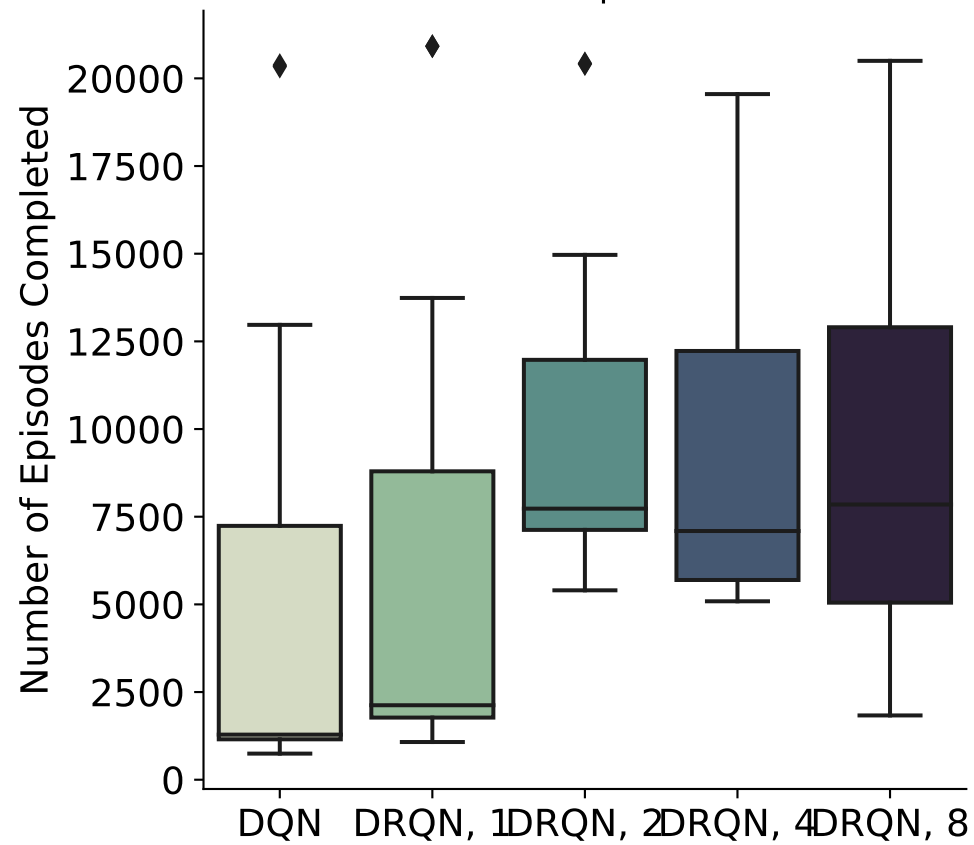


Buffer Size = 10000 | Env = CartPole-v1



Buffer Size = 10000 | Env = Maze

