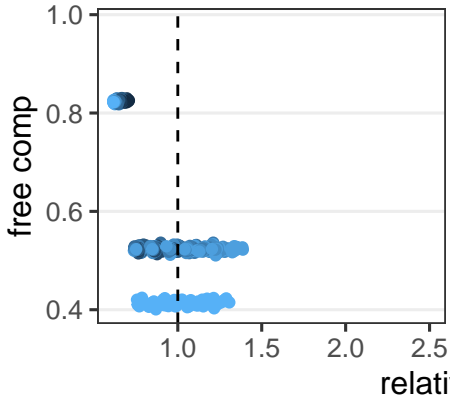


agent = noisy



agent = pure

