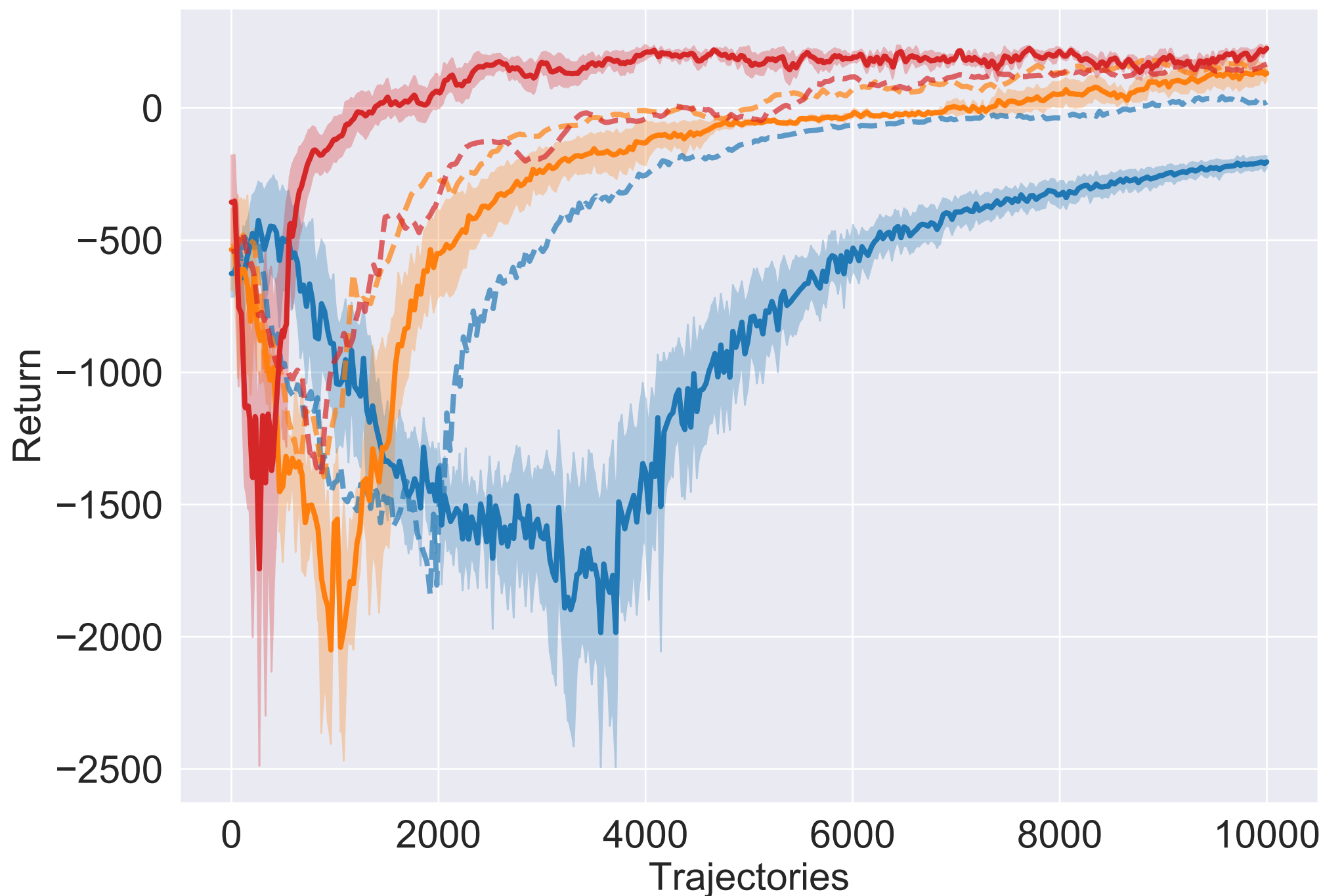
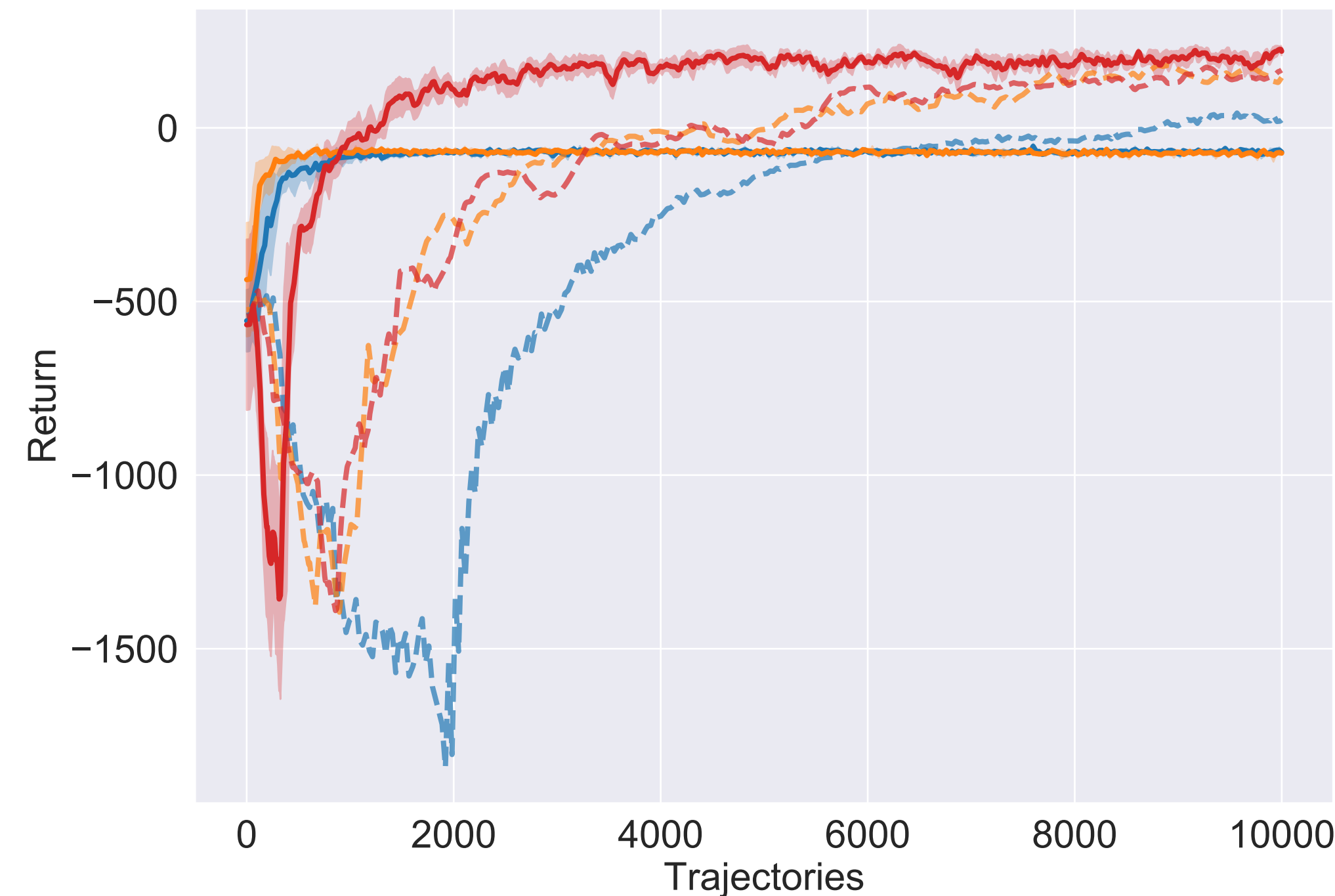


### Random Noise



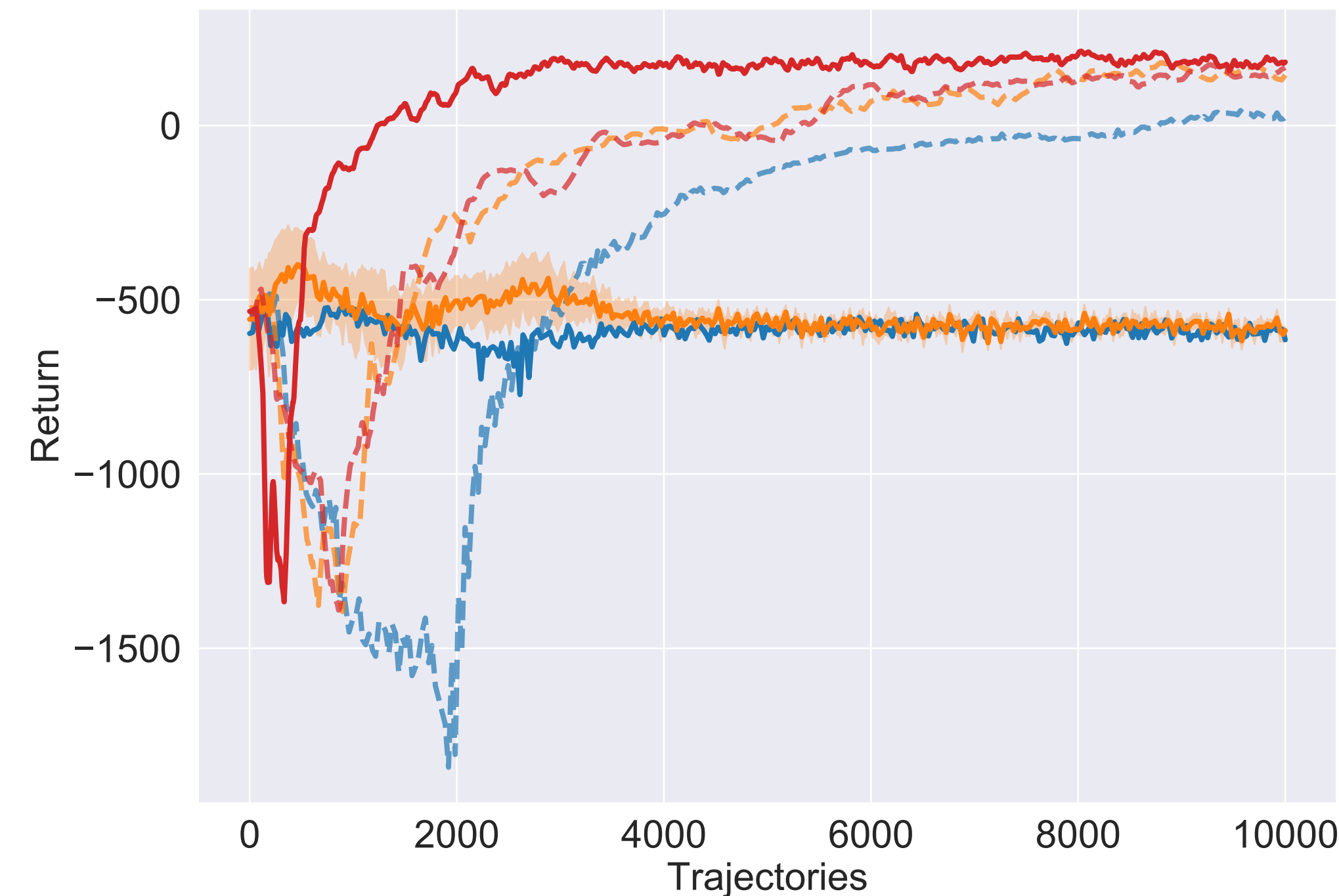
— GPOMDP (K=10 B=3)  
- - GPOMDP (K=1)

### Random Action



— SVRPG (K=10 B=3)  
- - SVRPG (K=1)

### Sign Flipping



— FedPG-BR (K=10 B=3)  
- - FedPG-BR (K=1)