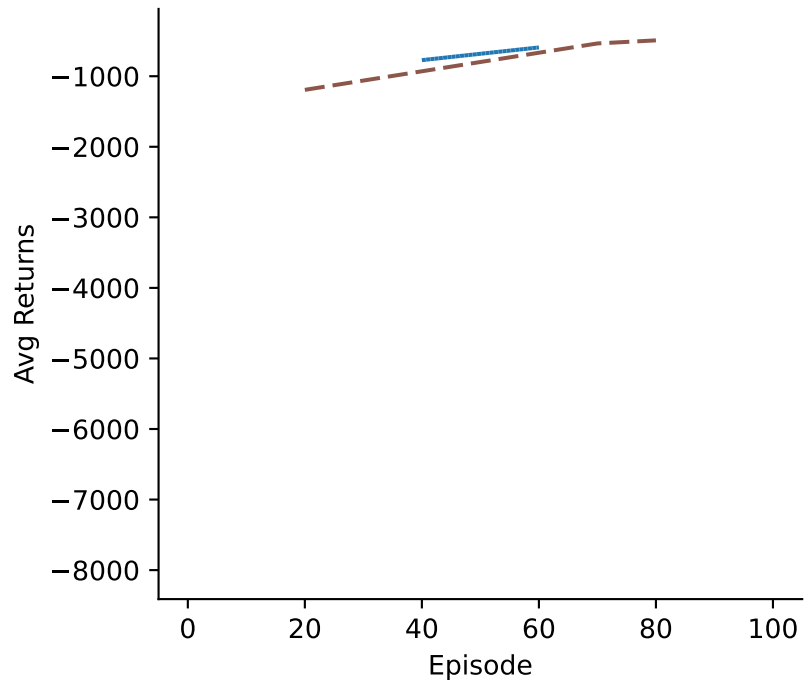


GridWorld(4x12), P = 3



GridWorld(4x12), P = 6

