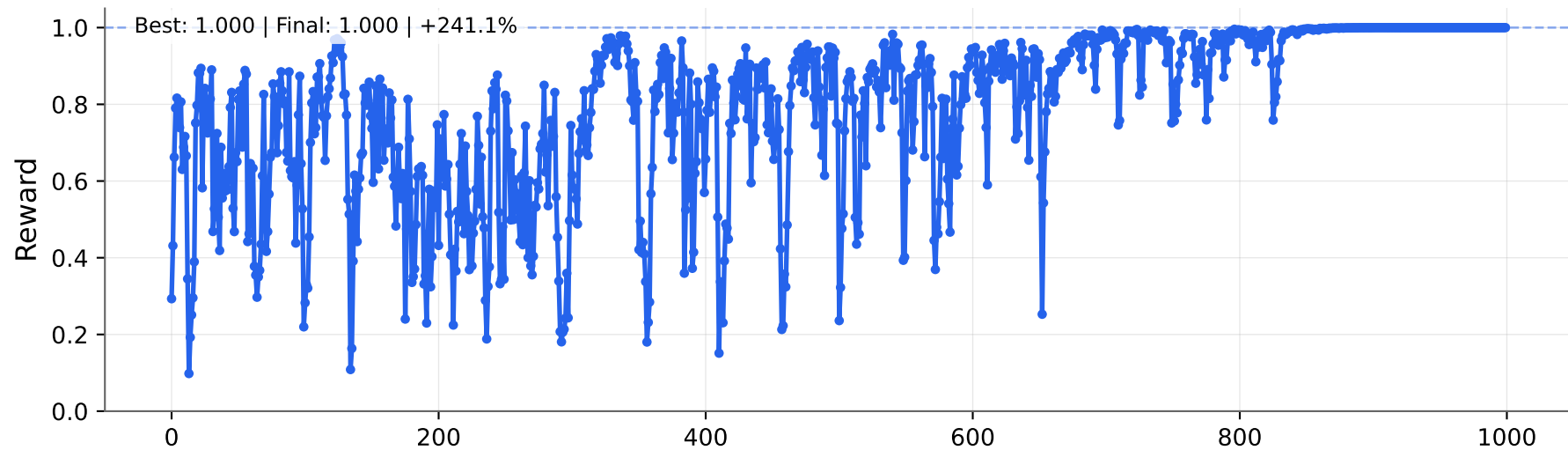
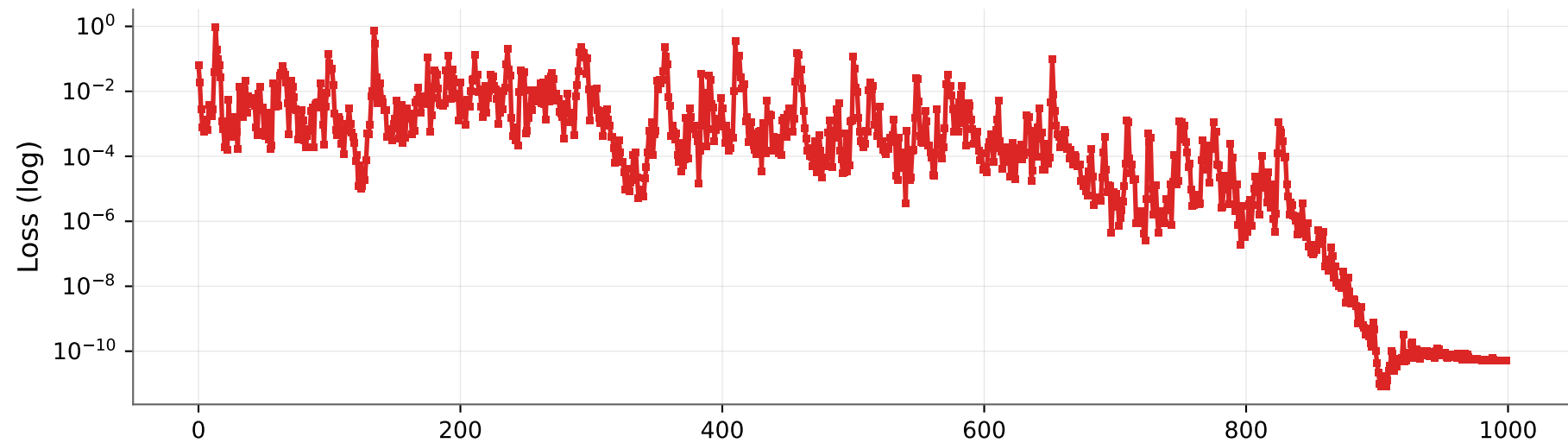


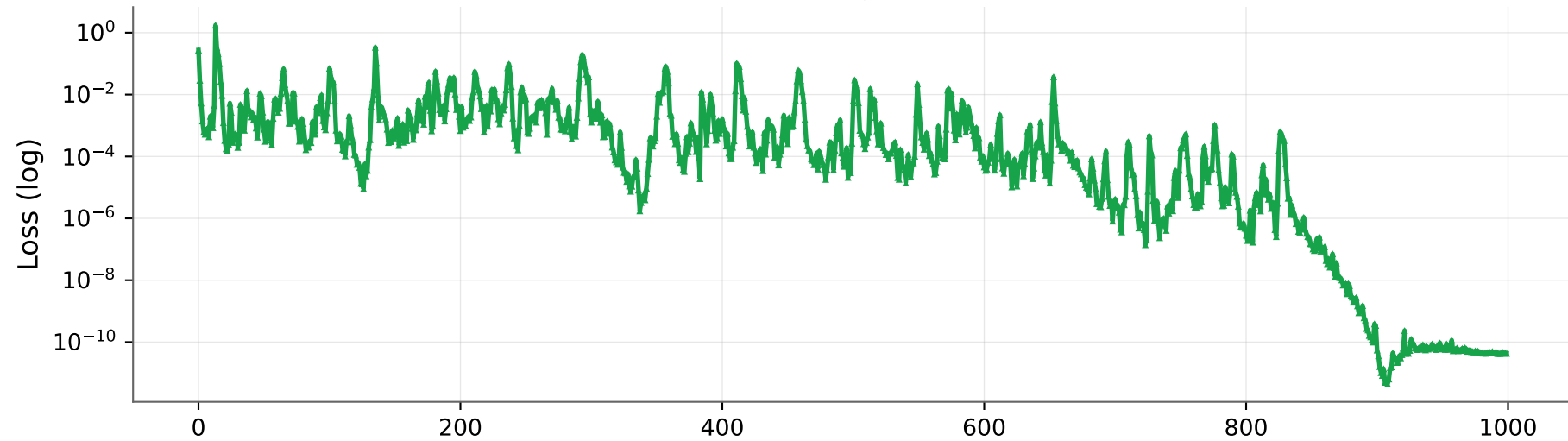
Reward Evolution



Validation Loss



Training Loss



Epoch