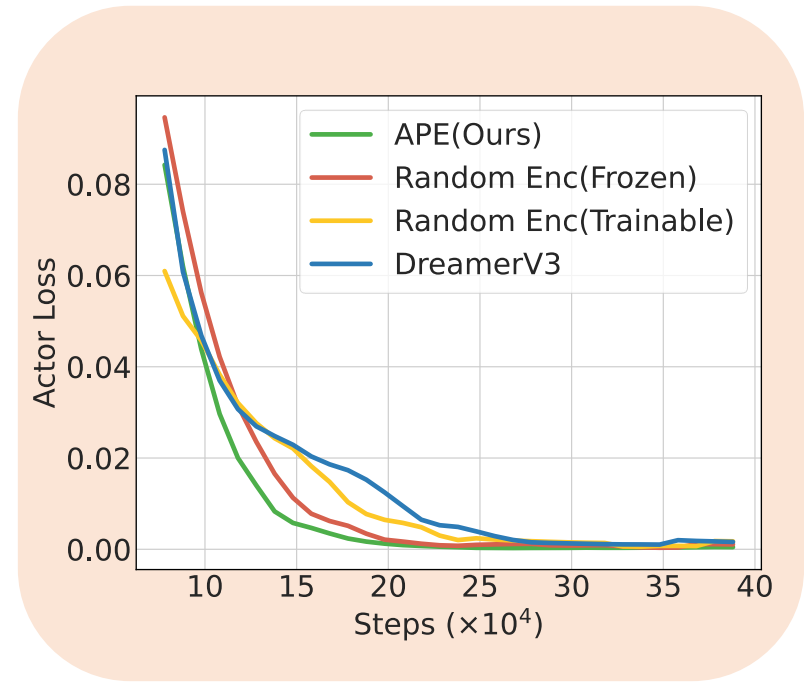


(a) Model loss comparison



(b) Actor loss comparison