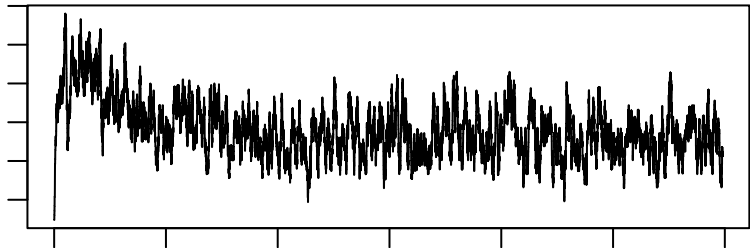


MovingAverage(reward, 100)

-0.5 1.0 2.0



0

5000

10000

20000

30000

Index