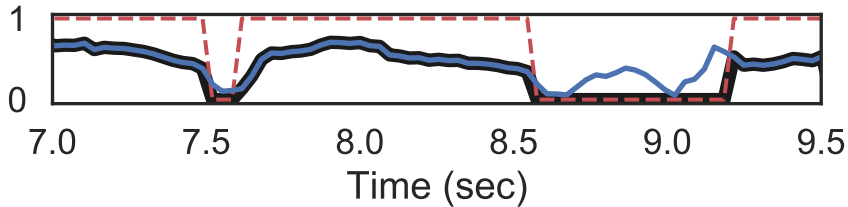


Reference Frequency (Hz)



Reward



Adjusted
Reward

Active
Frequency

Raw
Reward