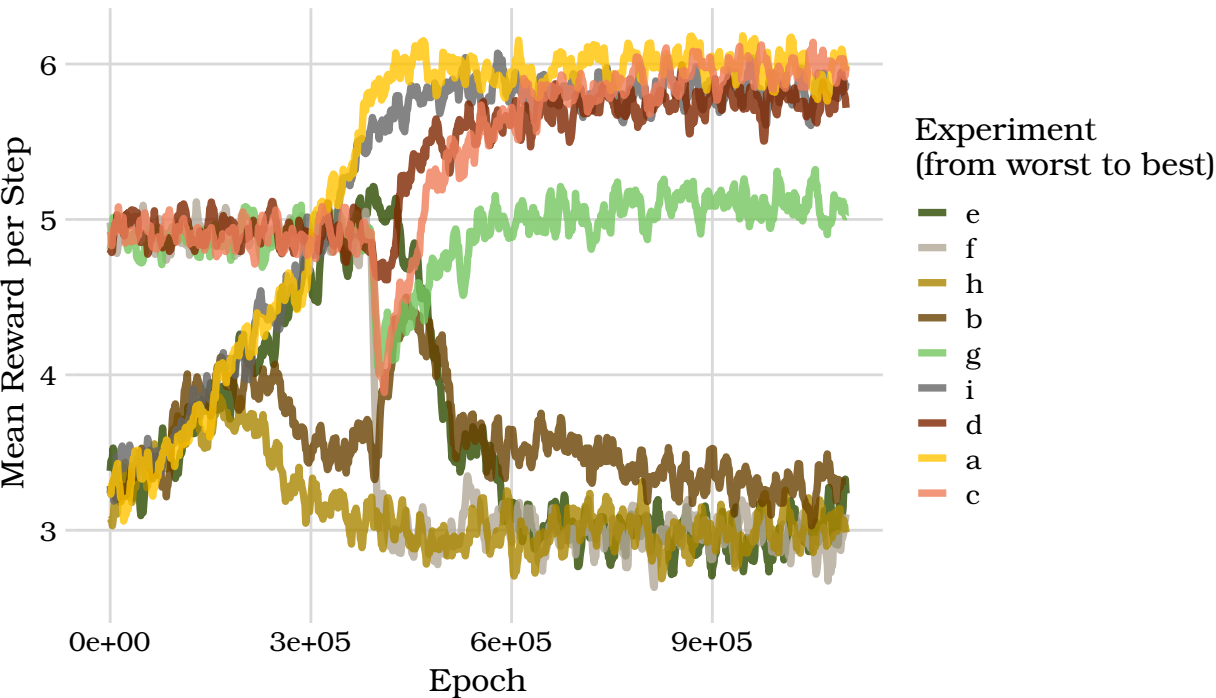# DQN training dynamics for different runs

Mean reward by windows of 1000 epochs

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