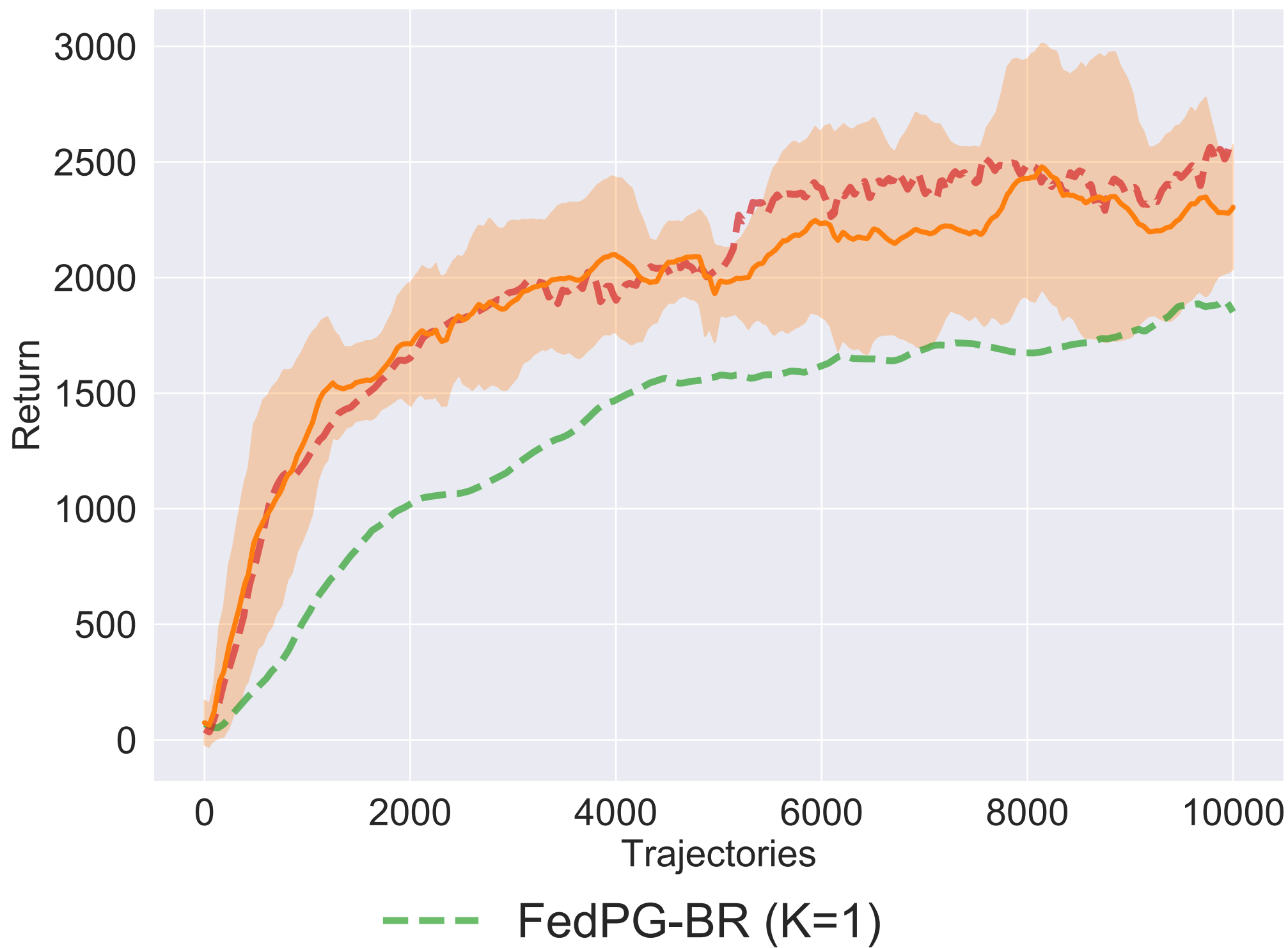
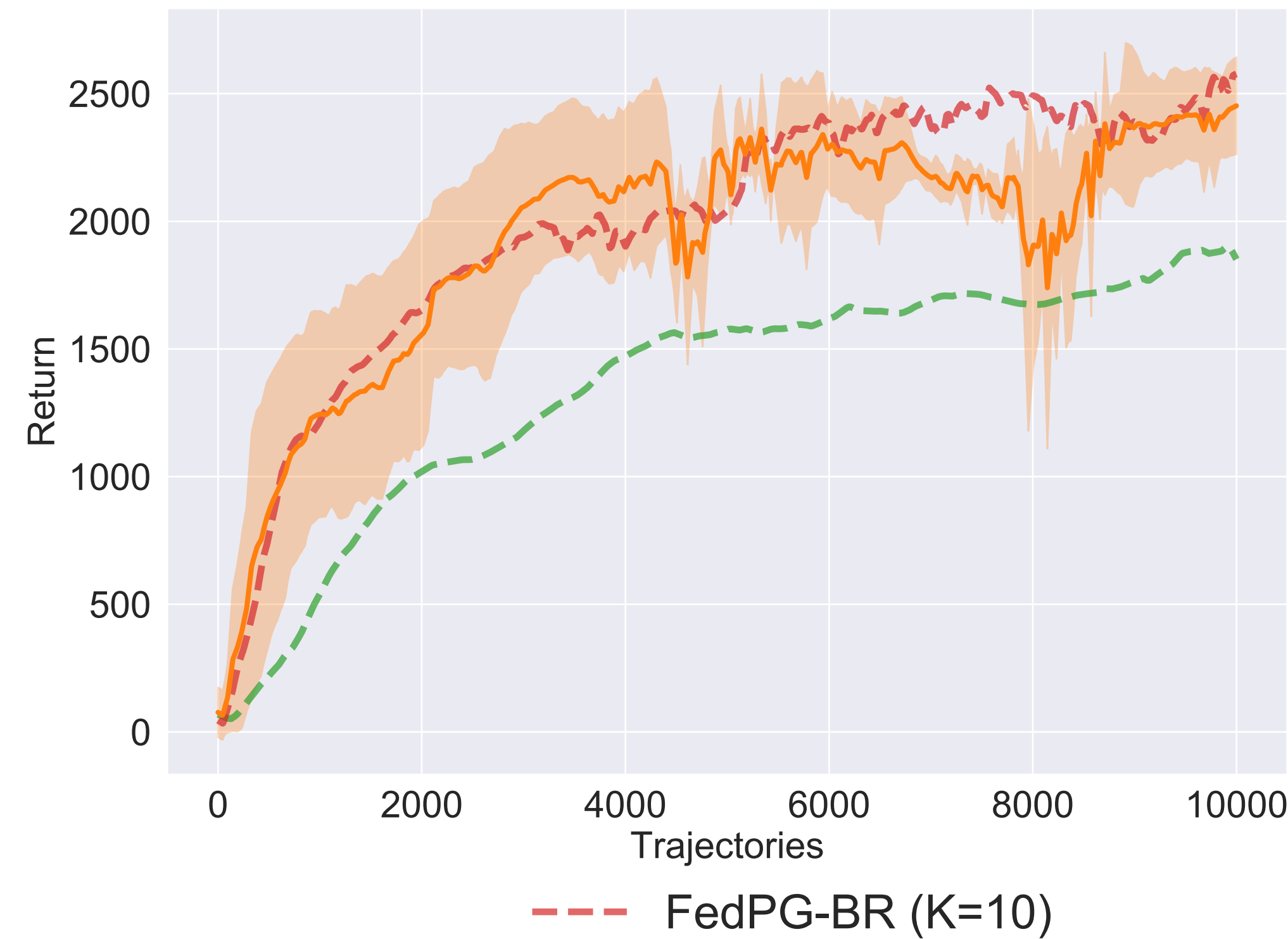


# Zero Gradient



# Reward Flipping



# Random Reward

