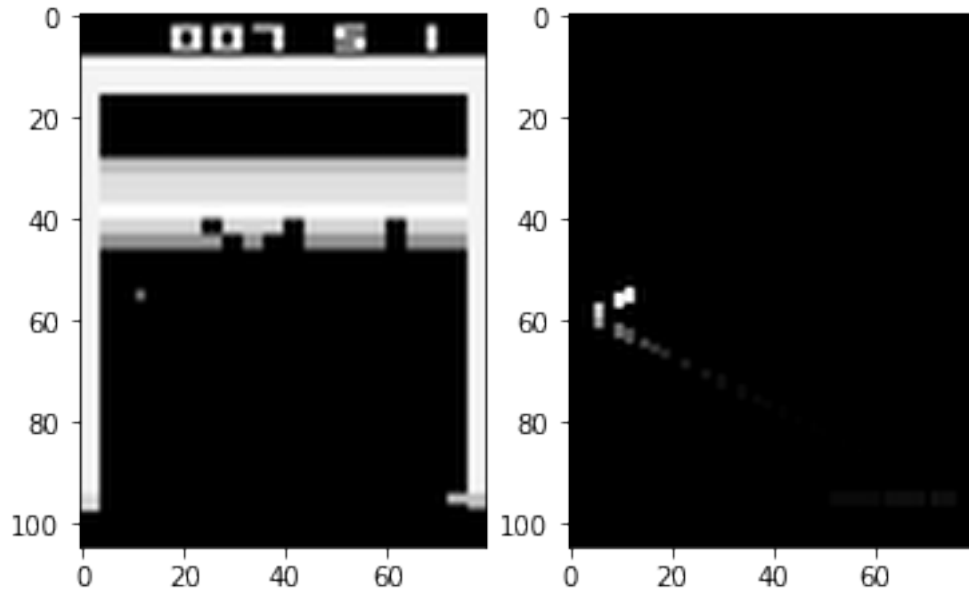
```
In [33]: idx = np.argmin(q_values_dif)
         idx
```

```
Out [33]: 304
```

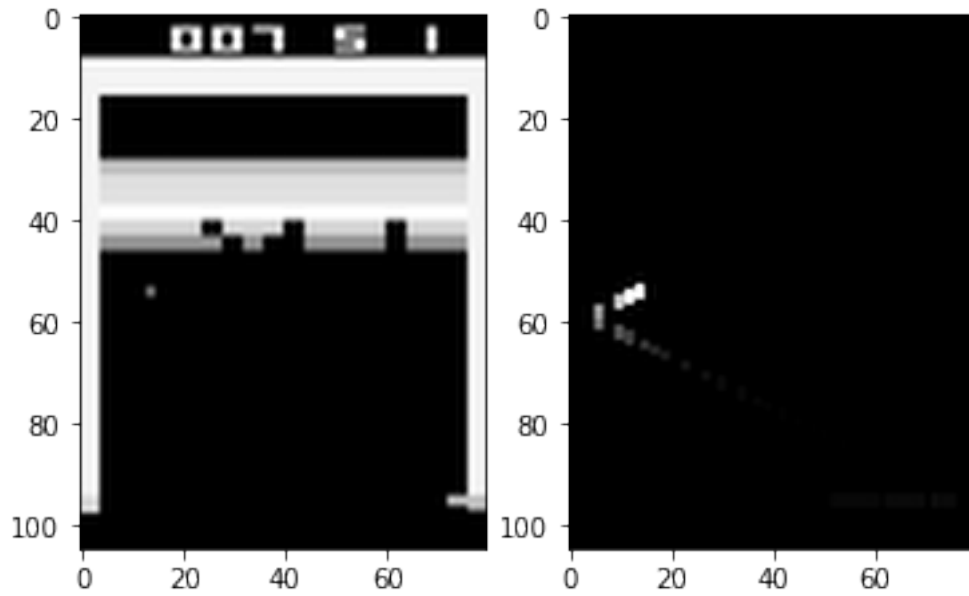
```
In [34]: for i in range(0, 5):
         plot_state(idx=idx+i)
```



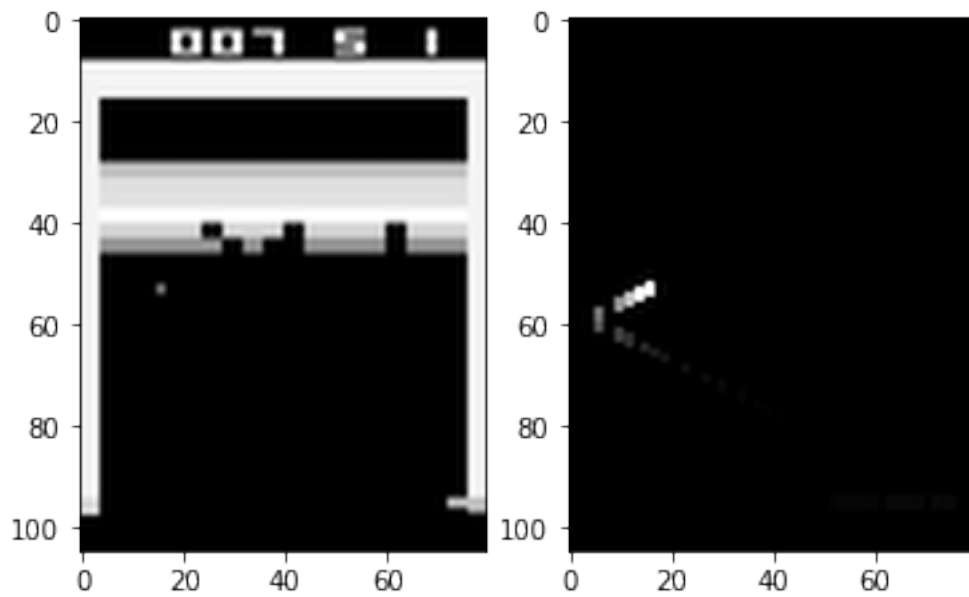
Action:	Q-Value:
=====	
NOOP	1.139
FIRE	1.142
RIGHT	1.143 (Action Taken)
LEFT	1.140



Action:	Q-Value:
=====	
NOOP	1.147
FIRE	1.121
RIGHT	1.180 (Action Taken)
LEFT	1.179



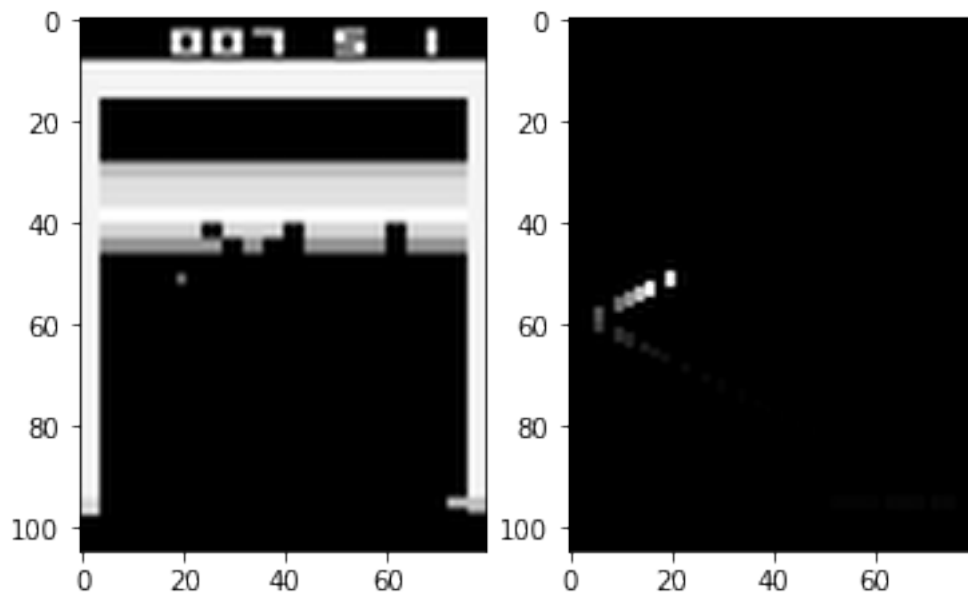
Action:      Q-Value:  
 =====  
 NOOP        1.194  
 FIRE        1.104  
 RIGHT       1.230 (Action Taken)  
 LEFT        1.188



```

Action:      Q-Value:
=====
NOOP        1.124
FIRE        1.073
RIGHT       1.227 (Action Taken)
LEFT        1.090

```



```

Action:      Q-Value:
=====
NOOP        1.176
FIRE        1.165
RIGHT       1.275 (Action Taken)
LEFT        1.149

```

## 2.17 Output of Convolutional Layers

The outputs of the convolutional layers can be plotted so we can see how the images from the game-environment are being processed by the Neural Network.

This is the helper-function for plotting the output of the convolutional layer with the given name, when inputting the given state from the replay-memory.

```

In [35]: def plot_layer_output(model, layer_name, state_index, inverse_cmap=False):
        """
        Plot the output of a convolutional layer.

        :param model: An instance of the NeuralNetwork-class.
        :param layer_name: Name of the convolutional layer.
        :param state_index: Index into the replay-memory for a state that
            will be input to the Neural Network.
        :param inverse_cmap: Boolean whether to inverse the color-map.
        """

        # Get the given state-array from the replay-memory.
        state = replay_memory.states[state_index]

        # Get the output tensor for the given layer inside the TensorFlow graph.
        # This is not the value-contents but merely a reference to the tensor.
        layer_tensor = model.get_layer_tensor(layer_name=layer_name)

        # Get the actual value of the tensor by feeding the state-data
        # to the TensorFlow graph and calculating the value of the tensor.
        values = model.get_tensor_value(tensor=layer_tensor, state=state)

        # Number of image channels output by the convolutional layer.
        num_images = values.shape[3]

        # Number of grid-cells to plot.
        # Rounded-up, square-root of the number of filters.
        num_grids = math.ceil(math.sqrt(num_images))

        # Create figure with a grid of sub-plots.
        fig, axes = plt.subplots(num_grids, num_grids, figsize=(10, 10))

        print("Dim. of each image:", values.shape)

        if inverse_cmap:
            cmap = 'gray_r'
        else:
            cmap = 'gray'

        # Plot the outputs of all the channels in the conv-layer.
        for i, ax in enumerate(axes.flat):
            # Only plot the valid image-channels.
            if i < num_images:
                # Get the image for the i'th output channel.
                img = values[0, :, :, i]

                # Plot image.
                ax.imshow(img, interpolation='nearest', cmap=cmap)

```

```

# Remove ticks from the plot.
ax.set_xticks([])
ax.set_yticks([])

# Ensure the plot is shown correctly with multiple plots
# in a single Notebook cell.
plt.show()

```

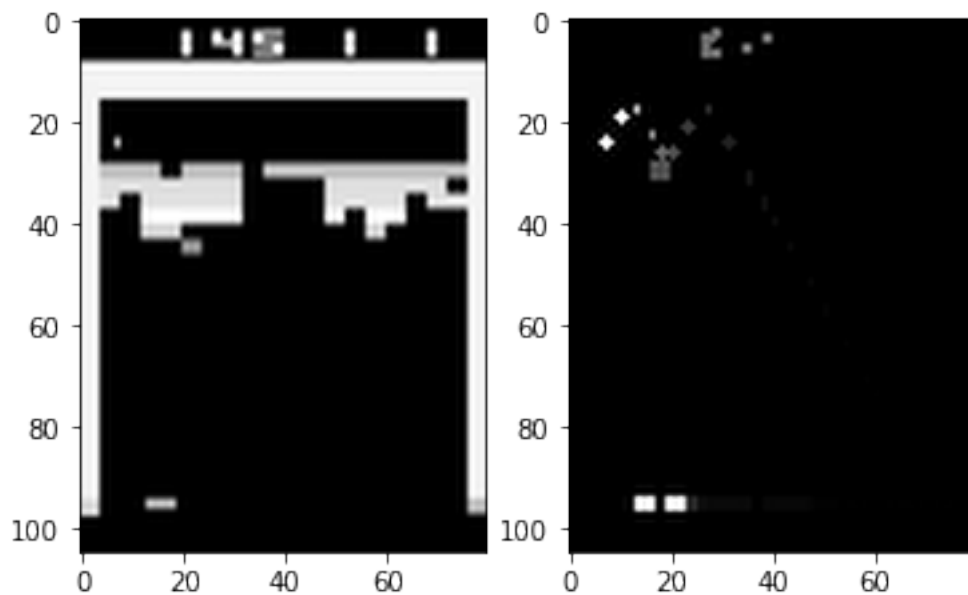
### 2.17.1 Game State

This is the state that is being input to the Neural Network. The image on the left is the last image from the game-environment. The image on the right is the processed motion-trace that shows the trajectories of objects in the game-environment.

```

In [36]: idx = np.argmax(q_values_max)
         plot_state(idx=idx, print_q=False)

```



### 2.17.2 Output of Convolutional Layer 1

This shows the images that are output by the 1st convolutional layer, when inputting the above state to the Neural Network. There are 16 output channels of this convolutional layer.

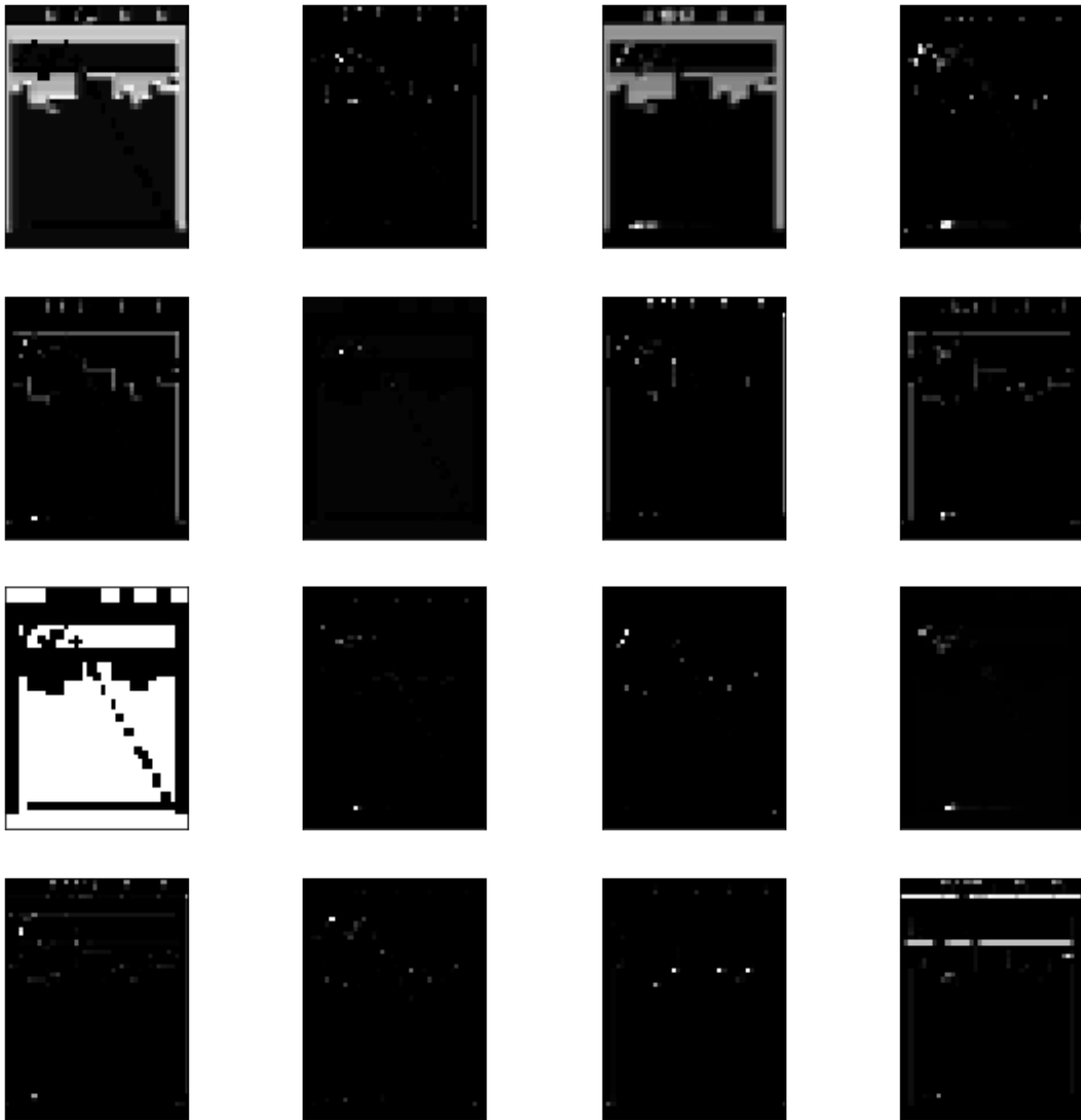
Note that you can invert the colors by setting `inverse_cmap=True` in the parameters to this function.

```

In [37]: plot_layer_output(model=model, layer_name='layer_conv1', state_index=idx, inverse_cmap=

```

Dim. of each image: (1, 53, 40, 16)

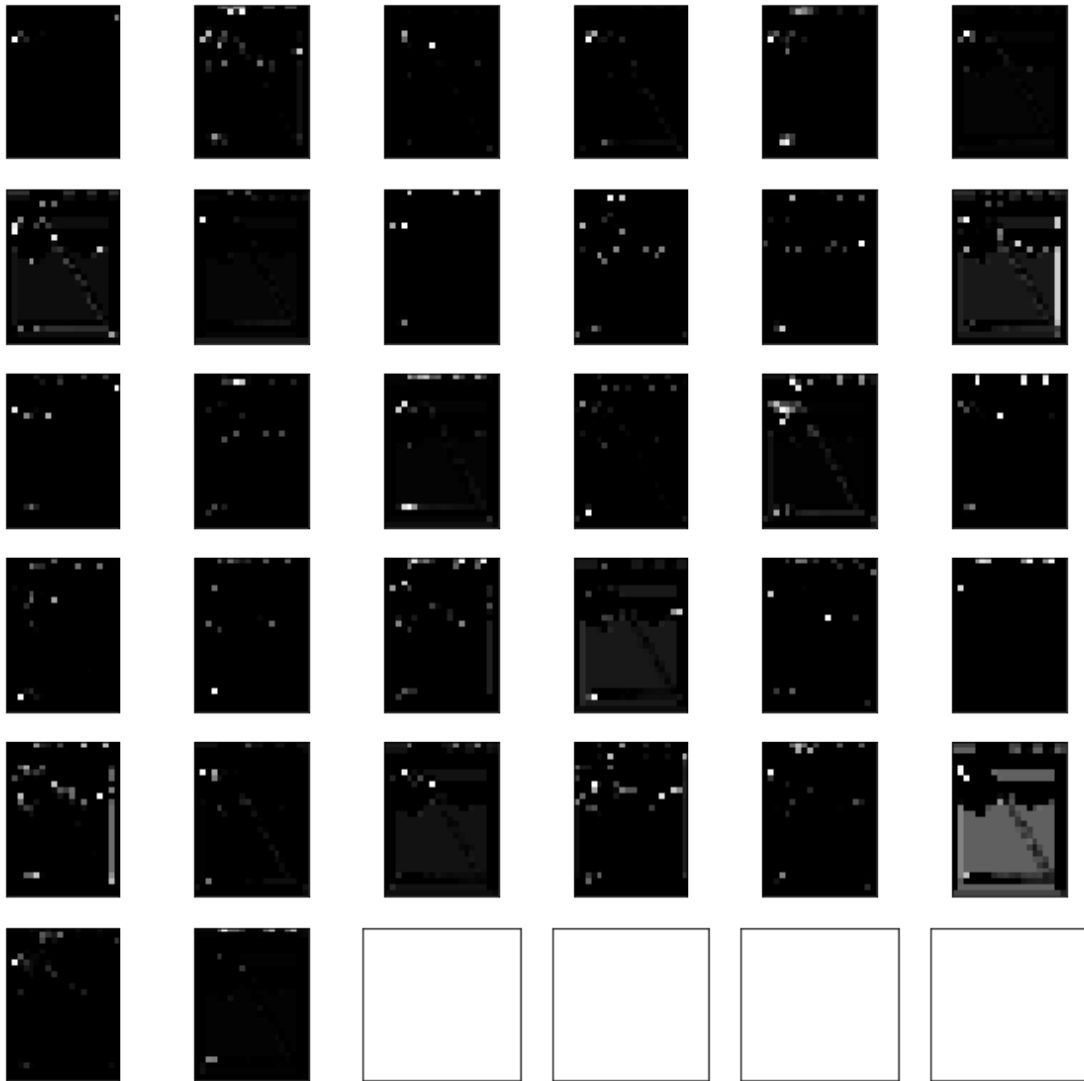


### 2.17.3 Output of Convolutional Layer 2

These are the images output by the 2nd convolutional layer, when inputting the above state to the Neural Network. There are 32 output channels of this convolutional layer.

```
In [38]: plot_layer_output(model=model, layer_name='layer_conv2', state_index=idx, inverse_map=True)
```

Dim. of each image: (1, 27, 20, 32)



### 2.17.4 Output of Convolutional Layer 3

These are the images output by the 3rd convolutional layer, when inputting the above state to the Neural Network. There are 64 output channels of this convolutional layer.

All these images are flattened to a one-dimensional array (or tensor) which is then used as the input to a fully-connected layer in the Neural Network.

During the training-process, the Neural Network has learnt what convolutional filters to apply to the images from the game-environment so as to produce these images, because they have proven to be useful when estimating Q-values.

Can you see what it is that the Neural Network has learned to detect in these images?

```
In [39]: plot_layer_output(model=model, layer_name='layer_conv3', state_index=idx, inverse_map
```



Dim. of each image: (1, 27, 20, 64)



## 2.18 Weights for Convolutional Layers

We can also plot the weights of the convolutional layers in the Neural Network. These are the weights that are being optimized so as to improve the ability of the Neural Network to estimate Q-values. Tutorial #02 explains in greater detail what convolutional weights are. There are also weights for the fully-connected layers but they are not shown here.

This is the helper-function for plotting the weights of a convolutional layer.

```
In [40]: def plot_conv_weights(model, layer_name, input_channel=0):  
         """
```

*Plot the weights for a convolutional layer.*

```
:param model: An instance of the NeuralNetwork-class.
:param layer_name: Name of the convolutional layer.
:param input_channel: Plot the weights for this input-channel.
"""

# Get the variable for the weights of the given layer.
# This is a reference to the variable inside TensorFlow,
# not its actual value.
weights_variable = model.get_weights_variable(layer_name=layer_name)

# Retrieve the values of the weight-variable from TensorFlow.
# The format of this 4-dim tensor is determined by the
# TensorFlow API. See Tutorial #02 for more details.
w = model.get_variable_value(variable=weights_variable)

# Get the weights for the given input-channel.
w_channel = w[:, :, input_channel, :]

# Number of output-channels for the conv. layer.
num_output_channels = w_channel.shape[2]

# Get the lowest and highest values for the weights.
# This is used to correct the colour intensity across
# the images so they can be compared with each other.
w_min = np.min(w_channel)
w_max = np.max(w_channel)

# This is used to center the colour intensity at zero.
abs_max = max(abs(w_min), abs(w_max))

# Print statistics for the weights.
print("Min: {0:.5f}, Max: {1:.5f}".format(w_min, w_max))
print("Mean: {0:.5f}, Stdev: {1:.5f}".format(w_channel.mean(),
                                             w_channel.std()))

# Number of grids to plot.
# Rounded-up, square-root of the number of output-channels.
num_grids = math.ceil(math.sqrt(num_output_channels))

# Create figure with a grid of sub-plots.
fig, axes = plt.subplots(num_grids, num_grids)

# Plot all the filter-weights.
for i, ax in enumerate(axes.flat):
    # Only plot the valid filter-weights.
    if i < num_output_channels:
```

```

# Get the weights for the i'th filter of this input-channel.
img = w_channel[:, :, i]

# Plot image.
ax.imshow(img, vmin=-abs_max, vmax=abs_max,
          interpolation='nearest', cmap='seismic')

# Remove ticks from the plot.
ax.set_xticks([])
ax.set_yticks([])

# Ensure the plot is shown correctly with multiple plots
# in a single Notebook cell.
plt.show()

```

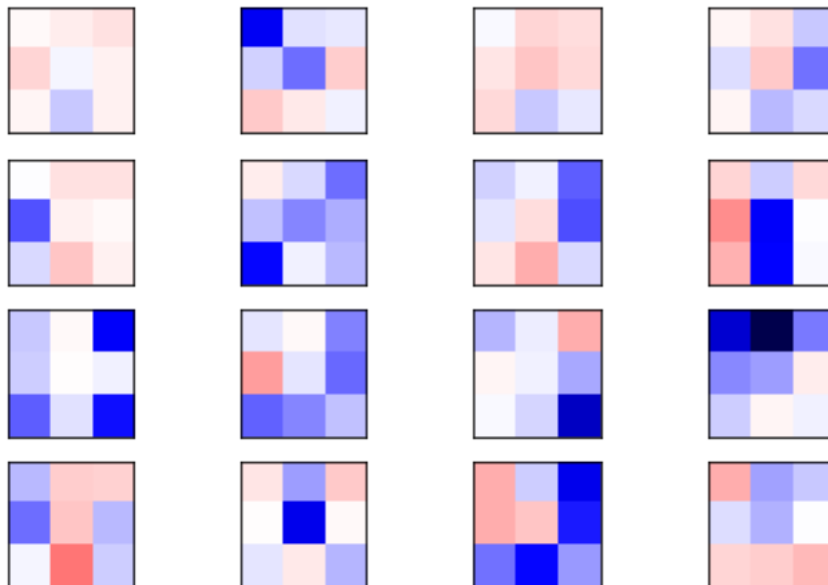
### 2.18.1 Weights for Convolutional Layer 1

These are the weights of the first convolutional layer of the Neural Network, with respect to the first input channel of the state. That is, these are the weights that are used on the image from the game-environment. Some basic statistics are also shown.

Note how the weights are more negative (blue) than positive (red). It is unclear why this happens as these weights are found through optimization. It is apparently beneficial for the following layers to have this processing with more negative weights in the first convolutional layer.

In [41]: `plot_conv_weights(model=model, layer_name='layer_conv1', input_channel=0)`

Min: -0.40275, Max: 0.10862  
Mean: -0.03399, Stdev: 0.08055

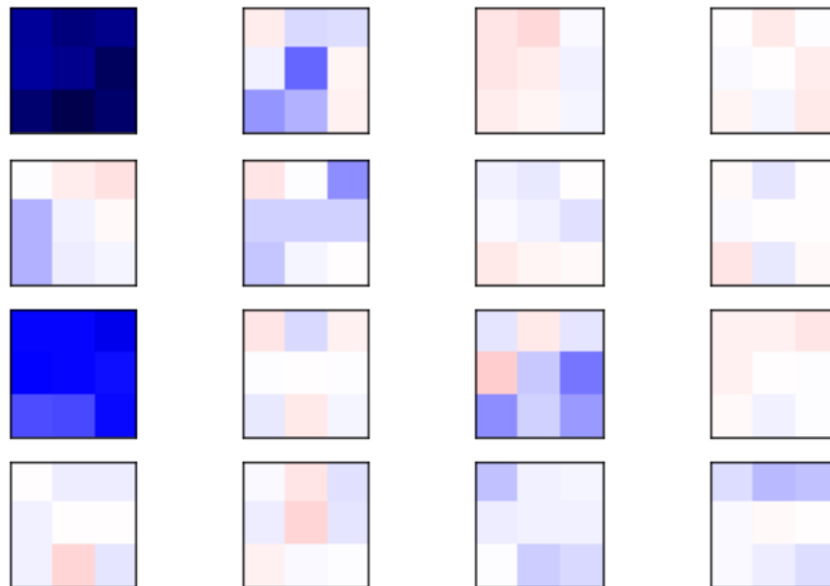


We can also plot the convolutional weights for the second input channel, that is, the motion-trace of the game-environment. Once again we see that the negative weights (blue) have a much greater magnitude than the positive weights (red).

```
In [42]: plot_conv_weights(model=model, layer_name='layer_conv1', input_channel=1)
```

```
Min: -0.69614, Max: 0.06959
```

```
Mean: -0.07312, Stdev: 0.16320
```



## 2.18.2 Weights for Convolutional Layer 2

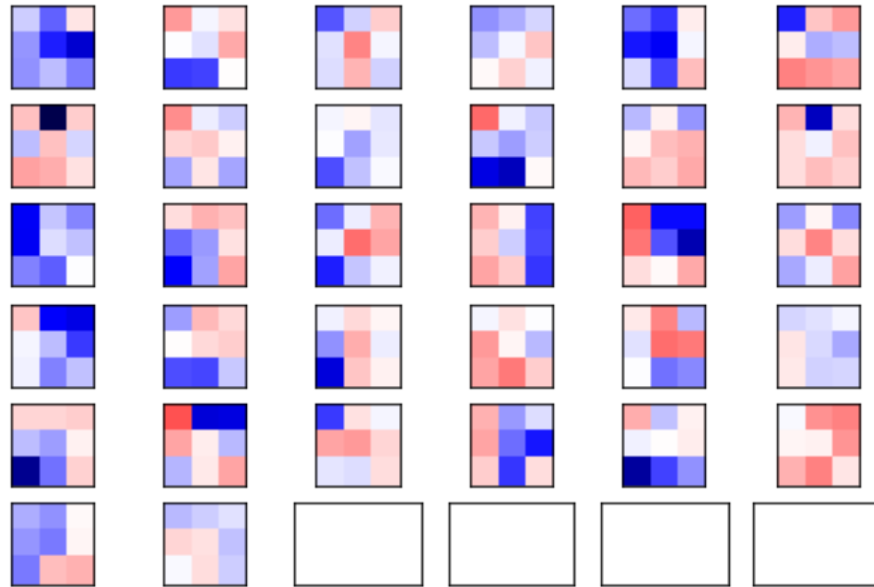
These are the weights of the 2nd convolutional layer in the Neural Network. There are 16 input channels and 32 output channels of this layer. You can change the number for the input-channel to see the associated weights.

Note how the weights are more balanced between positive (red) and negative (blue) compared to the weights for the 1st convolutional layer above.

```
In [43]: plot_conv_weights(model=model, layer_name='layer_conv2', input_channel=0)
```

```
Min: -0.50262, Max: 0.17076
```

```
Mean: -0.03282, Stdev: 0.11310
```



### 2.18.3 Weights for Convolutional Layer 3

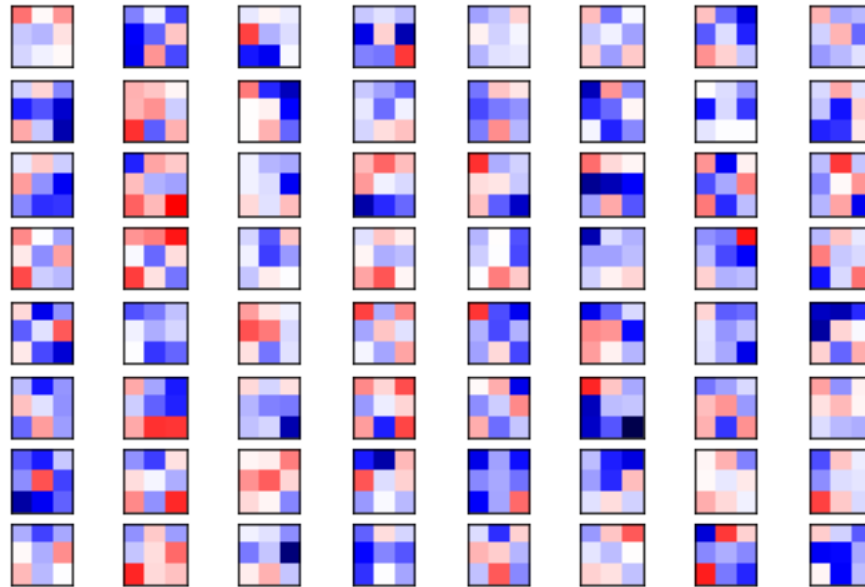
These are the weights of the 3rd convolutional layer in the Neural Network. There are 32 input channels and 64 output channels of this layer. You can change the number for the input-channel to see the associated weights.

Note again how the weights are more balanced between positive (red) and negative (blue) compared to the weights for the 1st convolutional layer above.

```
In [44]: plot_conv_weights(model=model, layer_name='layer_conv3', input_channel=0)
```

```
Min: -0.34386, Max: 0.17371
```

```
Mean: -0.03366, Stdev: 0.08802
```



## 2.19 Discussion

We trained an agent to play old Atari games quite well using Reinforcement Learning. Recent improvements to the training algorithm have improved the performance significantly. But is this true human-like intelligence? The answer is clearly NO!

Reinforcement Learning in its current form is a crude numerical algorithm for connecting visual images, actions, rewards and penalties when there is a time-lag between the signals. The learning is based on trial-and-error and cannot do logical reasoning like a human. The agent has no sense of "self" while a human has an understanding of what part of the game-environment it is controlling, so a human can reason logically like this: "(A) I control the paddle, and (B) I must avoid dying which happens when the ball flies past the paddle, so (C) I must move the paddle to hit the ball, and (D) this automatically scores points when the ball smashes bricks in the wall". A human would first learn these basic logical rules of the game - and then try and refine the eye-hand coordination to play the game better. Reinforcement Learning has no real comprehension of what is going on in the game and merely works on improving the eye-hand coordination until it gets lucky and does the right thing to score more points.

Furthermore, the training of the Reinforcement Learning algorithm required almost 150 hours of computation which played the game at high speeds. If the game was played at normal real-time speeds then it would have taken more than 1700 hours to train the agent, which is more than 70 days and nights.

Logical reasoning would allow for much faster learning than Reinforcement Learning, and it would be able to solve much more complicated problems than simple eye-hand coordination. I am skeptical if someone will be able to create true human-like intelligence from Reinforcement Learning algorithms.

Does that mean Reinforcement Learning is completely worthless? No, it has real-world applications that currently cannot be solved by other methods.

Another point of criticism is the use of Neural Networks. The majority of the research in Reinforcement Learning is actually spent on trying to stabilize the training of the Neural Network using various tricks. This is a waste of research time and strongly indicates that Neural Networks may not be a very good Machine Learning model compared to the human brain.

## 2.20 Exercises & Research Ideas

Below are suggestions for exercises and experiments that may help improve your skills with TensorFlow and Reinforcement Learning. Some of these ideas can easily be extended into full research problems that would help the community if you can solve them.

You should keep a log of your experiments, describing for each experiment the settings you tried and the results. You should also save the source-code and checkpoints / log-files.

It takes so much time to run these experiments, so please share your results with the rest of the community. Even if an experiment failed to produce anything useful, it will be helpful to others so they know not to redo the same experiment.

[Thread on GitHub for discussing these experiments](#)

You may want to backup this Notebook and the other files before making any changes.

You may find it helpful to add more command-line parameters to `reinforcement_learning.py` so you don't have to edit the source-code for testing other parameters.

- Change the epsilon-probability during testing to e.g. 0.001 or 0.05. Which gives the best results? Could you use this value during training? Why/not?
- Continue training the agent for the Breakout game using the downloaded checkpoint. Does the agent get better or worse the more you train it? Why? (You should run it in a terminal window as described above.)
- Try and change the game-environment to Space Invaders and re-run this Notebook. The checkpoint can be downloaded automatically. It was trained for about 150 hours, which is roughly the same as for Breakout, but note that it has processed far fewer states. The reason is that the hyper-parameters such as the learning-rate were tuned for Breakout. Can you make some kind of adaptive learning-rate that would work better for both Breakout and Space Invaders? What about the other hyper-parameters? What about other games?
- Try different architectures for the Neural Network. You will need to restart the training because the checkpoints cannot be reused for other architectures. You will need to train the agent for several days with each new architecture so as to properly assess its performance.
- The replay-memory throws away all data after optimization of the Neural Network. Can you make it reuse the data somehow? The `ReplayMemory`-class has the function `estimate_all_q_values()` which may be helpful.
- The reward is limited to -1 and 1 in the function `ReplayMemory.add()` so as to stabilize the training. This means the agent cannot distinguish between small and large rewards. Can you use batch normalization to fix this problem, so you can use the actual reward values?
- Can you improve the training by adding L2-regularization or dropout?
- Try using other optimizers for the Neural Network. Does it help with the training speed or stability?
- Let the agent take up to 30 random actions at the beginning of each new episode. This is used in some research papers to further randomize the game-environment, so the agent cannot memorize the first sequence of actions.

- Try and save the game at regular intervals. If the agent dies, then you can reload the last saved game. Would this help training the agent faster and better, because it does not need to play the game from the beginning?
- There are some invalid actions available to the agent in OpenAI Gym. Does it improve the training if you only allow the valid actions from the game-environment?
- Does the MotionTracer work for other games? Can you improve on the MotionTracer?
- Try and use the last 4 image-frames from the game instead of the MotionTracer.
- Try larger and smaller sizes for the replay memory.
- Try larger and smaller discount rates for updating the Q-values.
- If you look closely in the states and actions that are display above, you will note that the agent has sometimes taken actions that do not correspond to the movement of the paddle. For example, the action might be LEFT but the paddle has either not moved at all, or it has moved right instead. Is this a bug in the source-code for this tutorial, or is it a bug in OpenAI Gym, or is it a bug in the underlying Atari Learning Environment? Does it matter?

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