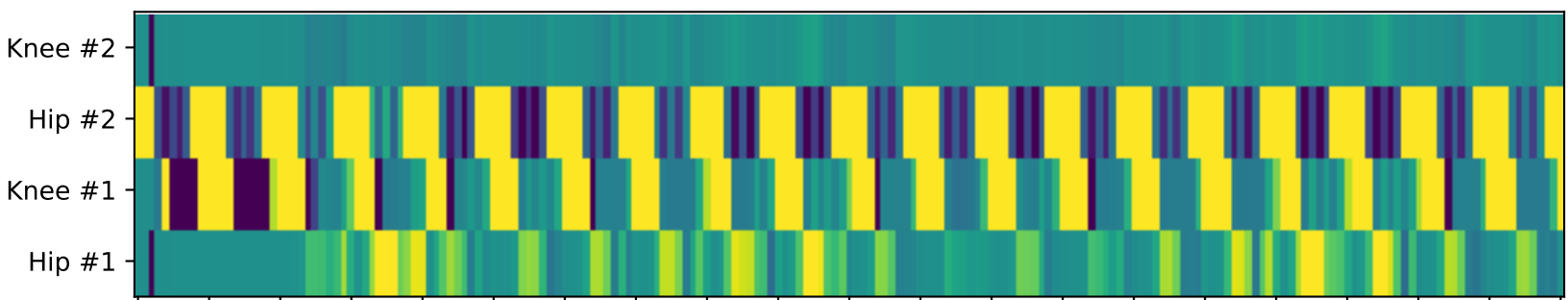


# Action Space Activation Levels

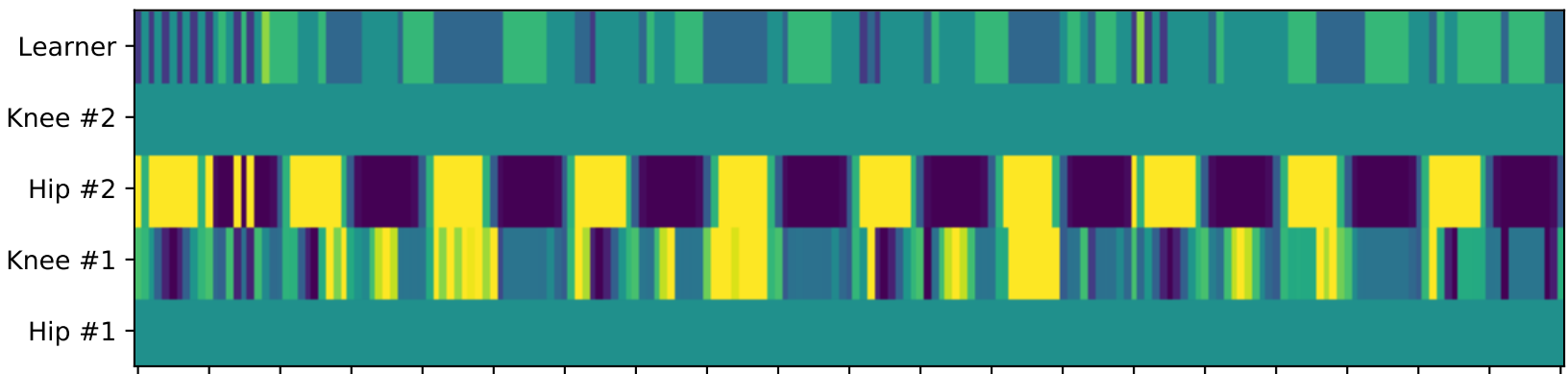
## GP



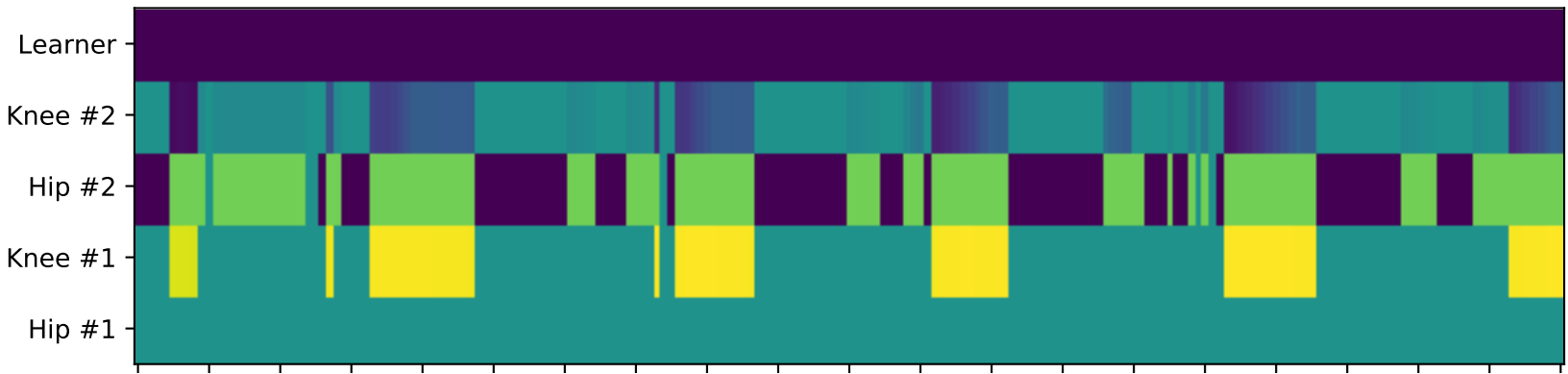
## SBB



## TPG



## TPG+SBB



0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200

Frame

-1

0

1

Activation Level