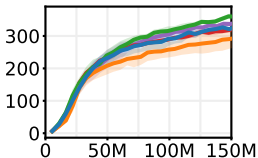
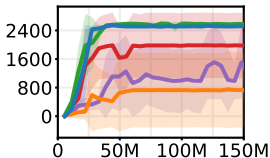


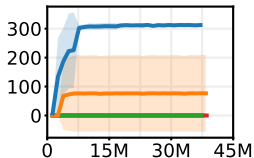
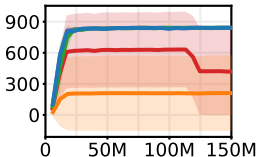
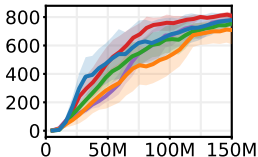
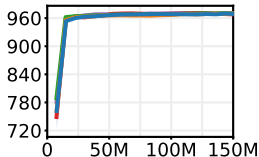
Breakout



Montezuma



PinPad Five

Cartpole
Swingup SparseHumanoid Walk
(Vision)Reacher Hard
(Proprio)

— DreamerV3
— no denom max

— advantage std
— return std

— target entropy