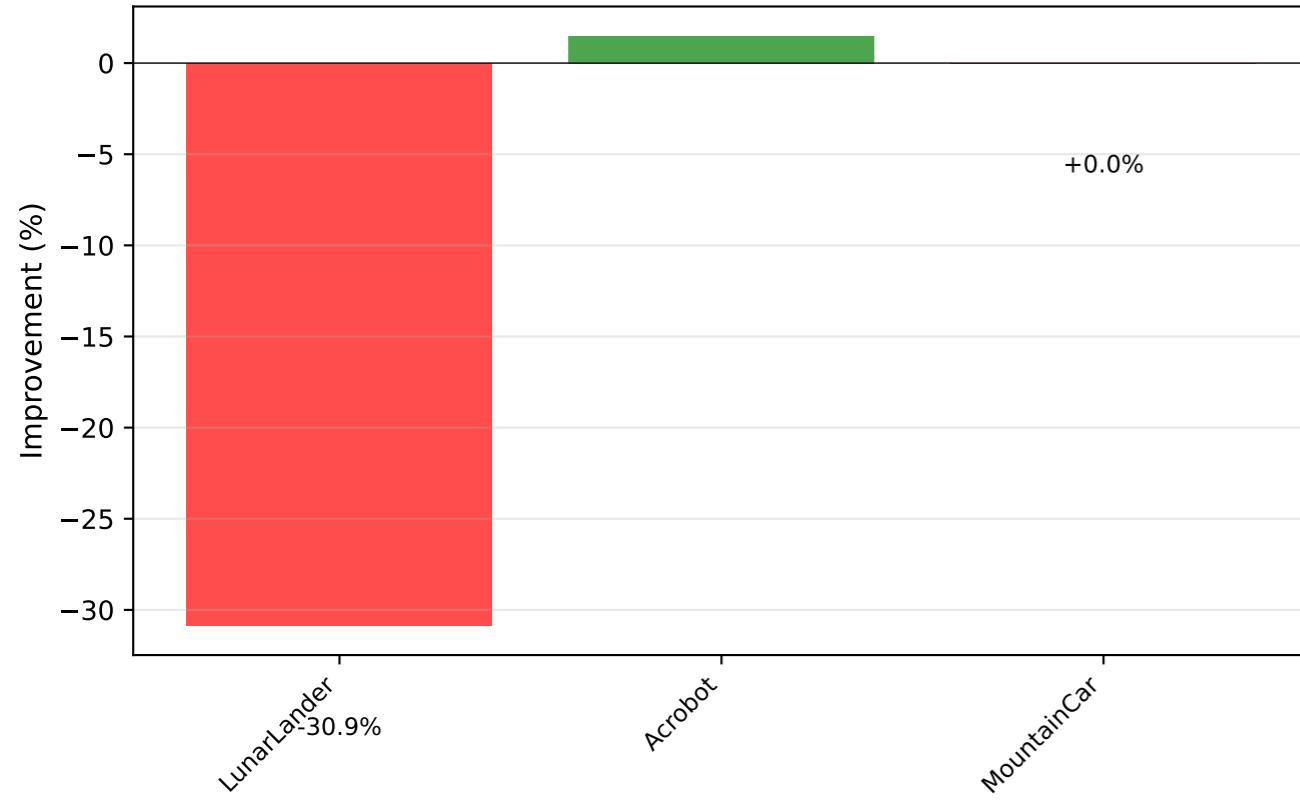
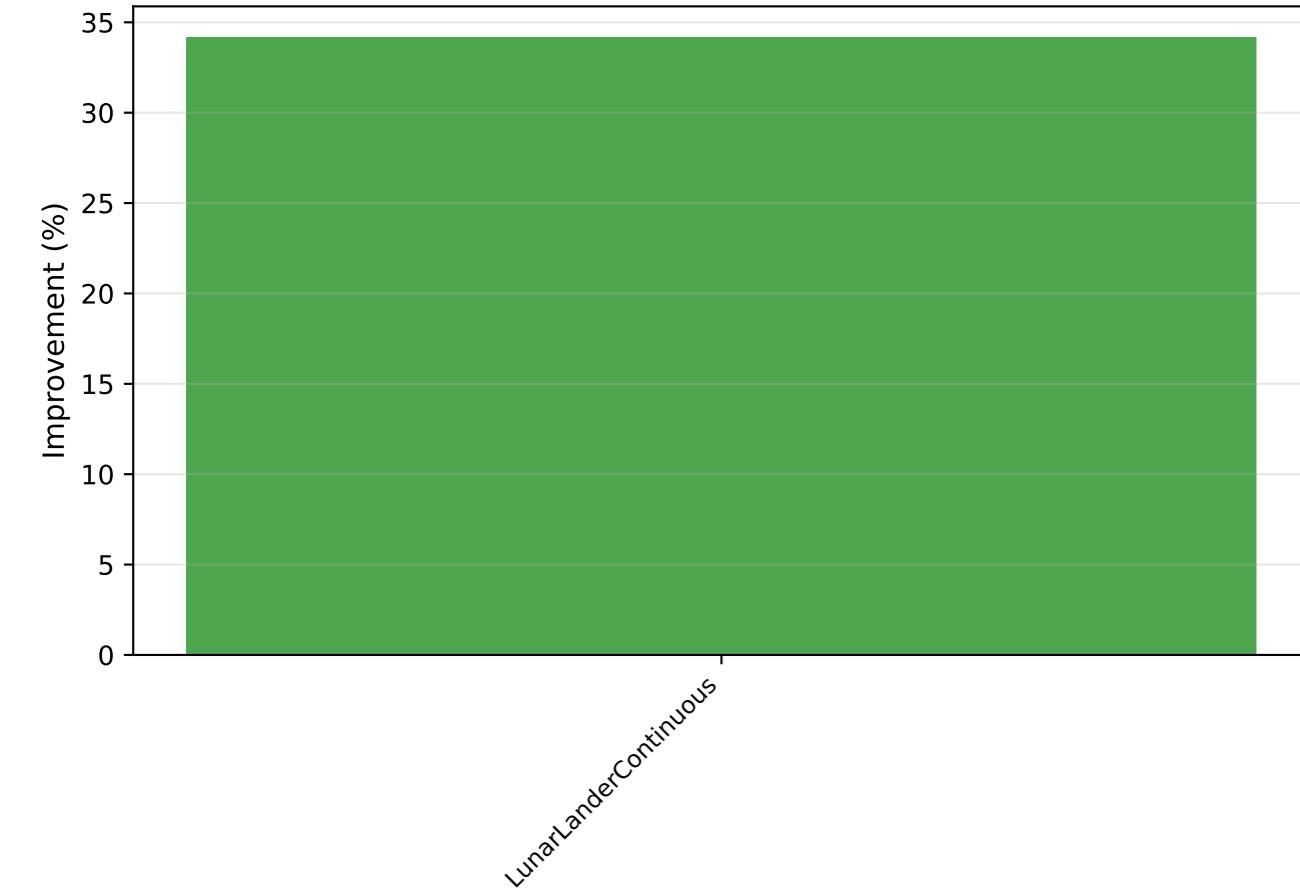


# QBound Performance by Environment Type

**Discrete Actions + Sparse Rewards**



**Continuous Actions + Sparse Rewards**



**Continuous Actions + Dense Rewards**

