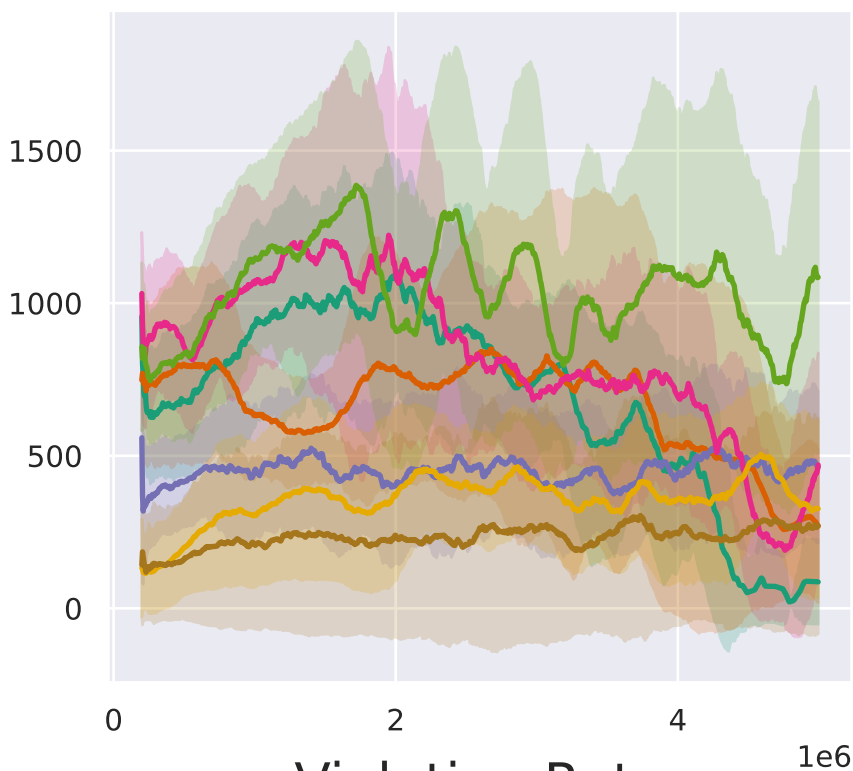


# Feasible Reward



# Violation Rate

