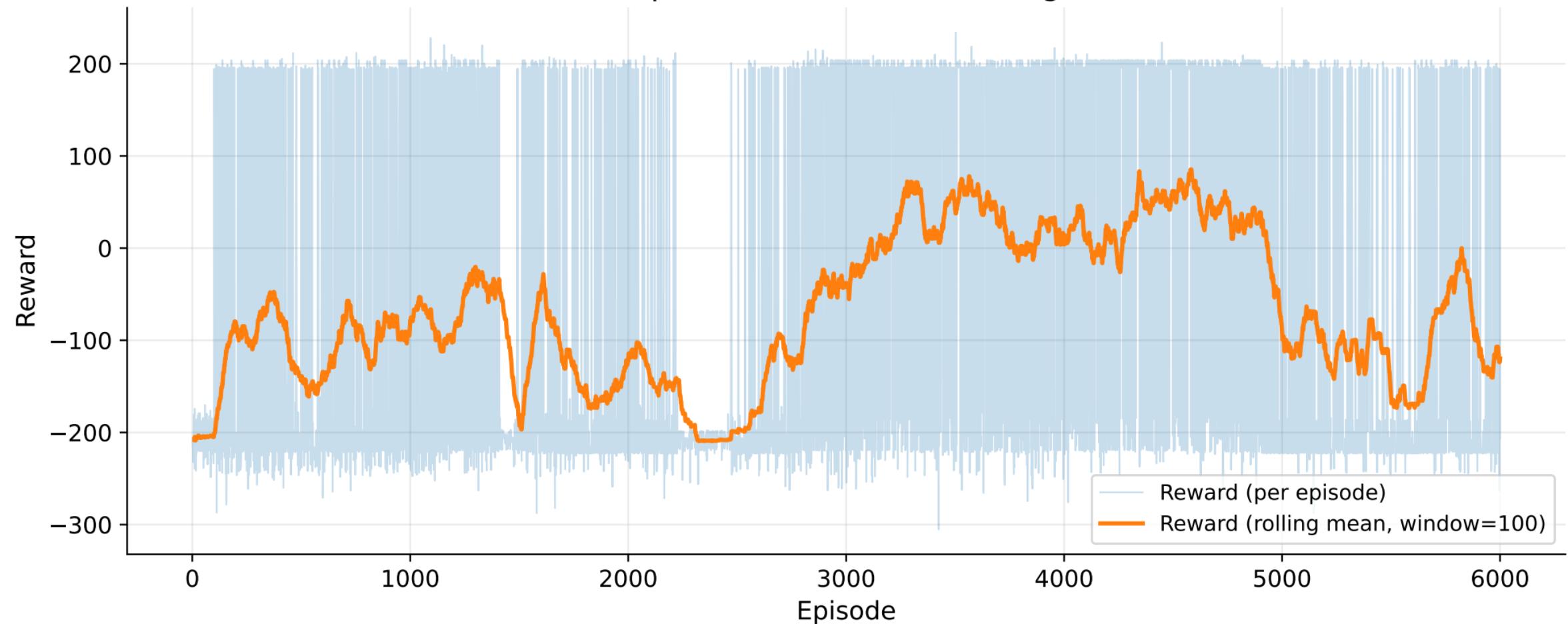
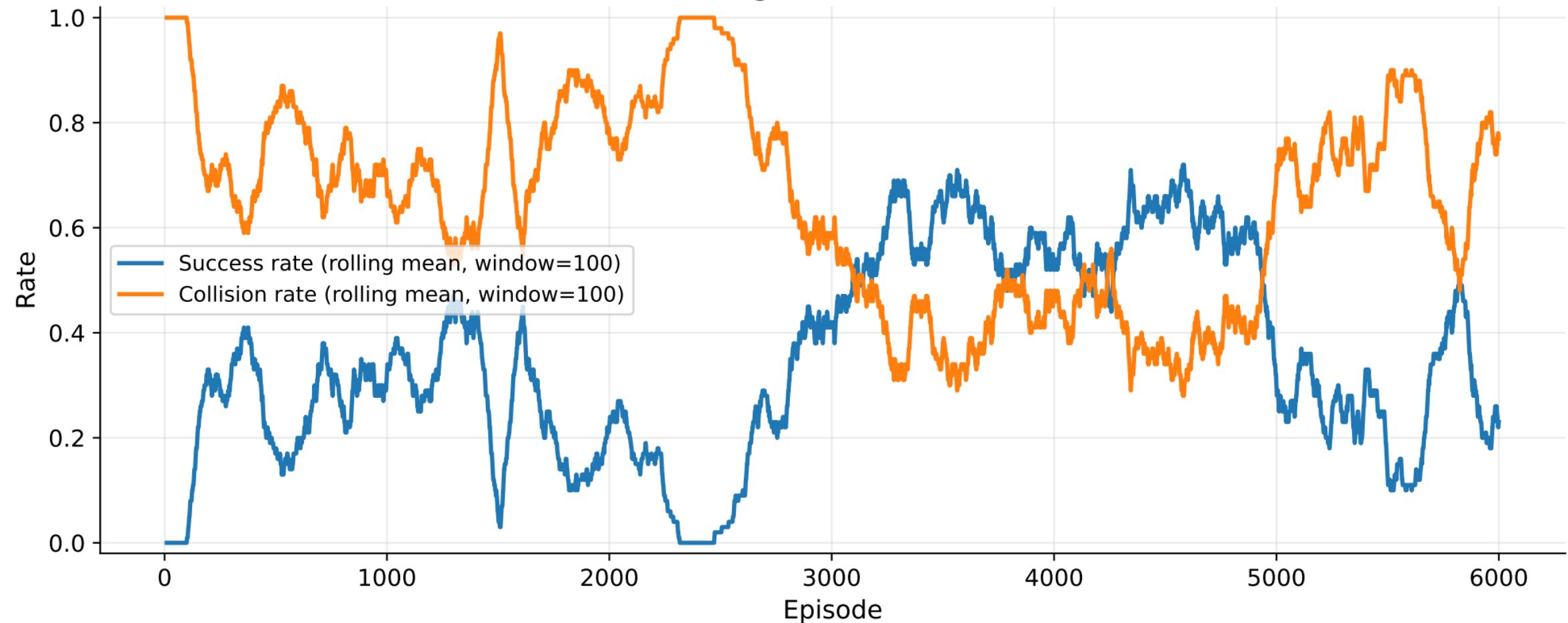


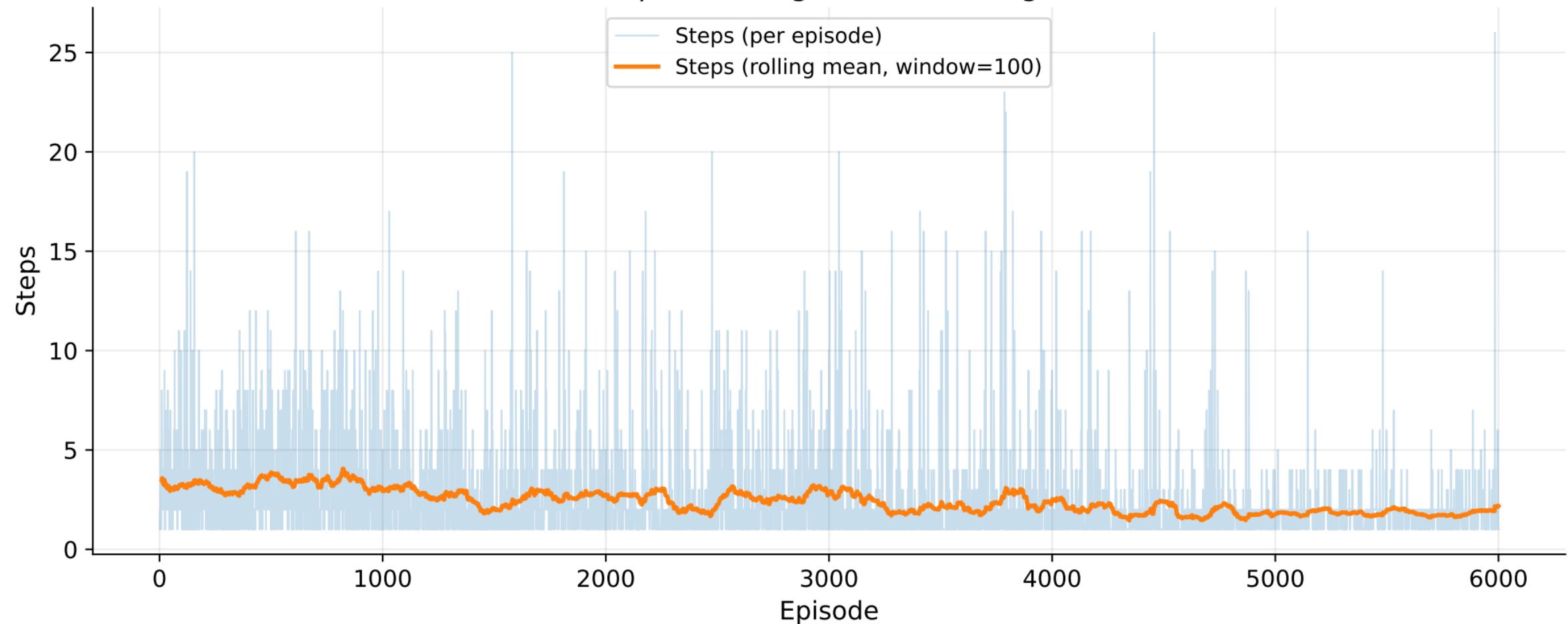
## Episode reward over training



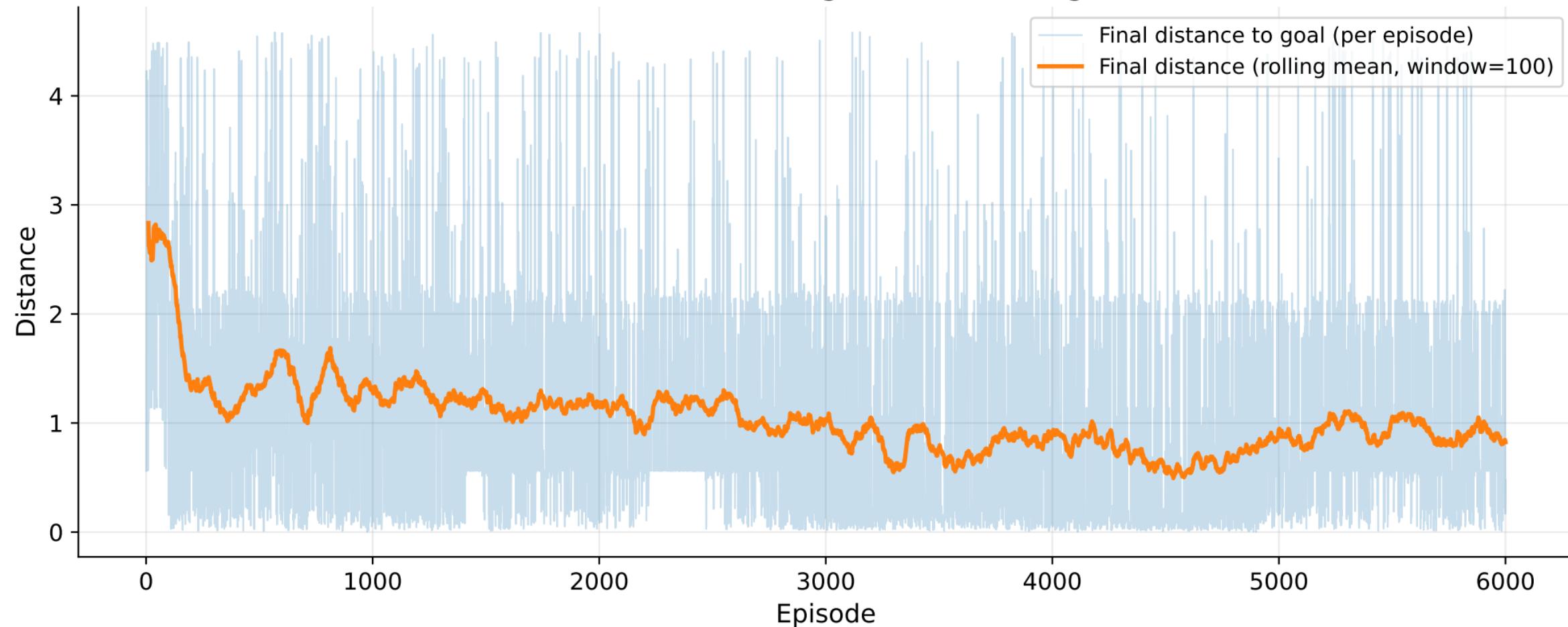
## Rolling outcome rates



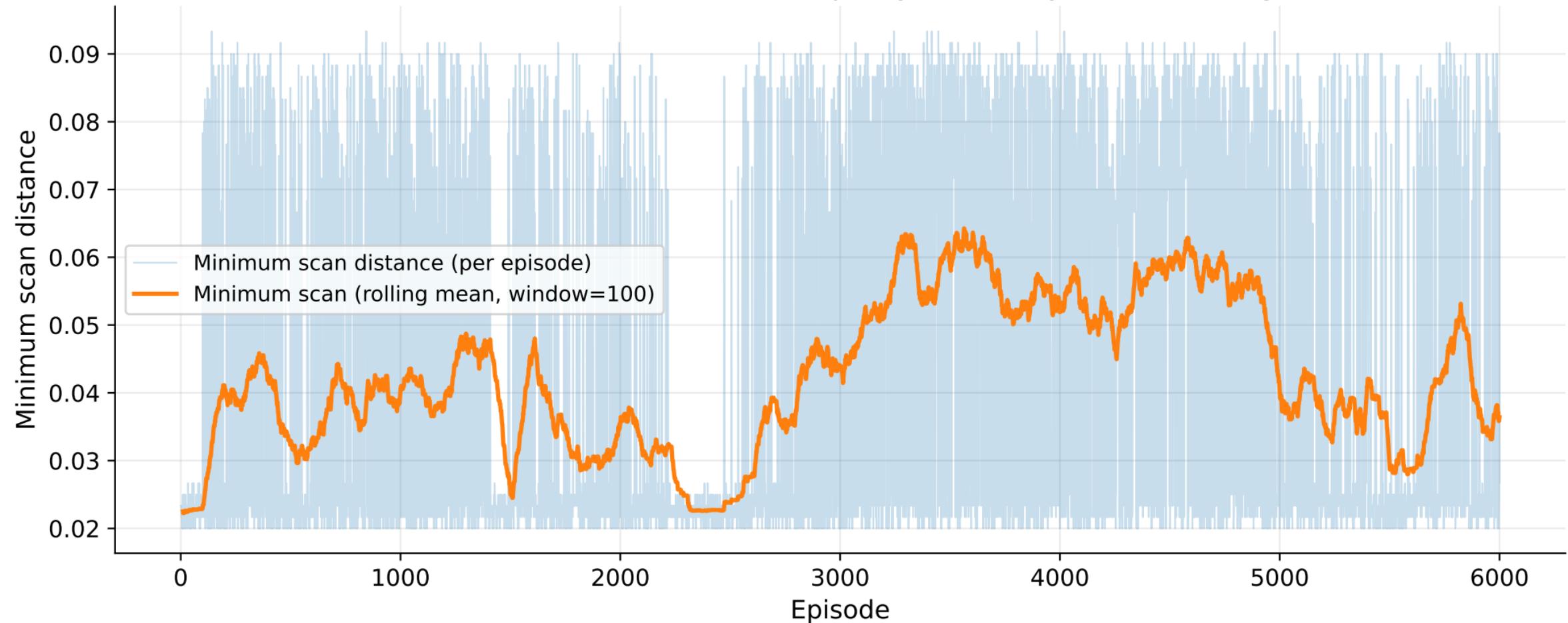
## Episode length over training



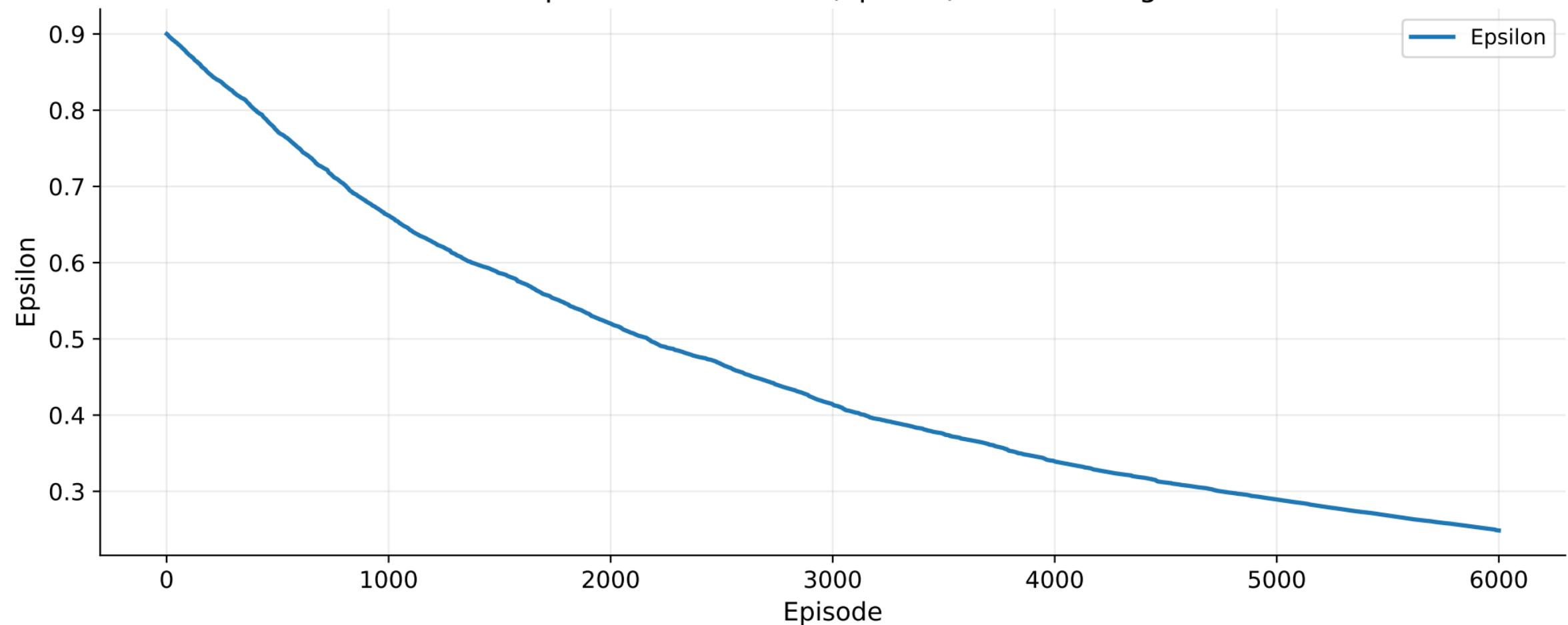
## Final distance to goal over training



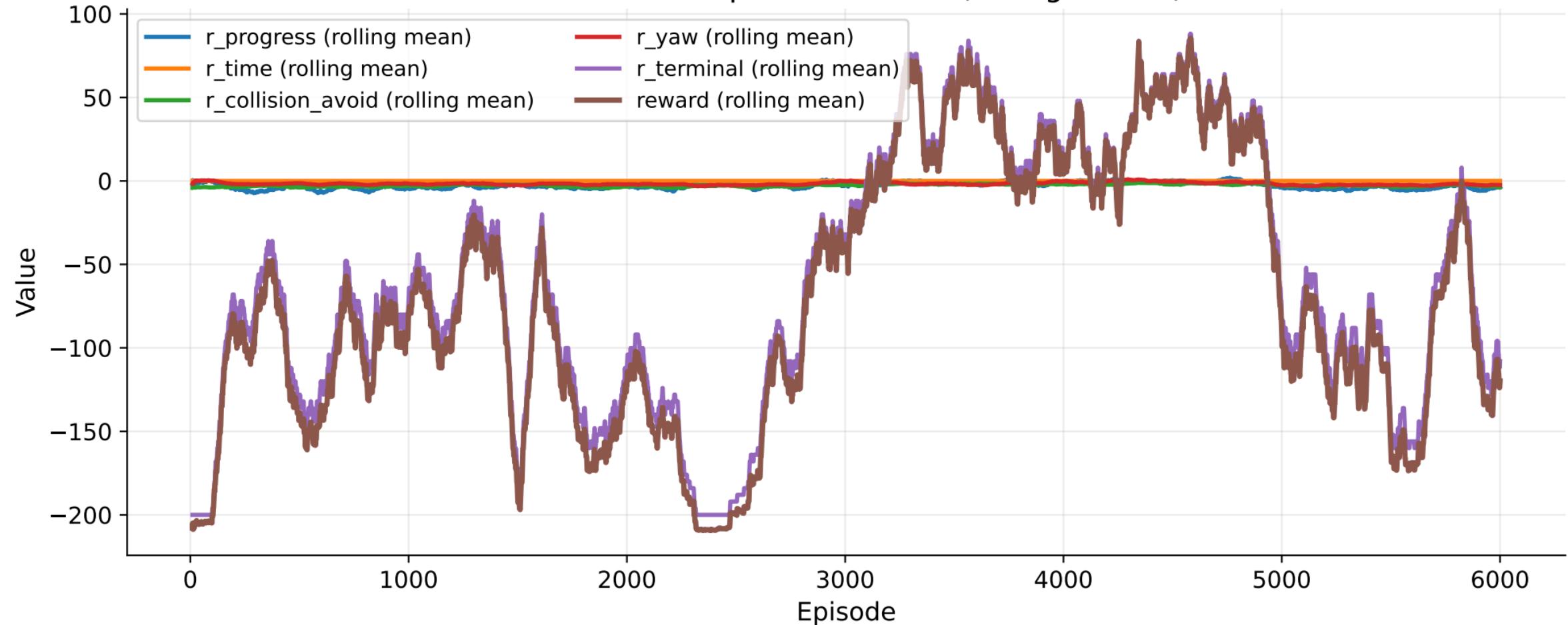
# Minimum obstacle distance (proxy for safety) over training



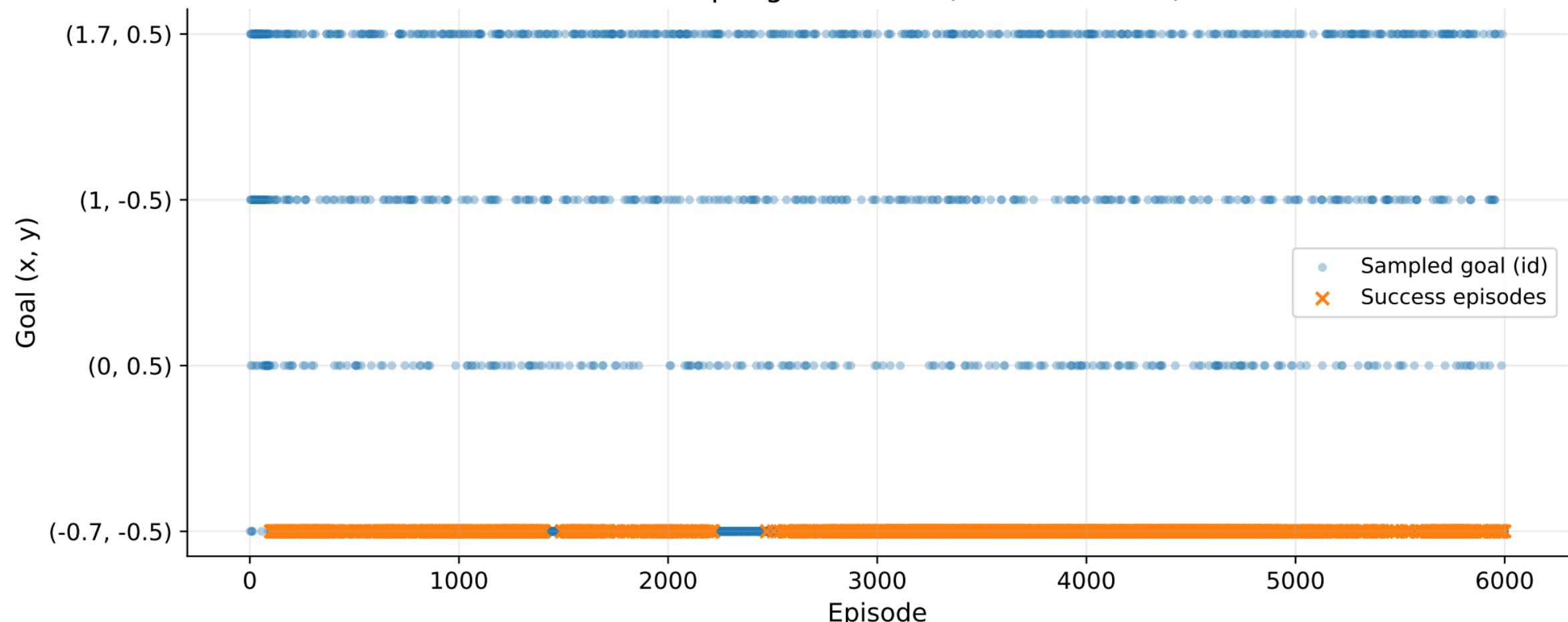
## Exploration schedule (epsilon) over training



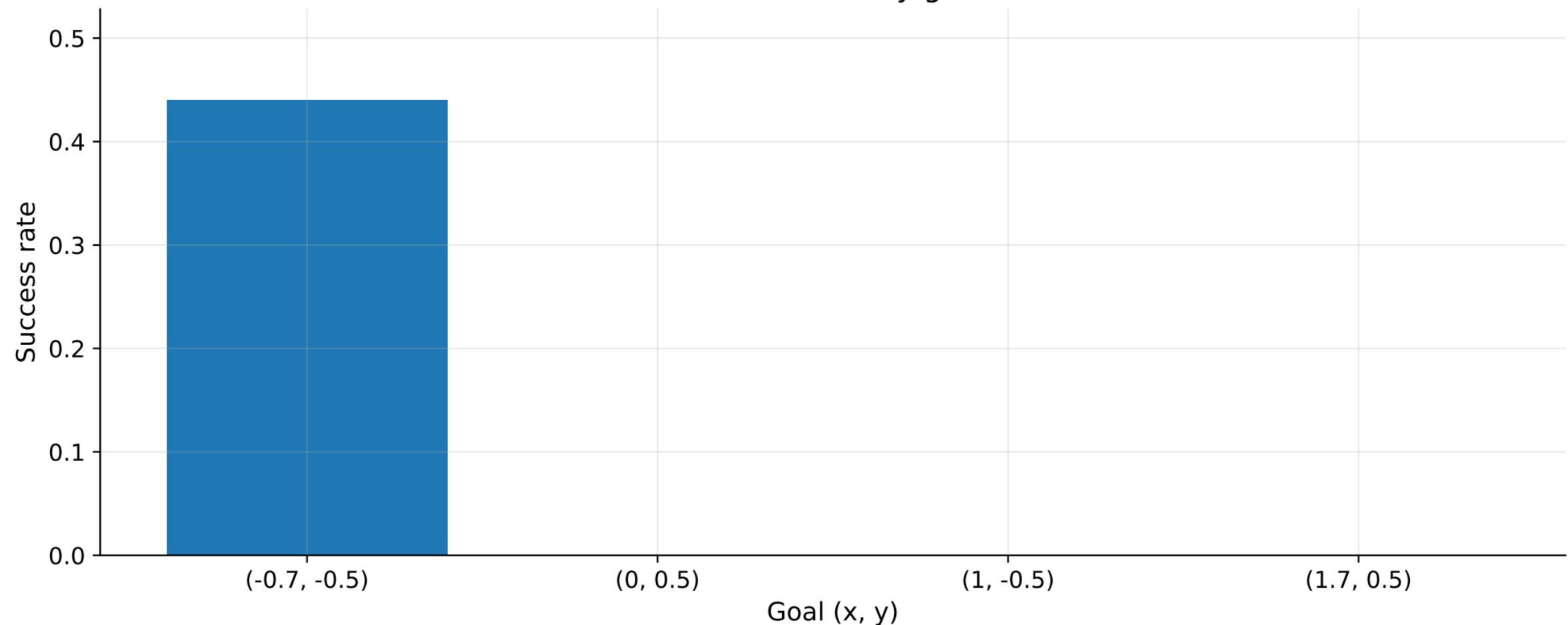
## Reward decomposition trends (rolling means)



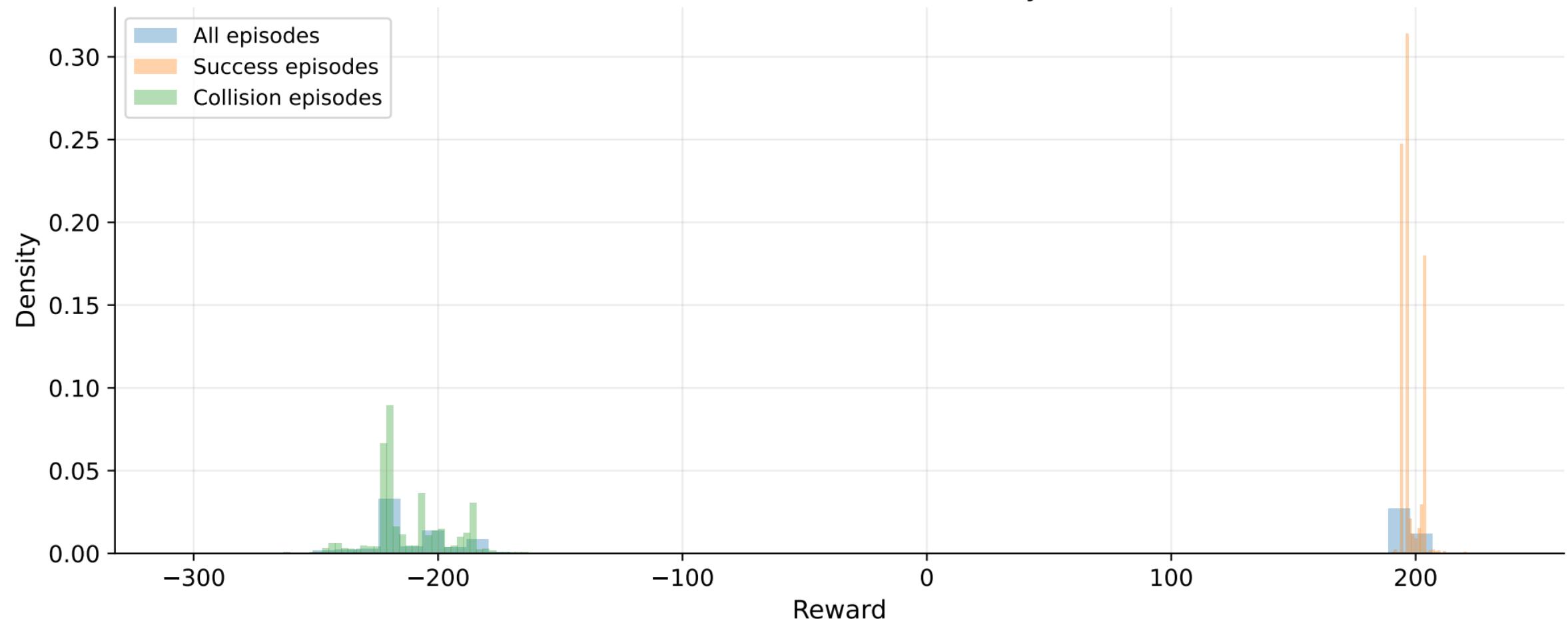
## Goal sampling over time (and successes)



### Success rate by goal



## Reward distribution (density)



## Consistency check: reward vs logged components

