Mean ± 1σ Cumulative Reward
(first 2 episodes skipped; denoiser effect)

Target Env/Rewards

Legend:
- deg=0.5, denoiser OFF (n=8)
- deg=0.5, denoiser ON (n=8)
- deg=0.65, denoiser OFF (n=7)
- deg=0.65, denoiser ON (n=7)
- deg=0.8, denoiser OFF (n=8)
- deg=0.8, denoiser ON (n=8)

X-axis: Episode
Y-axis: Mean Cumulative Reward