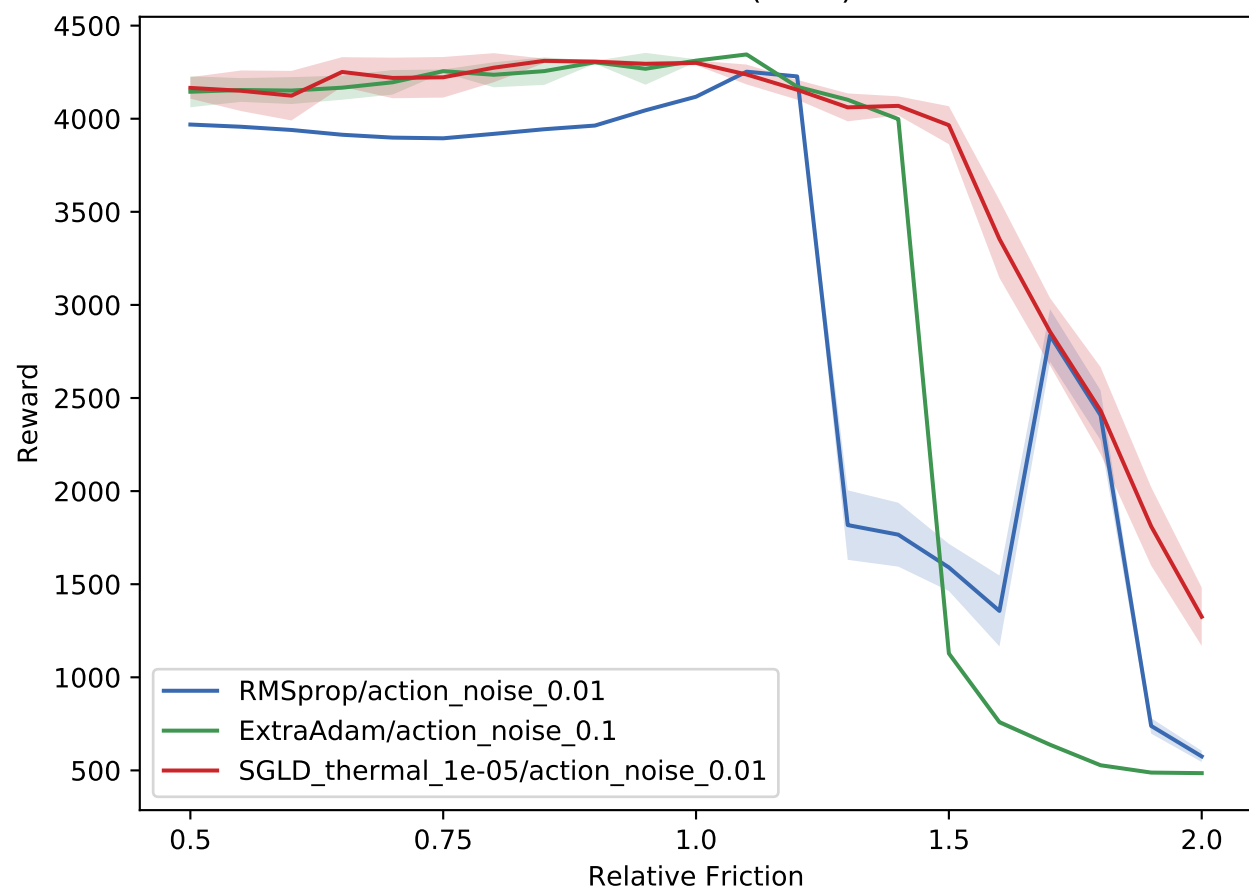
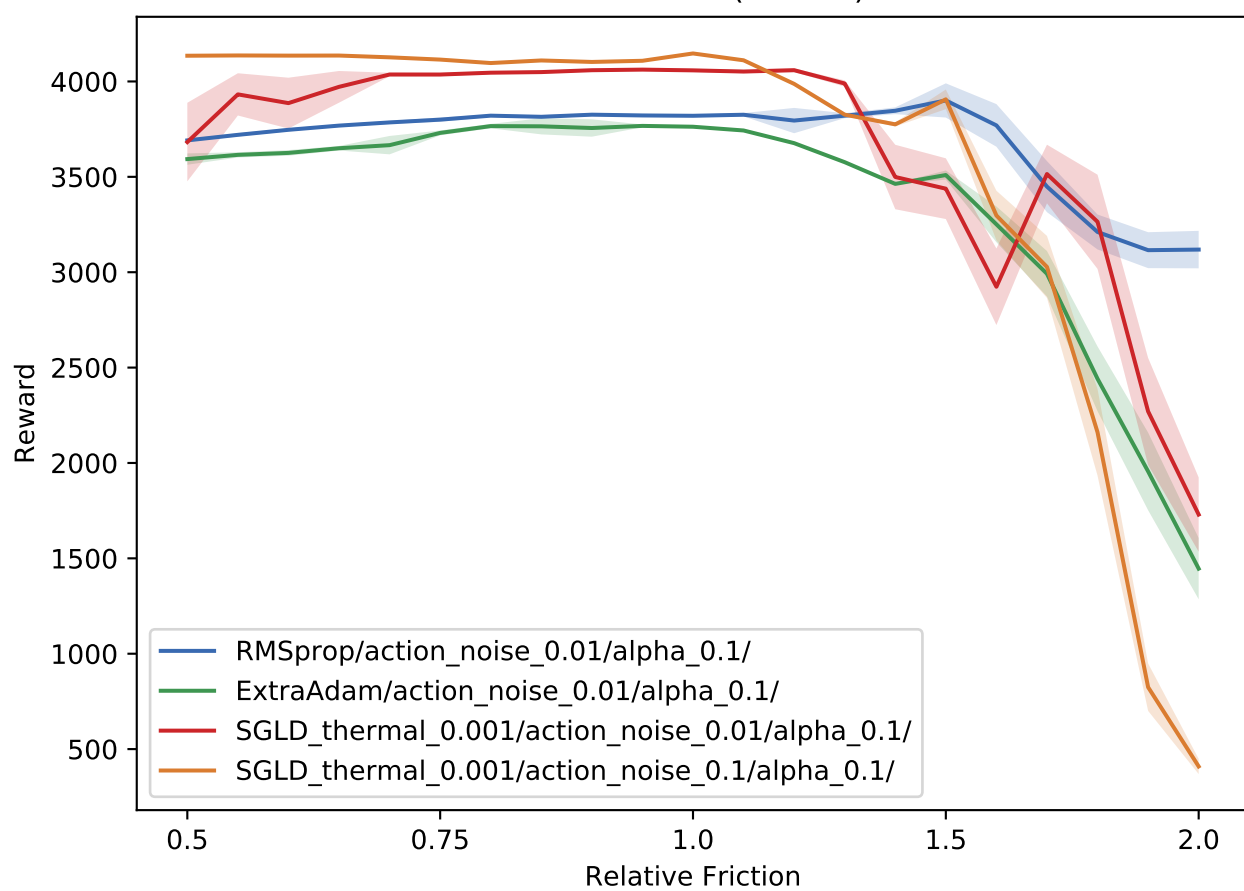
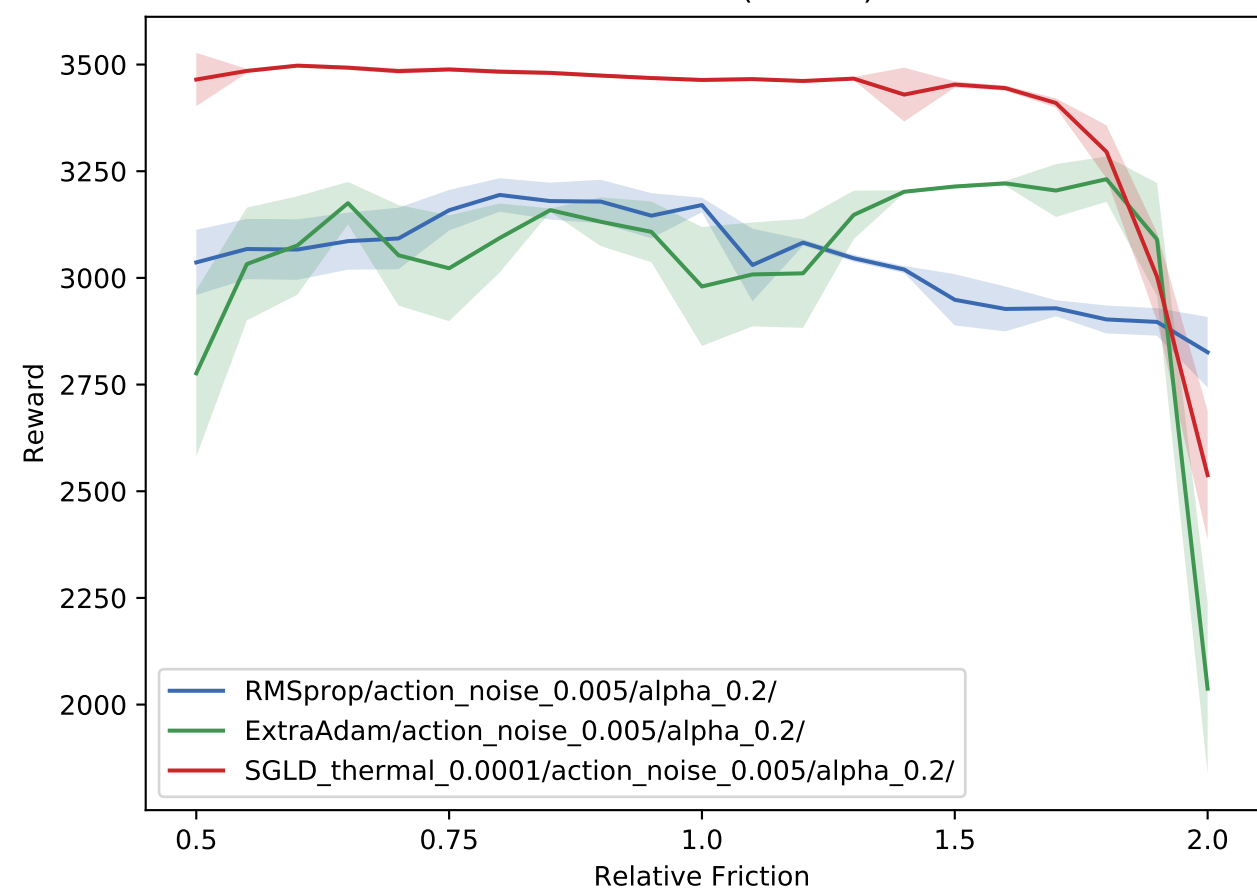
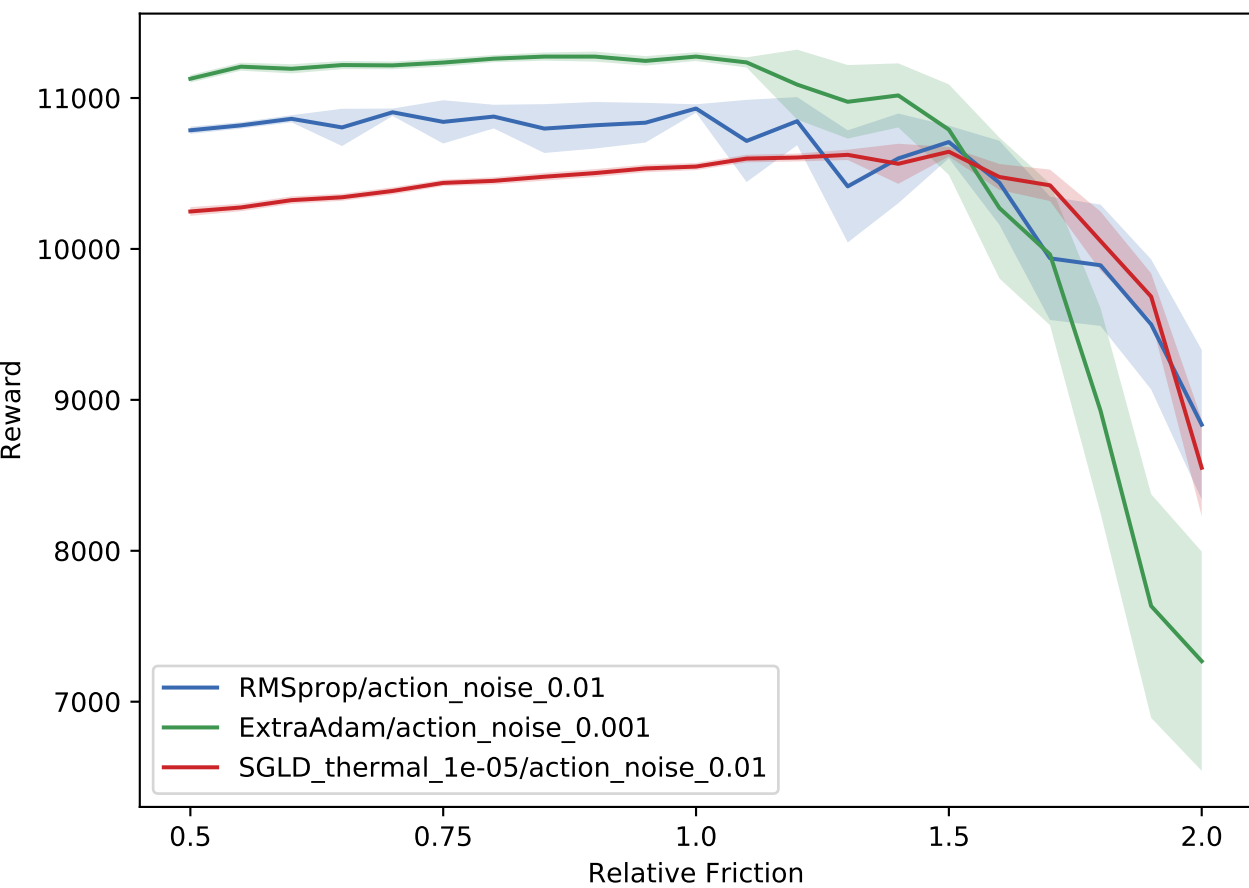
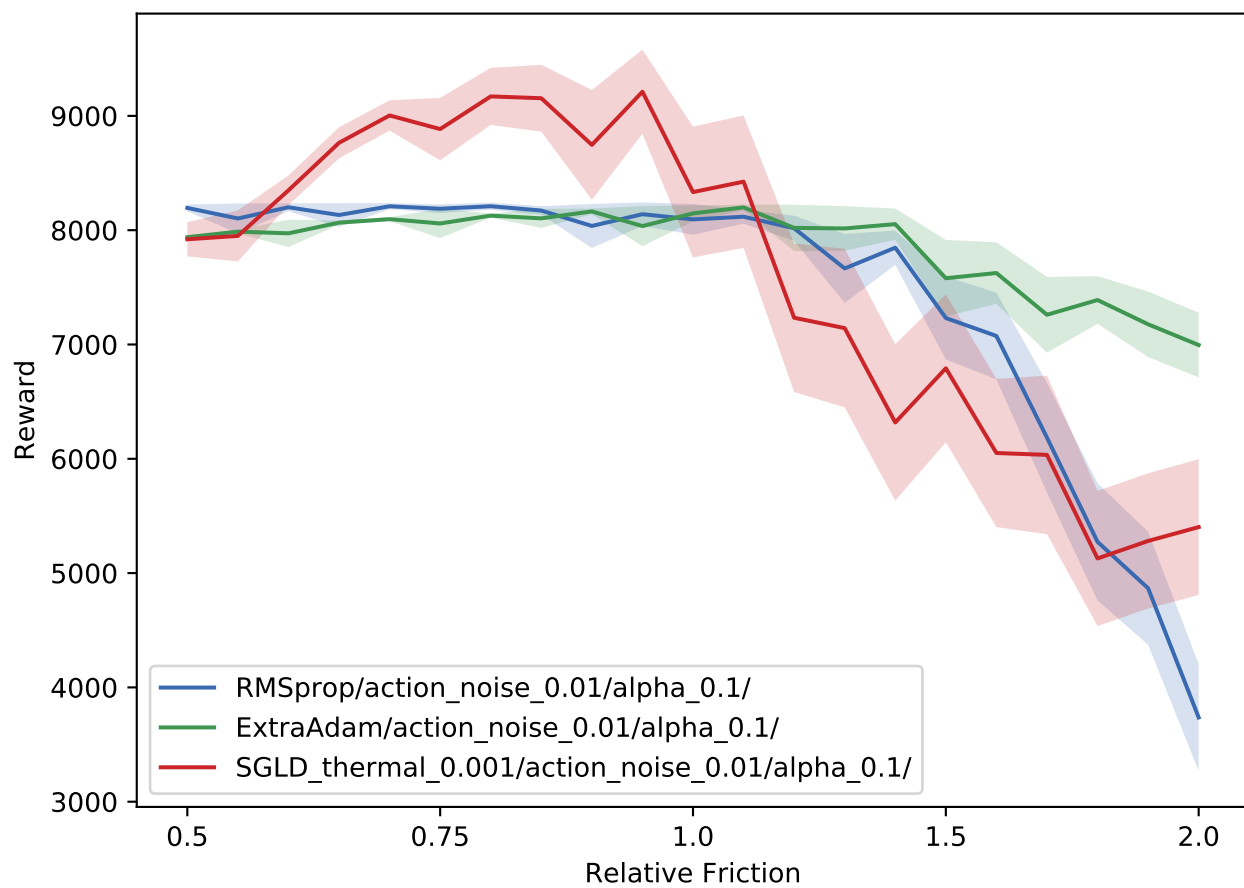
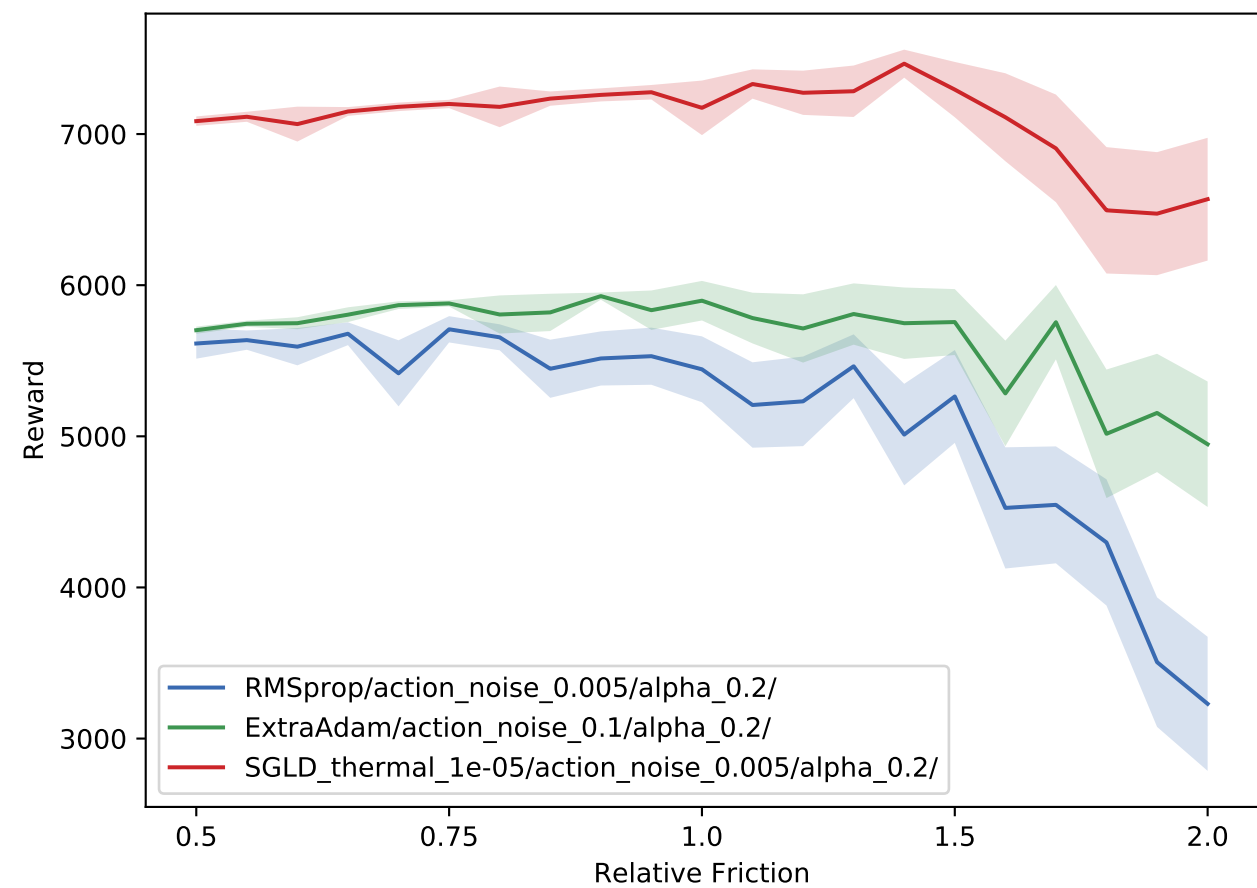
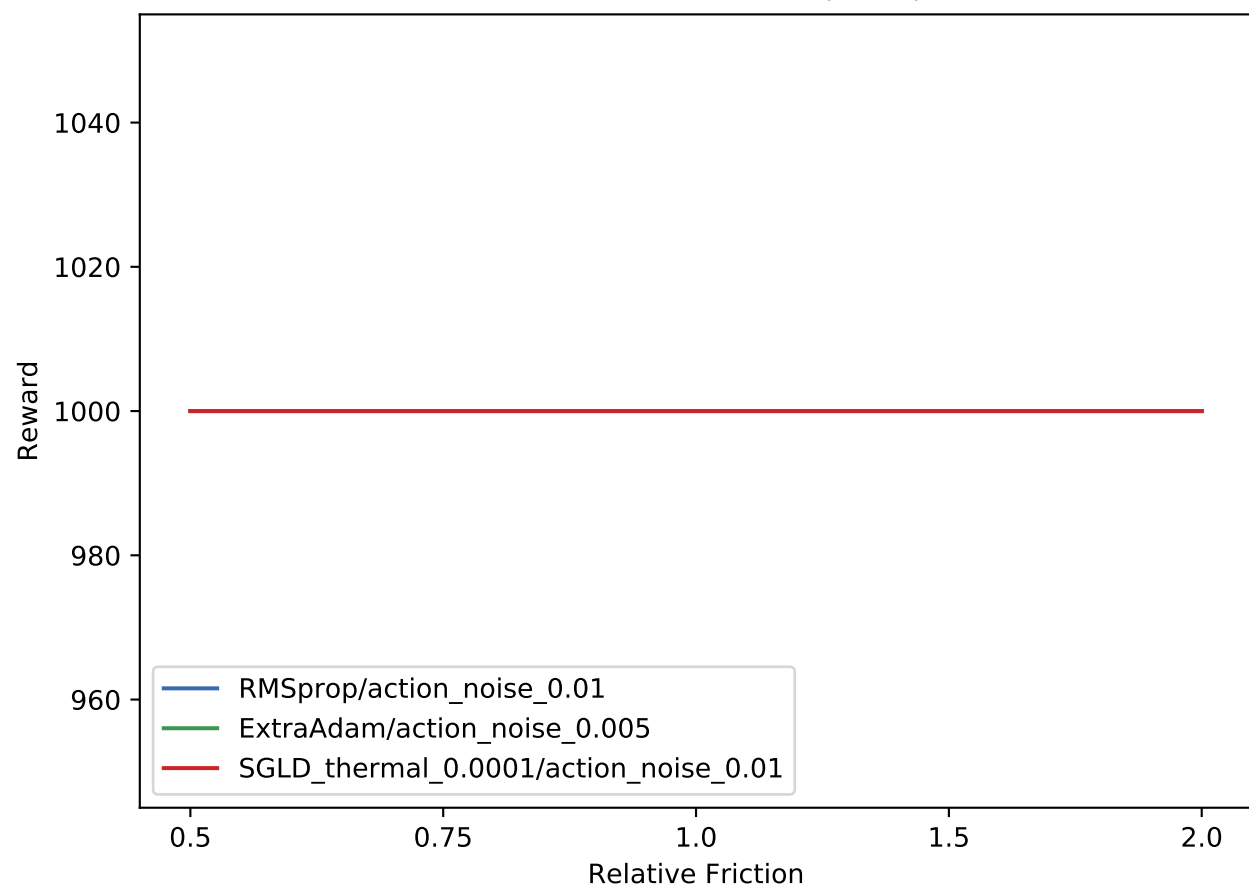
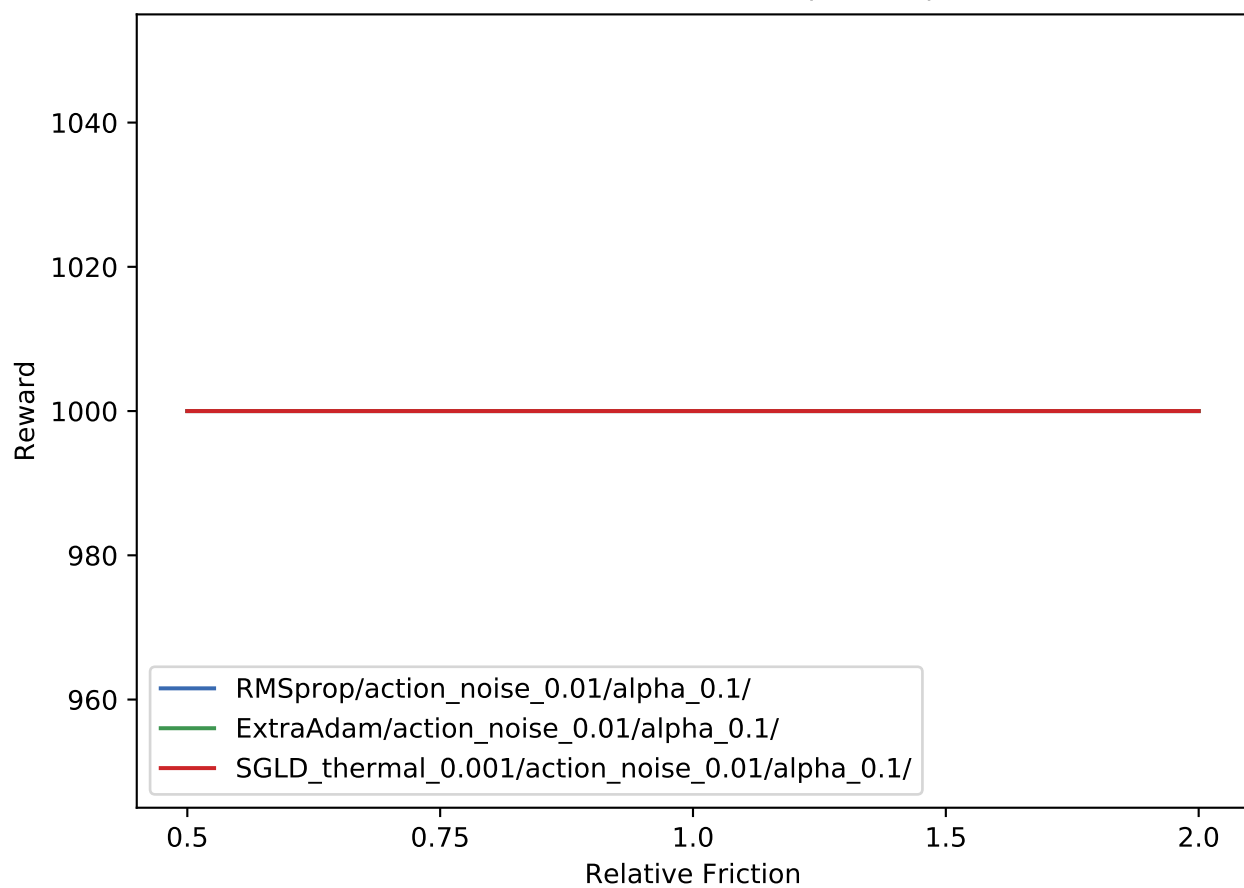
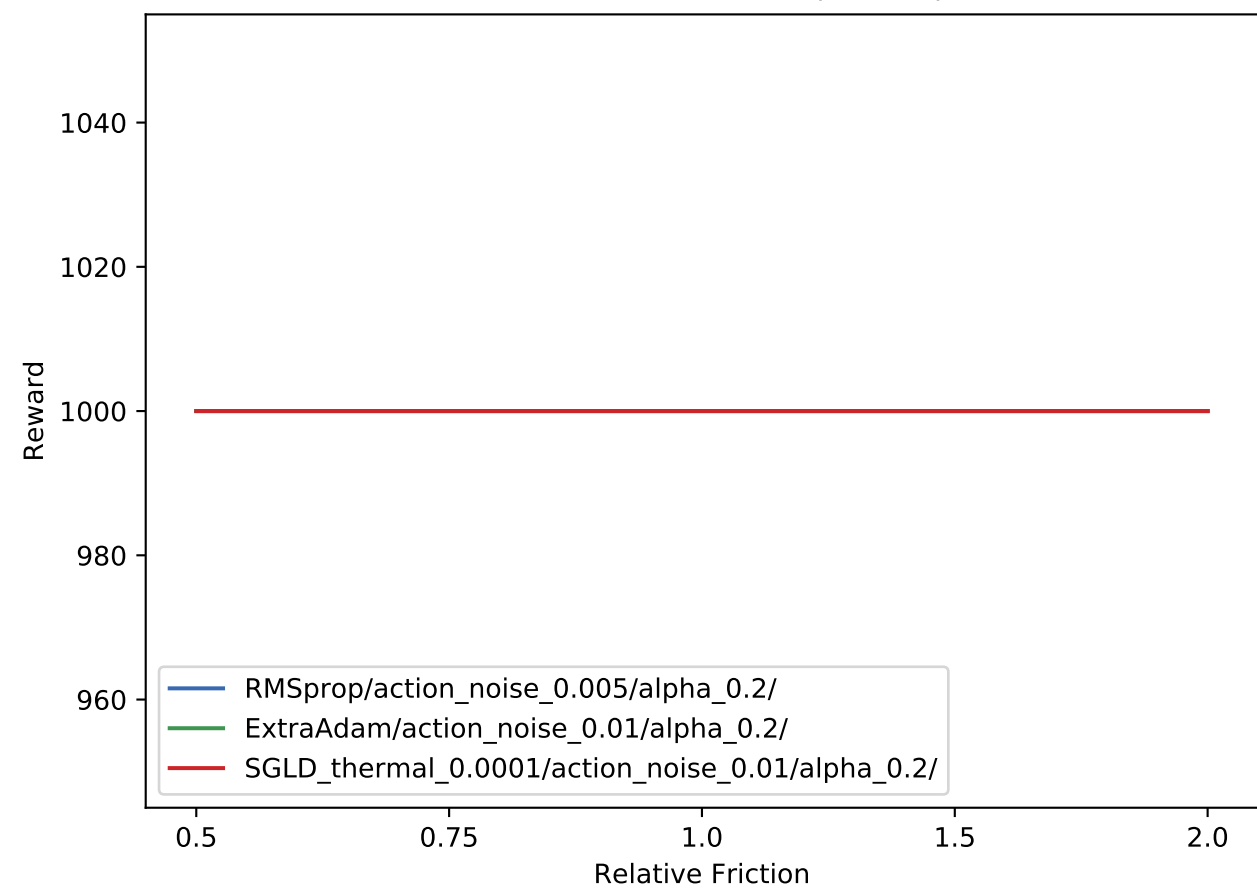
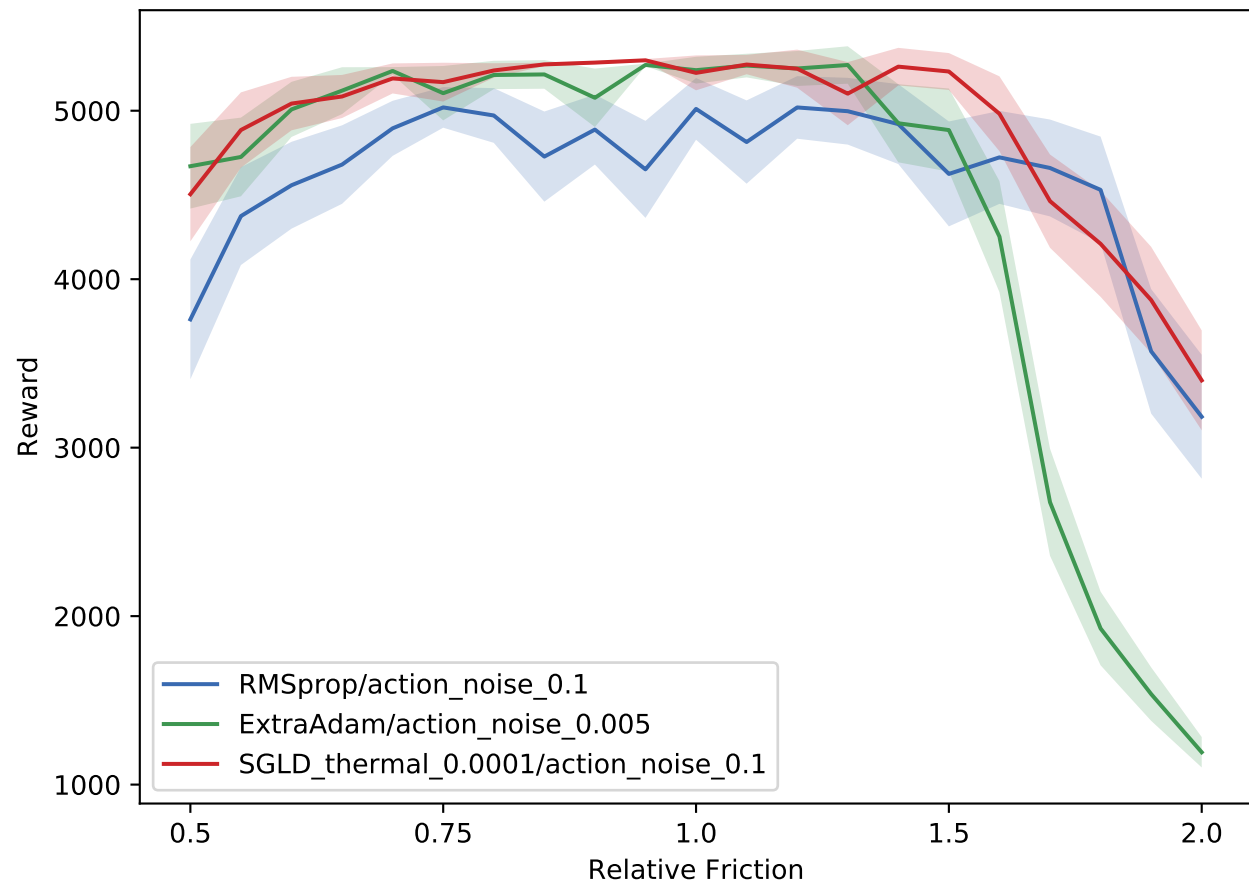
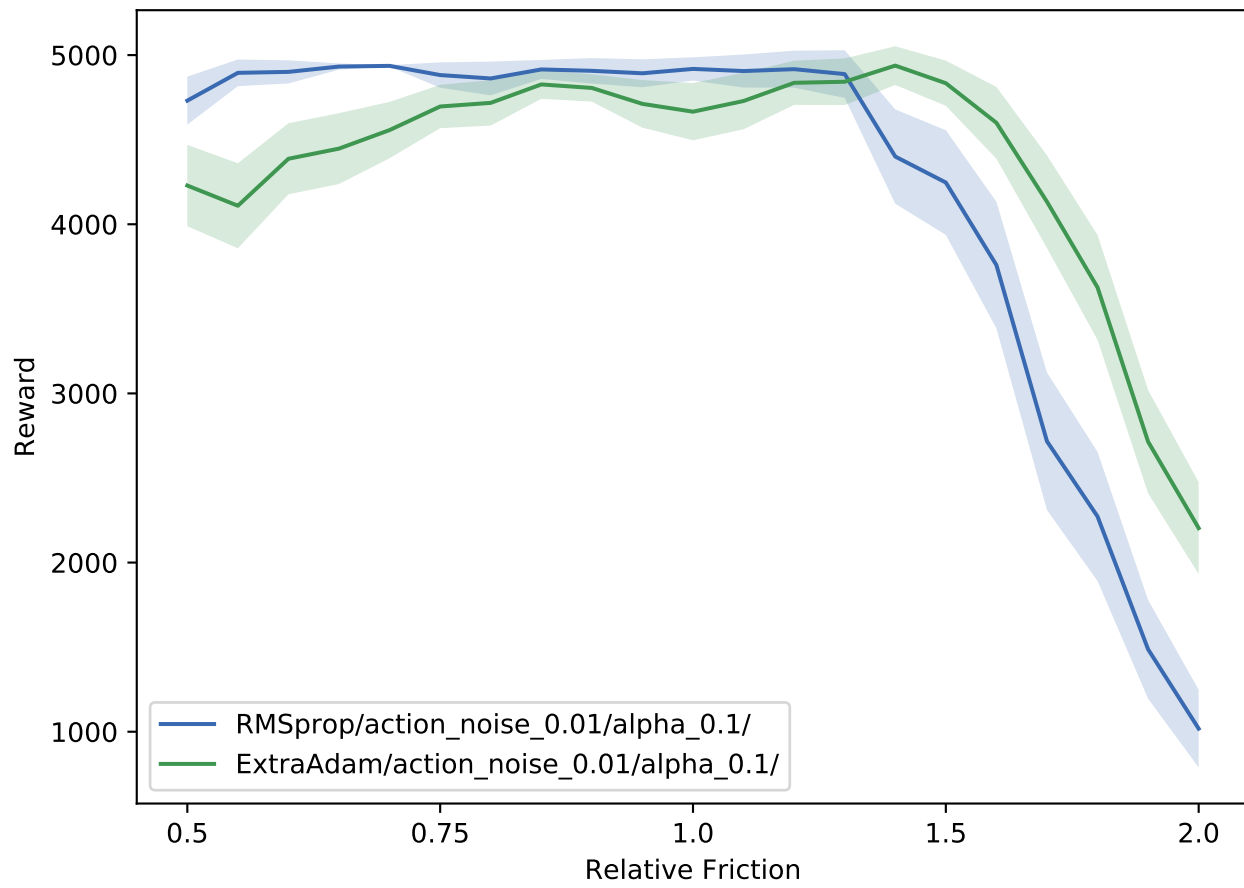


Walker2d-v2 ( $\delta = 0$ )Walker2d-v2 ( $\delta = 0.1$ )Walker2d-v2 ( $\delta = 0.2$ )HalfCheetah-v2 ( $\delta = 0$ )HalfCheetah-v2 ( $\delta = 0.1$ )HalfCheetah-v2 ( $\delta = 0.2$ )InvertedPendulum-v2 ( $\delta = 0$ )InvertedPendulum-v2 ( $\delta = 0.1$ )InvertedPendulum-v2 ( $\delta = 0.2$ )Humanoid-v2 ( $\delta = 0$ )Humanoid-v2 ( $\delta = 0.1$ )Humanoid-v2 ( $\delta = 0.2$ )