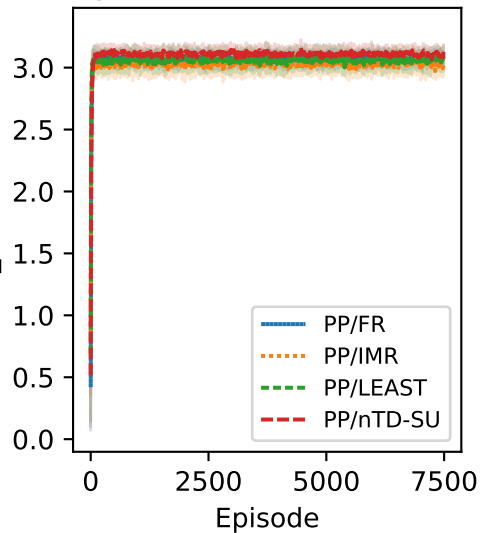
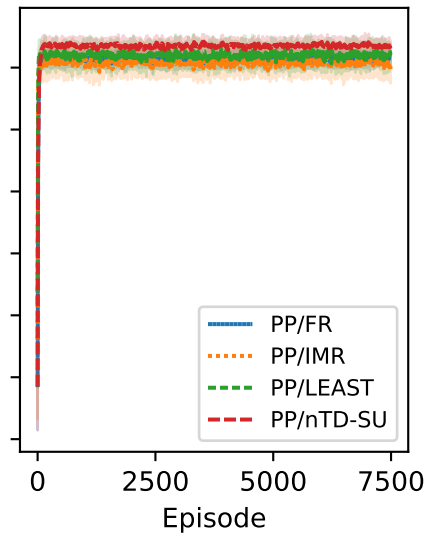


GridWorld(4x12), P = 2

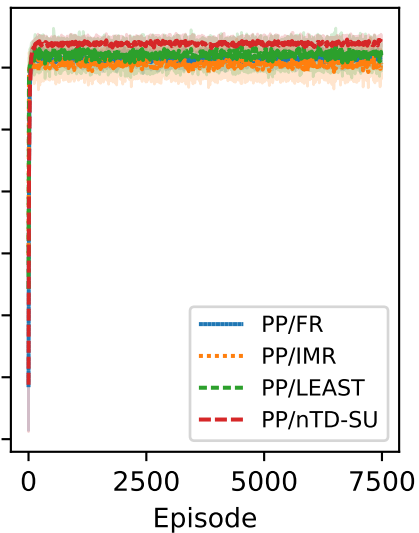
1e7



GridWorld(4x12), P = 4



GridWorld(4x12), P = 6



GridWorld(4x12), P = 8

