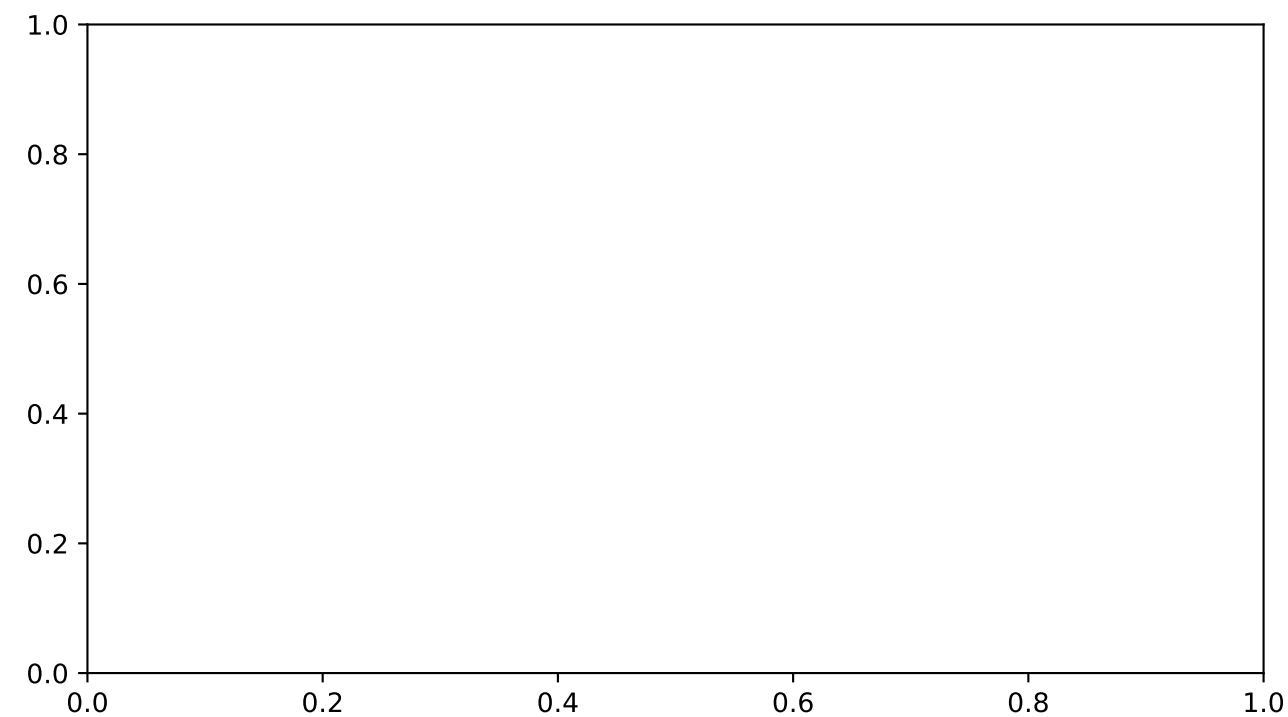
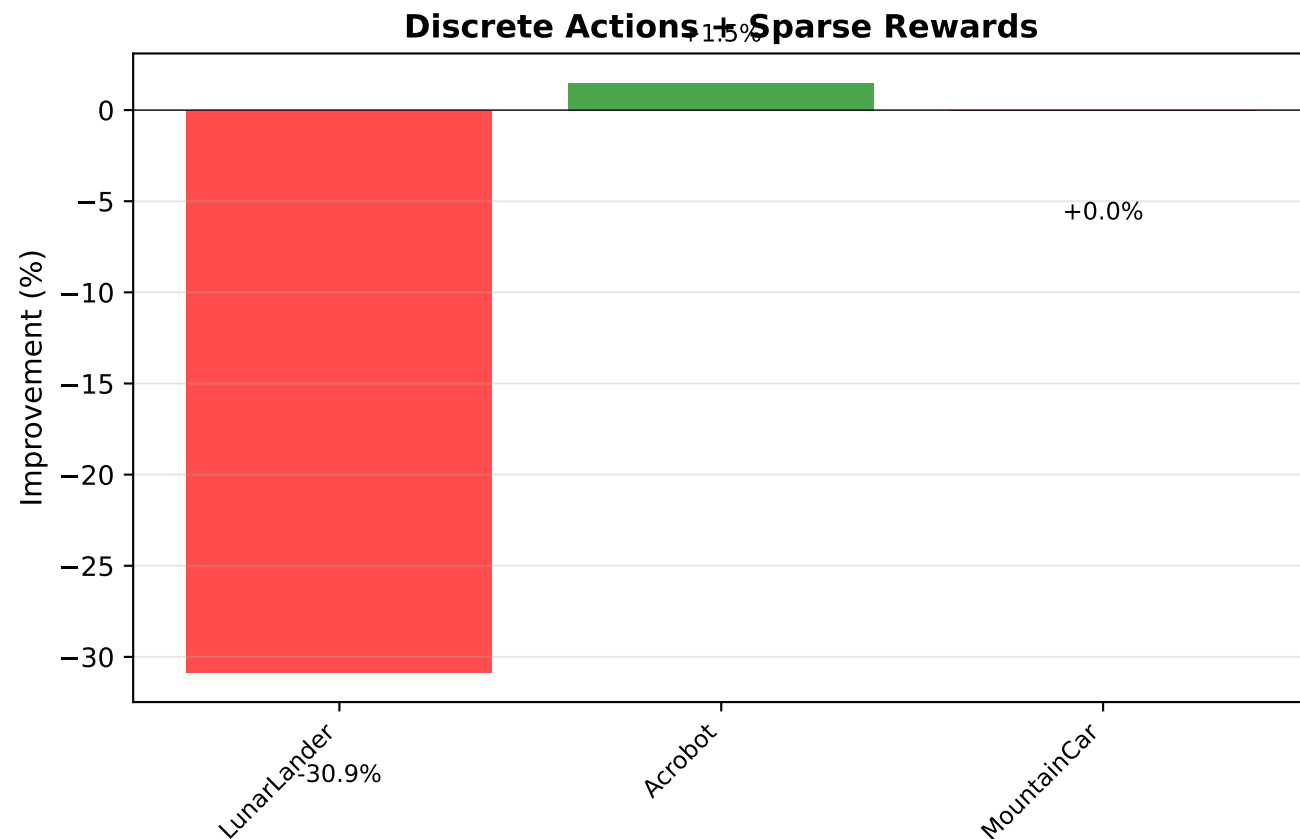
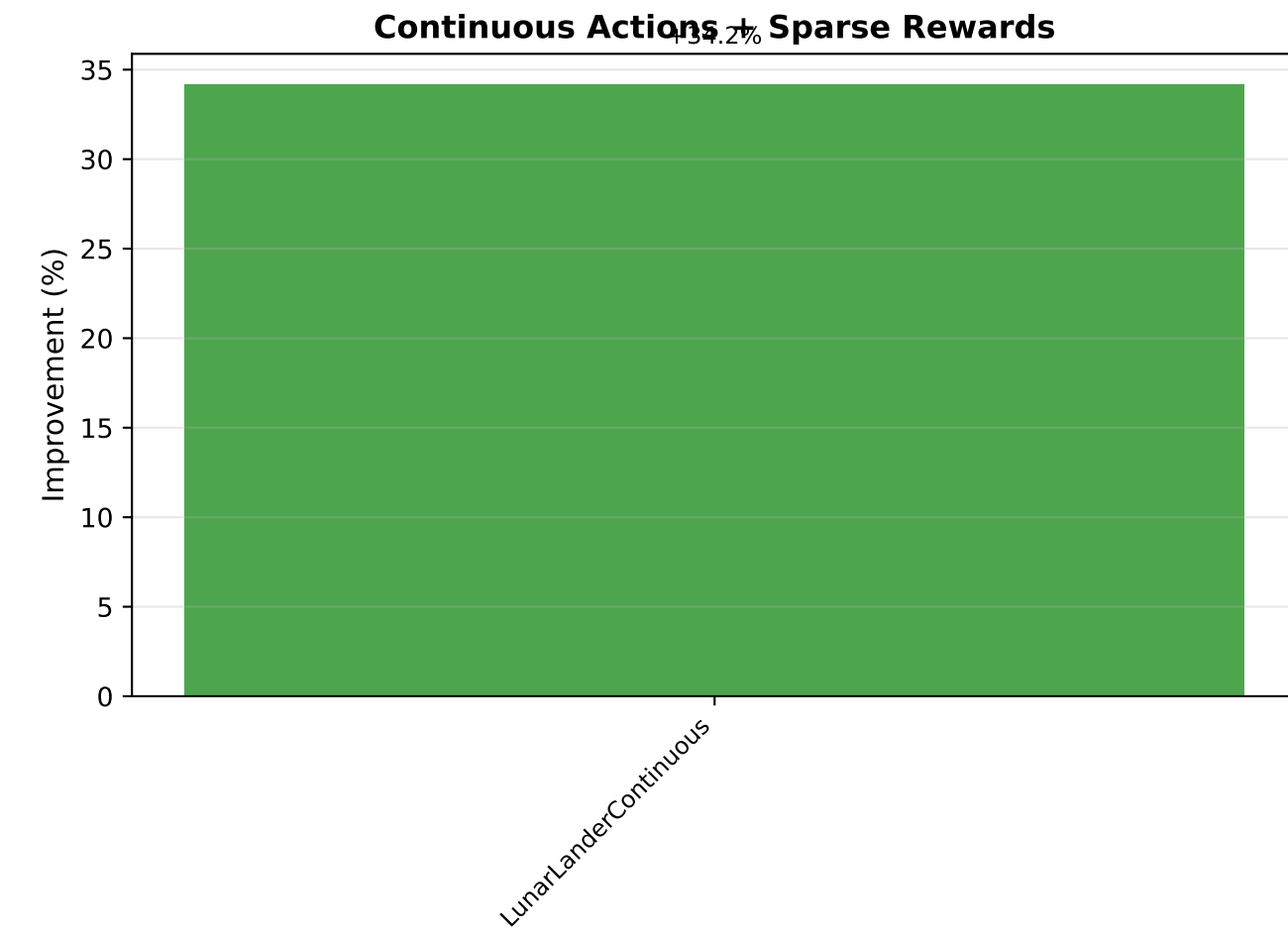


# QBound Performance by Environment Type

## Discrete Actions + Sparse Rewards



## Continuous Actions + Sparse Rewards



## Continuous Actions + Dense Rewards

