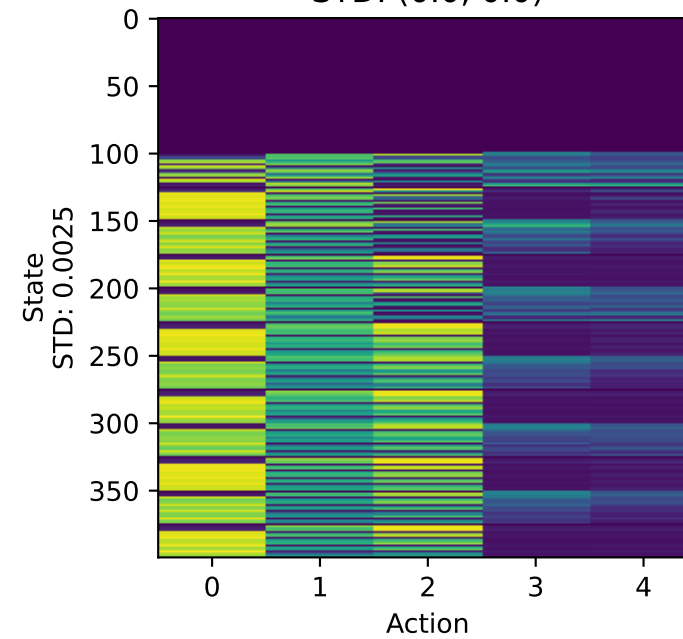
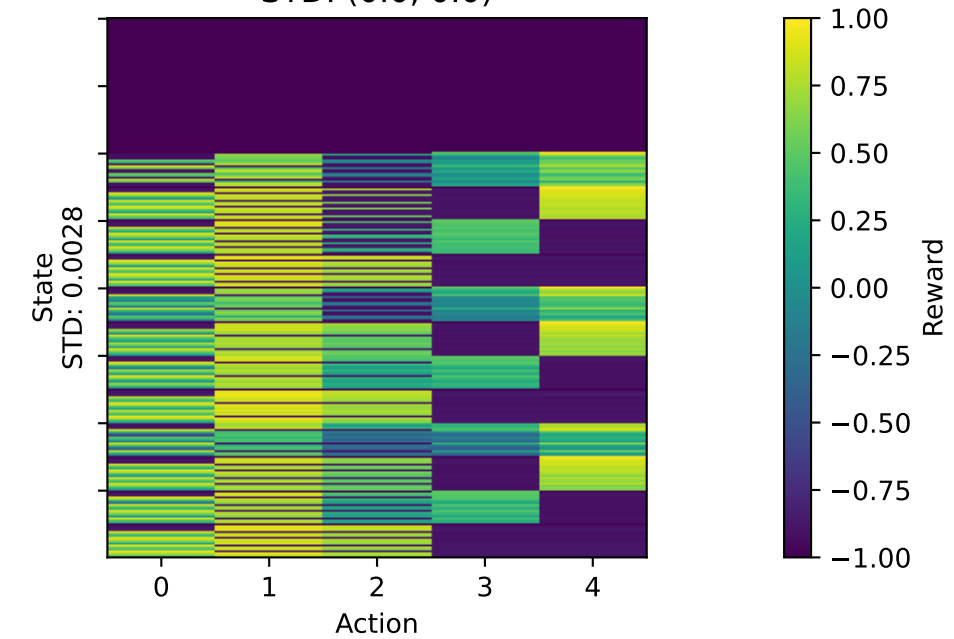


Predicted Reward Matrix (vgl - test_expected_over_2_firefighters_vgl)

(0.0, 1.0)
STD: (0.0, 0.0)

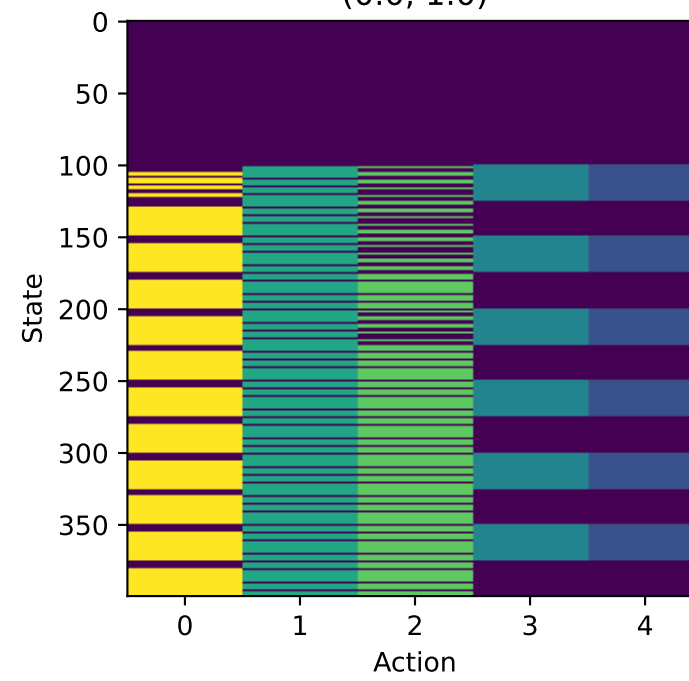


(1.0, 0.0)
STD: (0.0, 0.0)



Real Reward Matrix (vgl - test_expected_over_2_firefighters_vgl)

(0.0, 1.0)



(1.0, 0.0)

