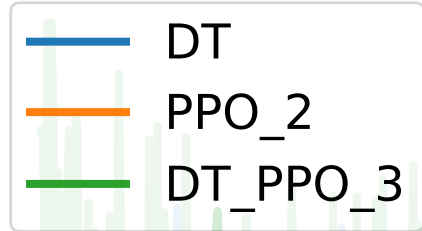


accumulated_reward



0.2
0.0
-0.2
-0.4
-0.6
-0.8
-1.0

0 100 200 300 400 500

Episode (env_dis_ver=8)

