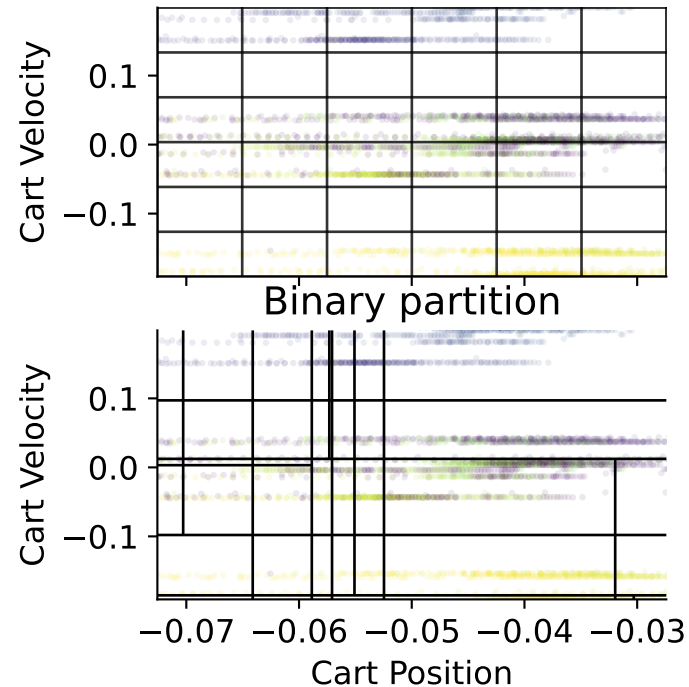


# Uniform grid



# Tile coding (4 tiles, 2 tilings)

