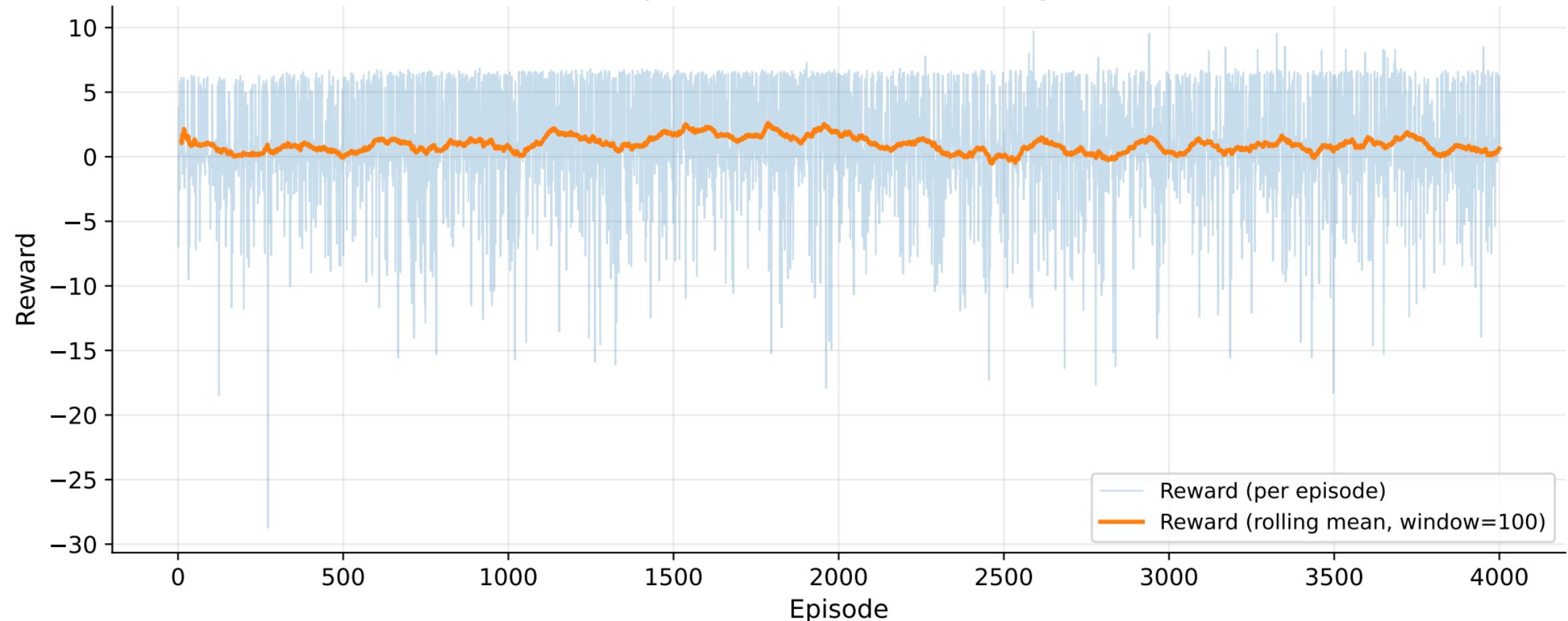
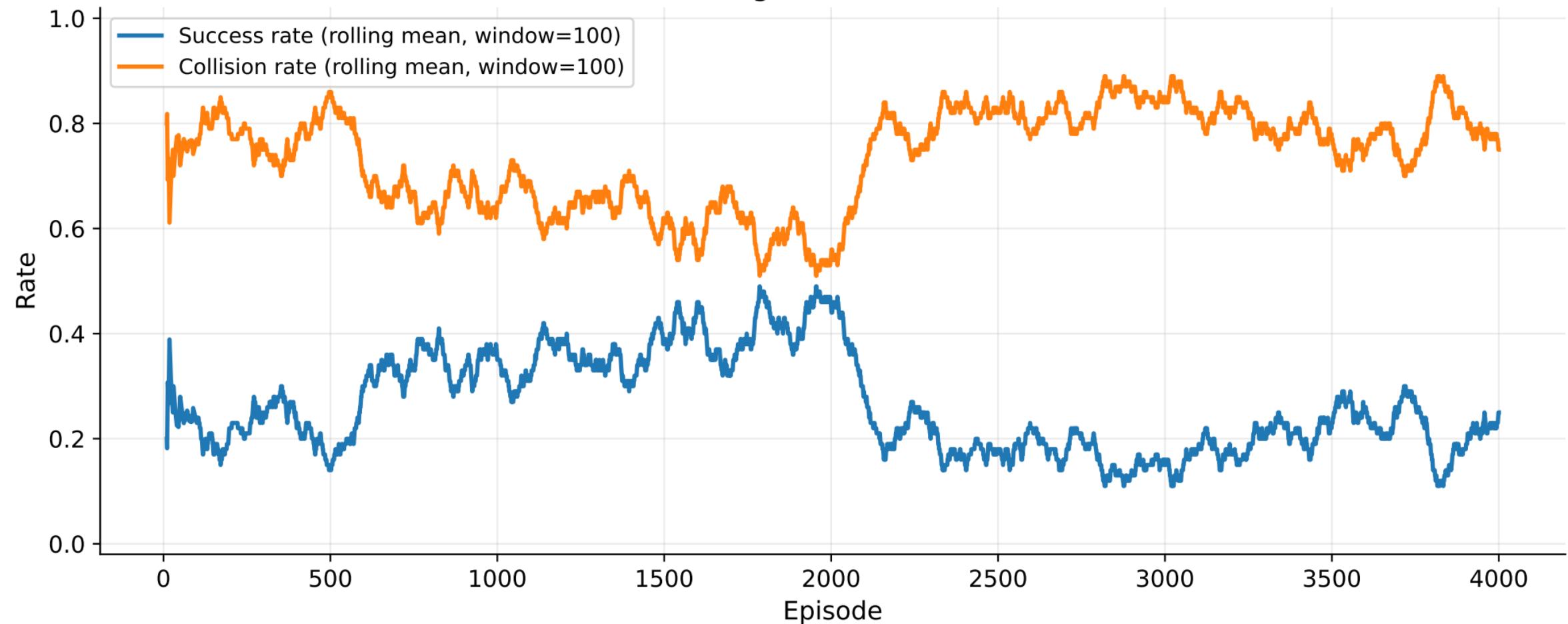


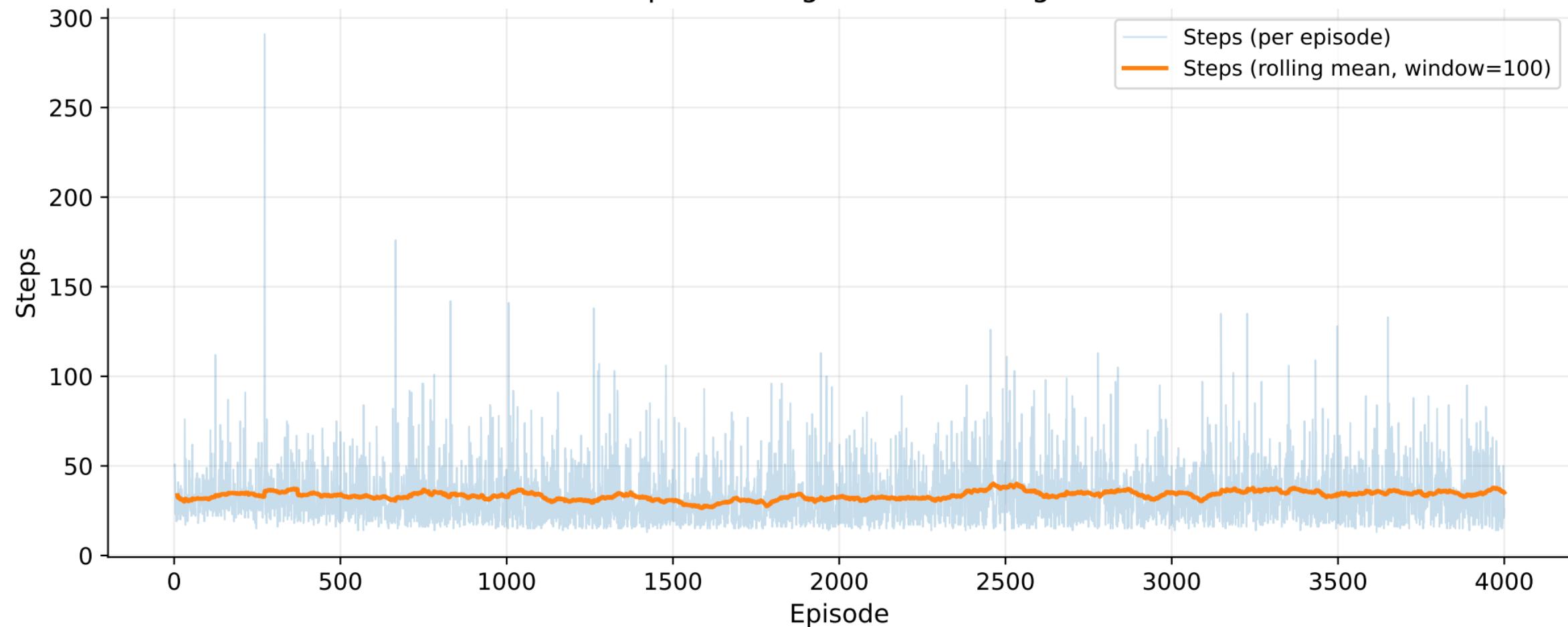
## Episode reward over training



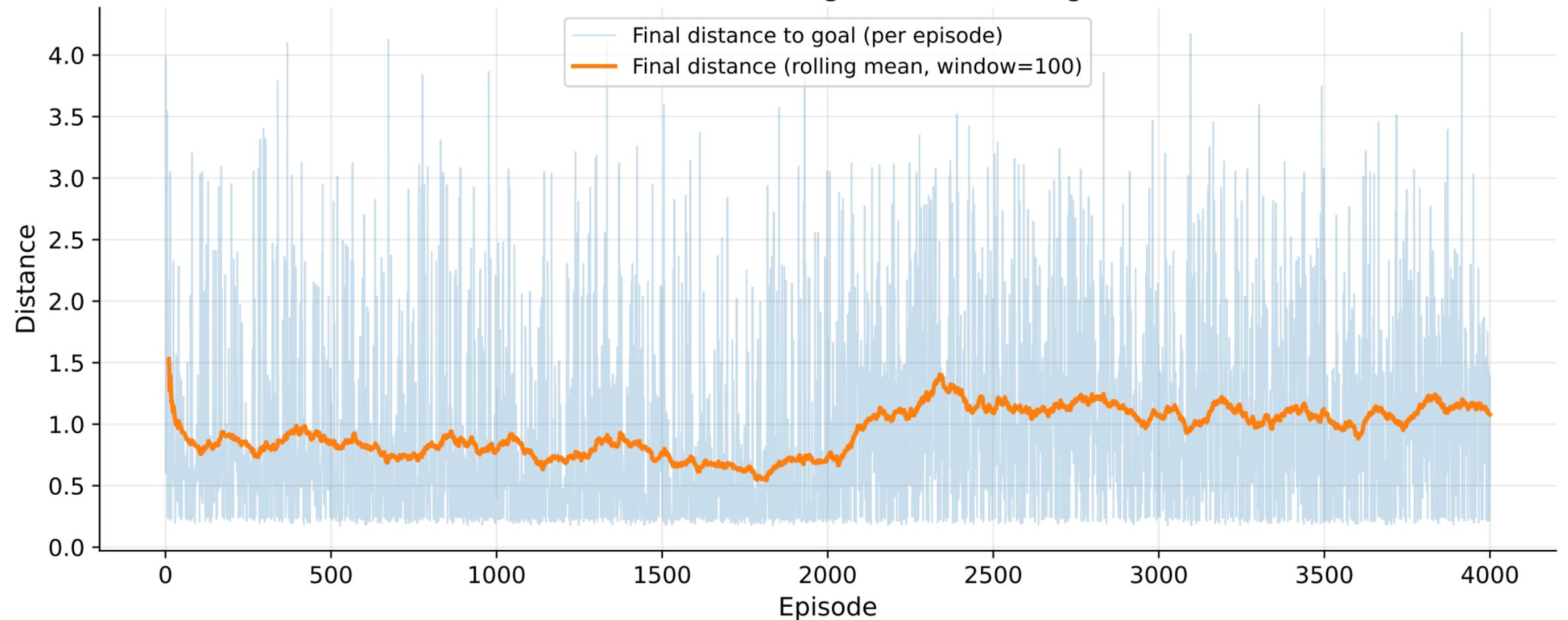
## Rolling outcome rates



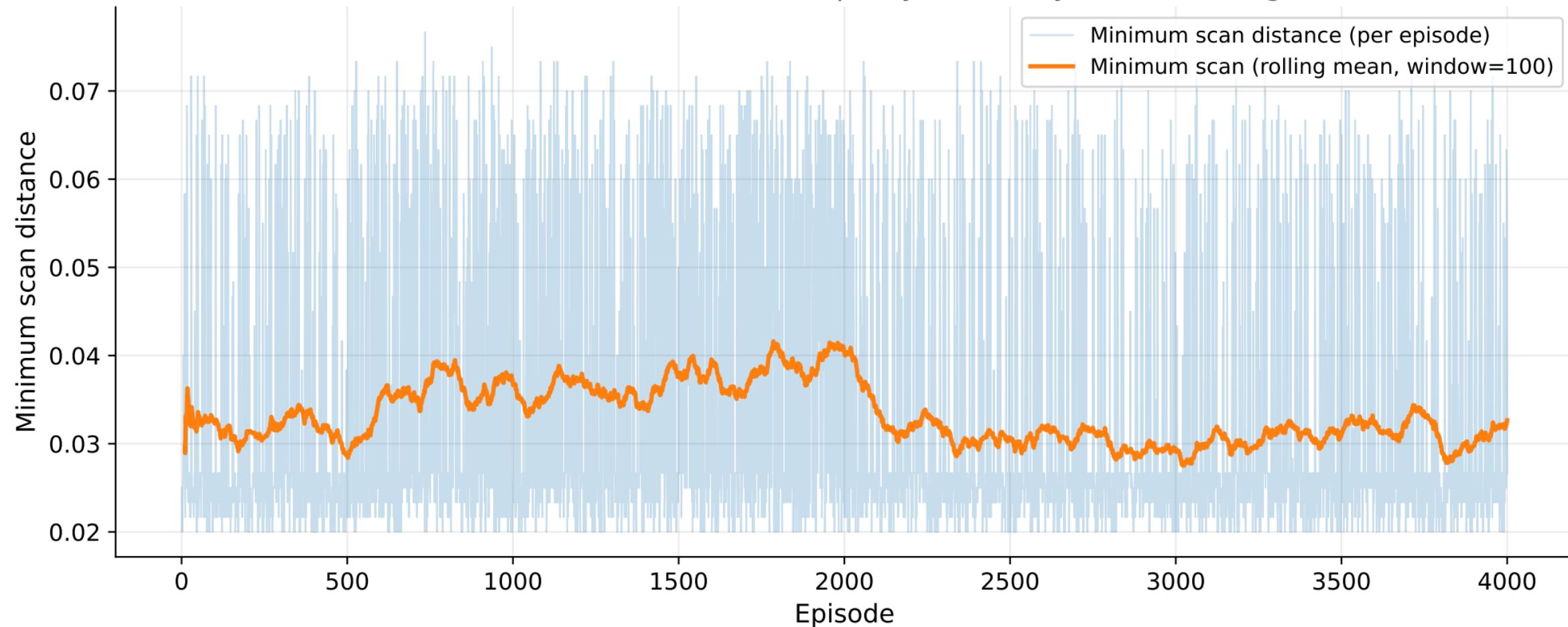
# Episode length over training



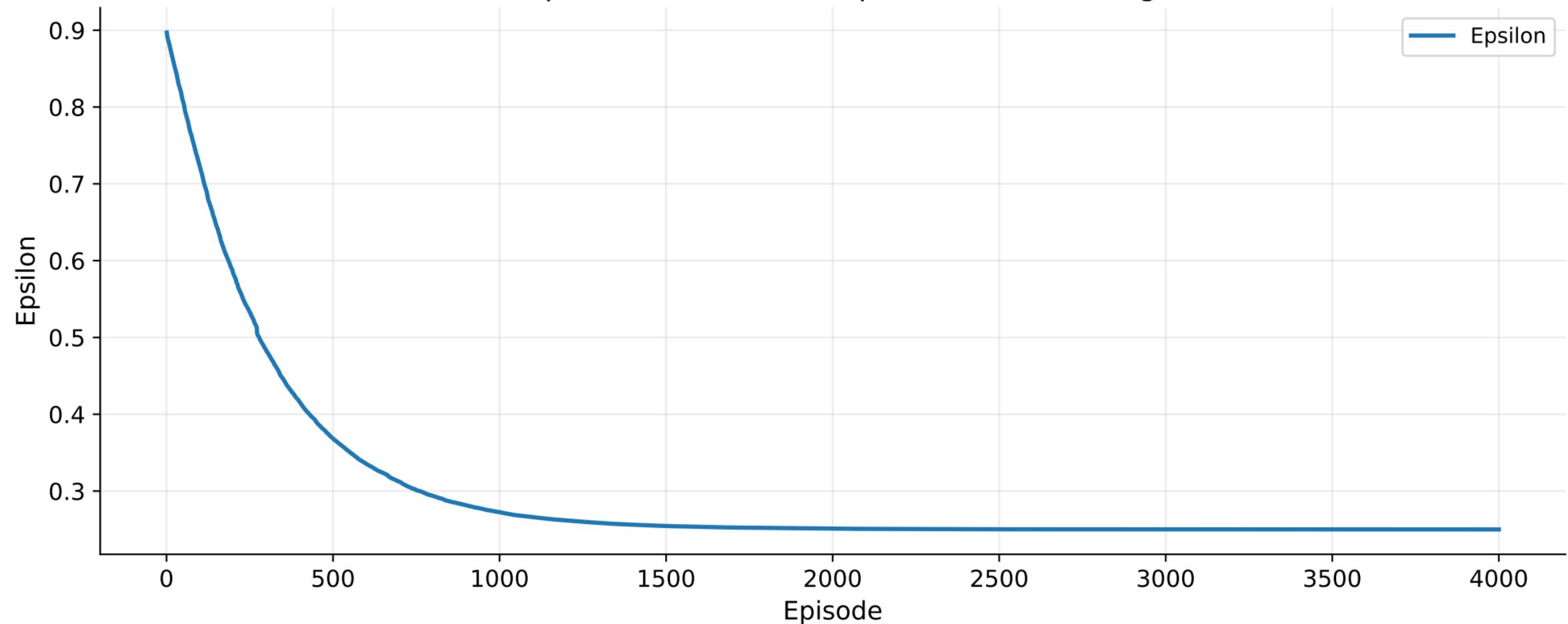
# Final distance to goal over training



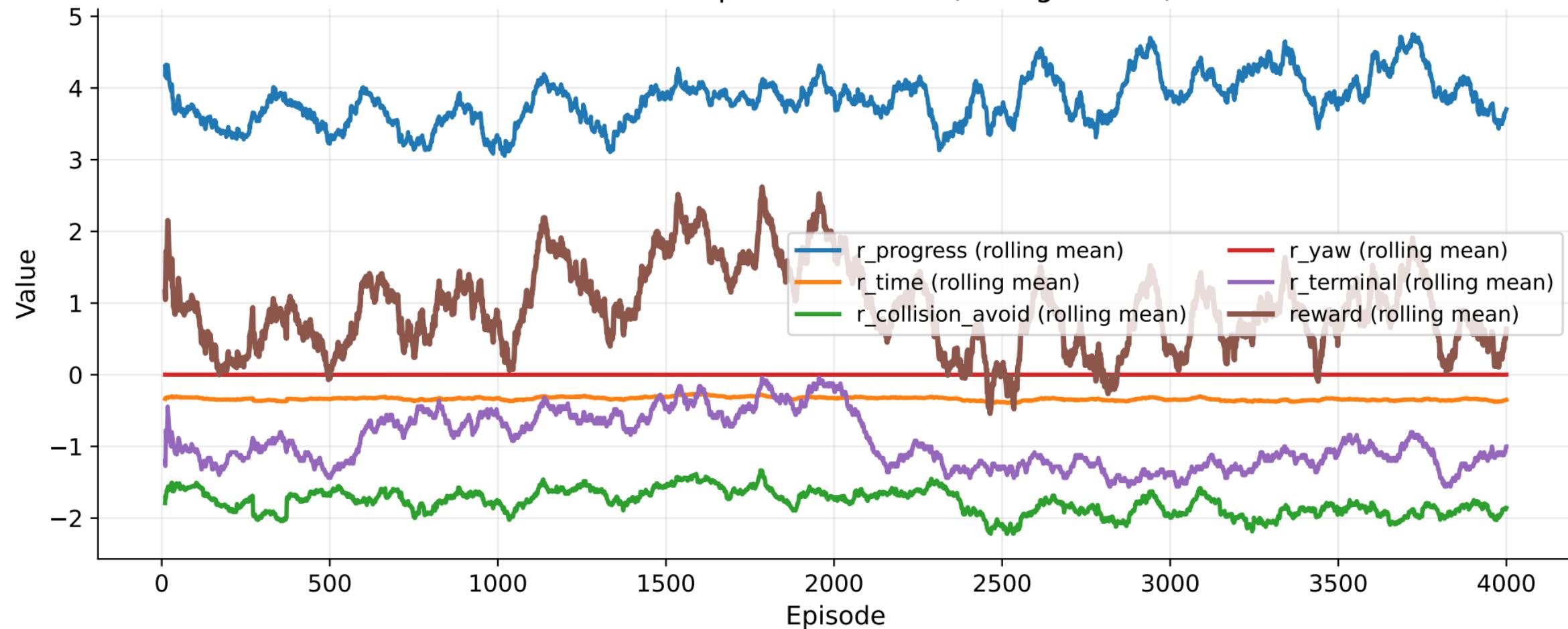
# Minimum obstacle distance (proxy for safety) over training



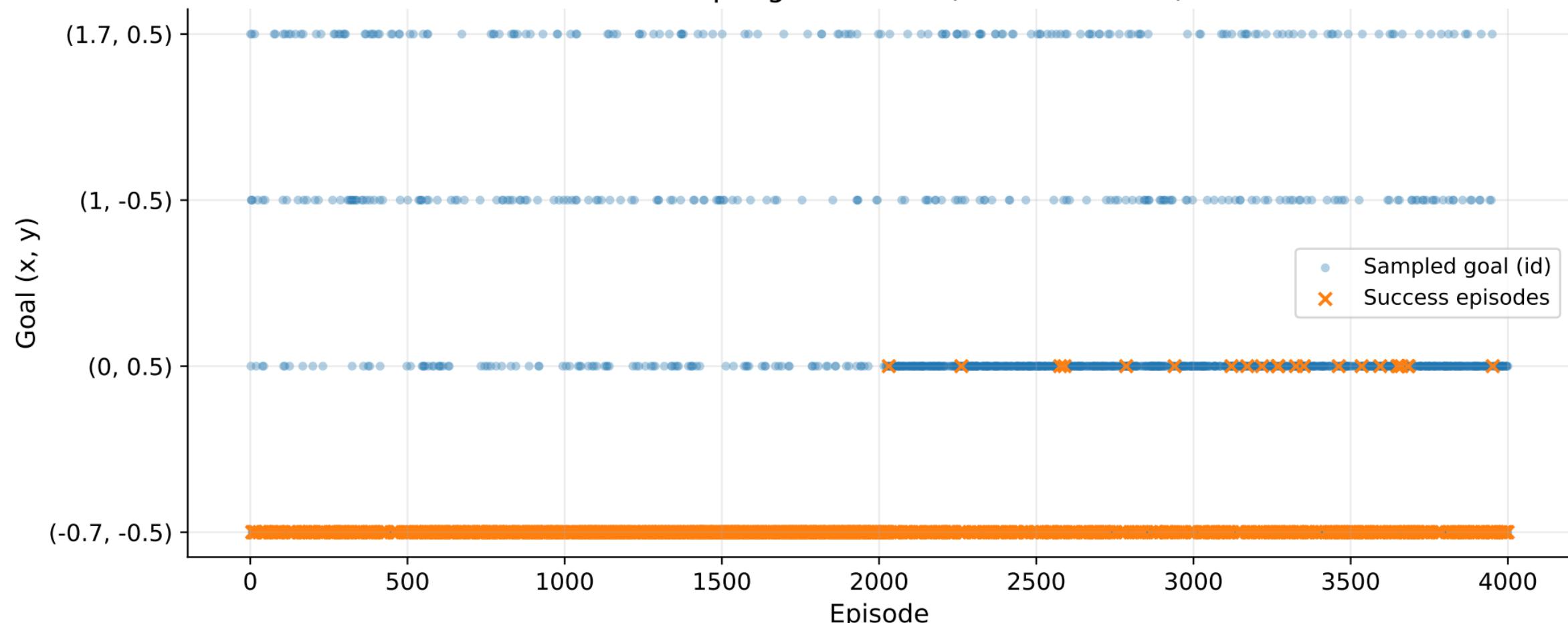
## Exploration schedule (epsilon) over training



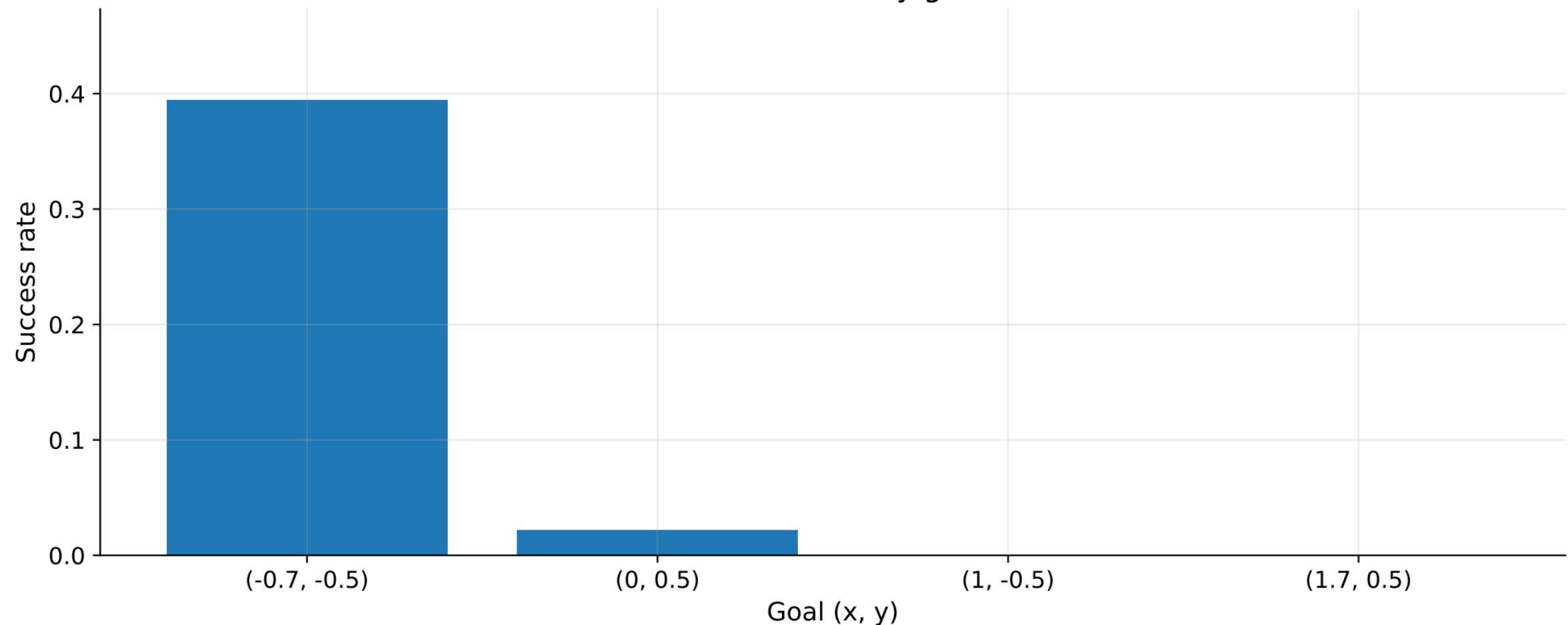
## Reward decomposition trends (rolling means)



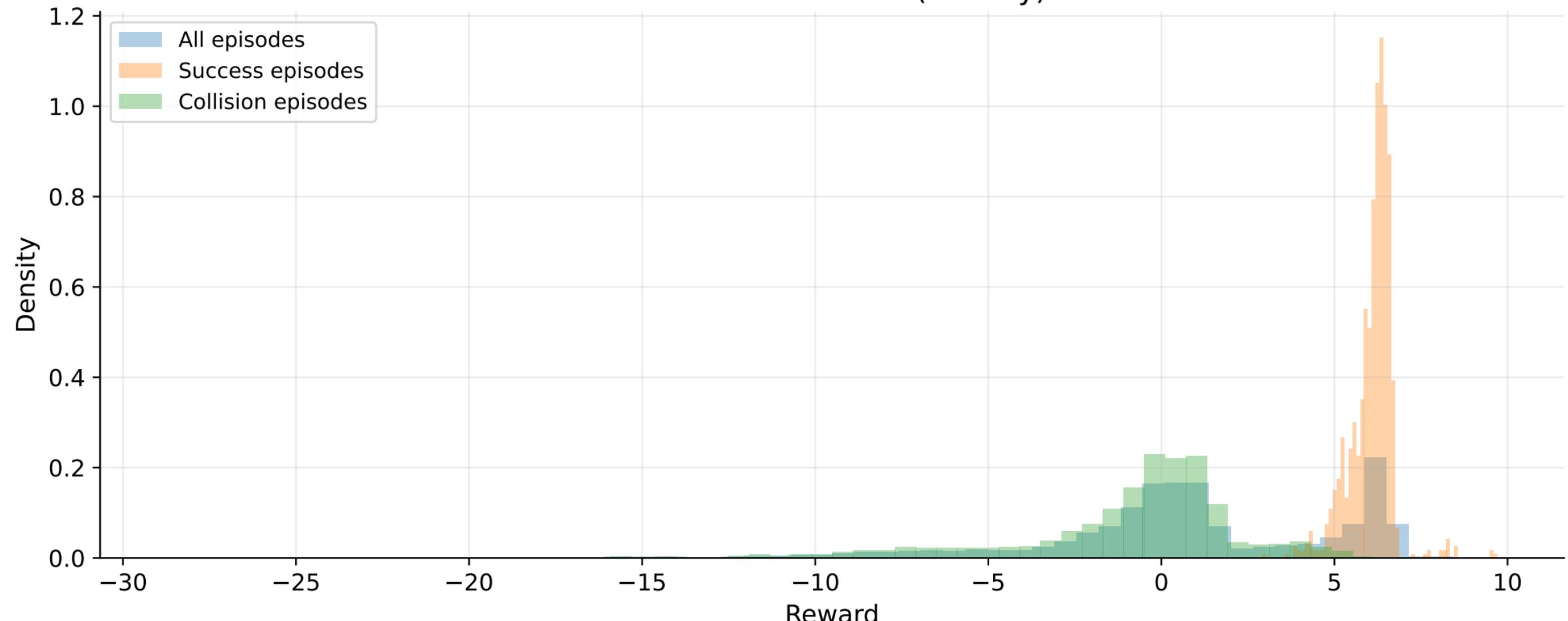
## Goal sampling over time (and successes)



### Success rate by goal



# Reward distribution (density)



## Consistency check: reward vs logged components

