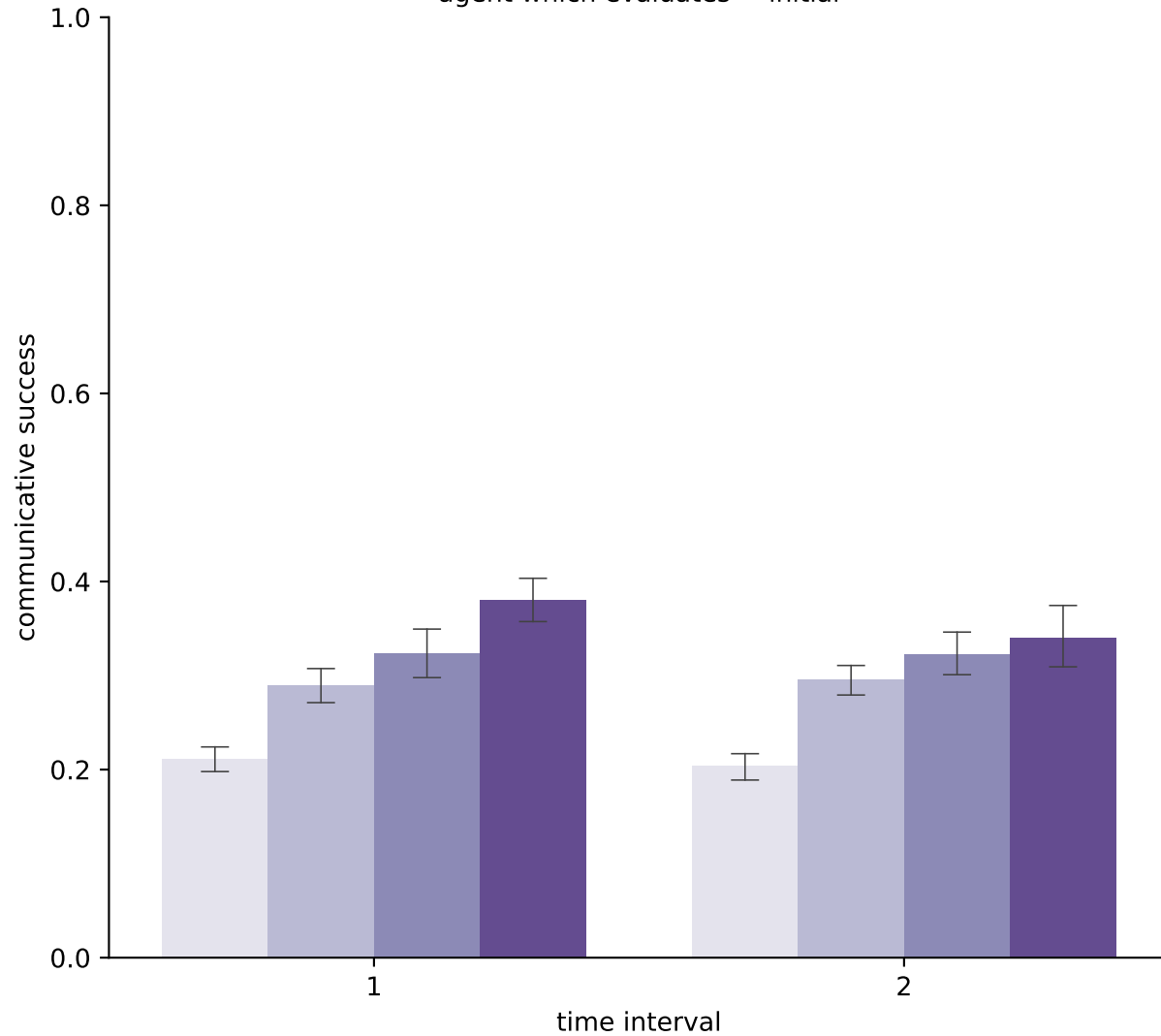


agent which evaluates = initial



agent which evaluates = previous

