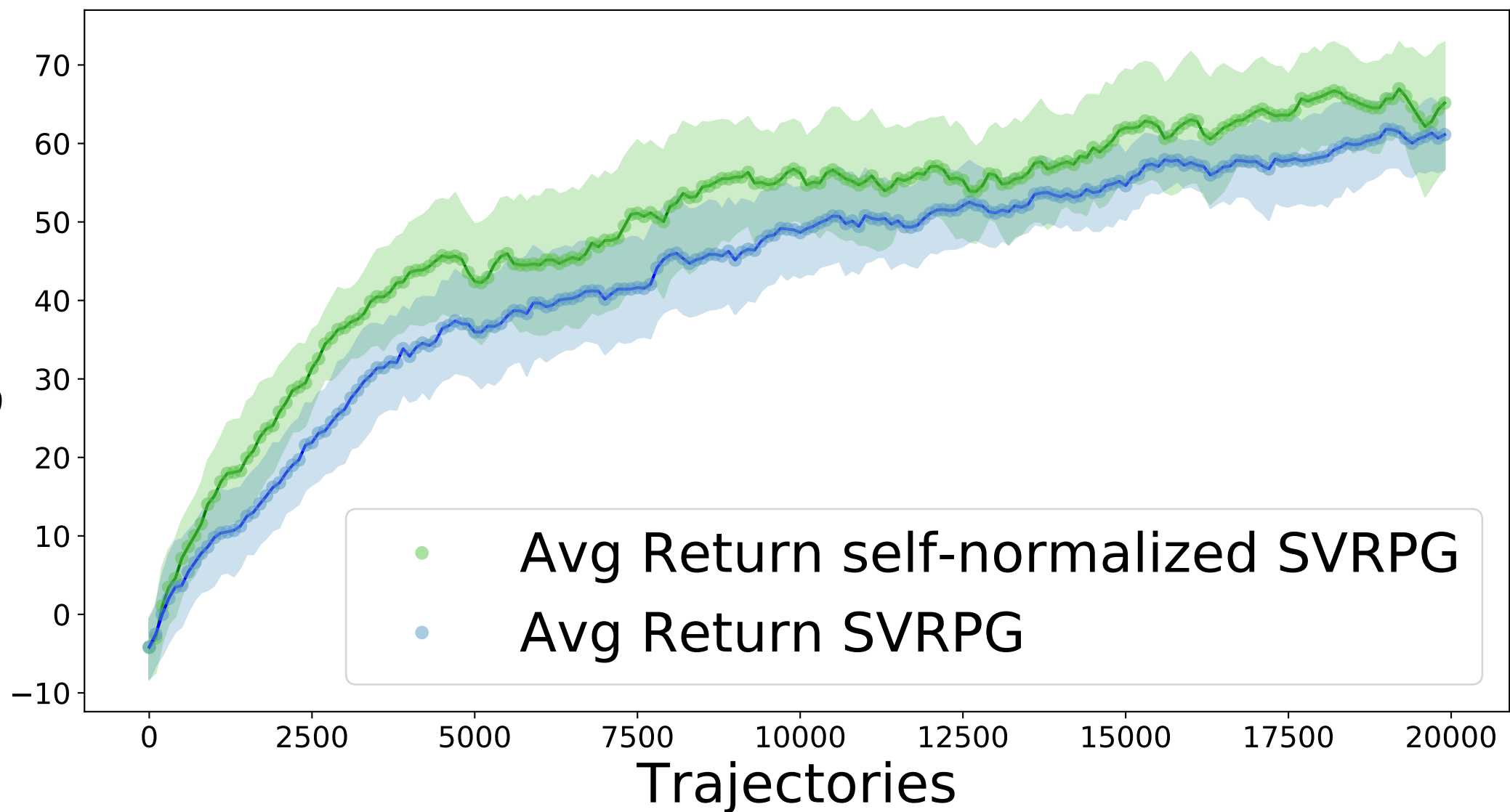


Average Return



- Avg Return self-normalized SVRPG
- Avg Return SVRPG