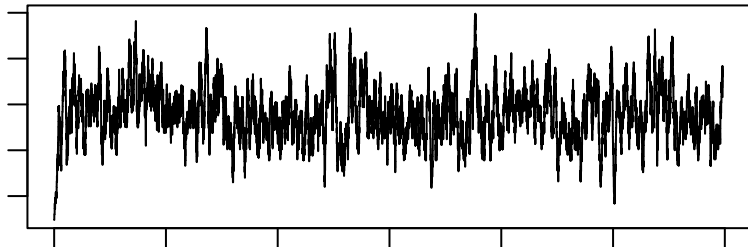


MovingAverage(reward, 100)

-0.5 0.5 1.5



0 5000 10000 20000 30000

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