

A) Policy latency



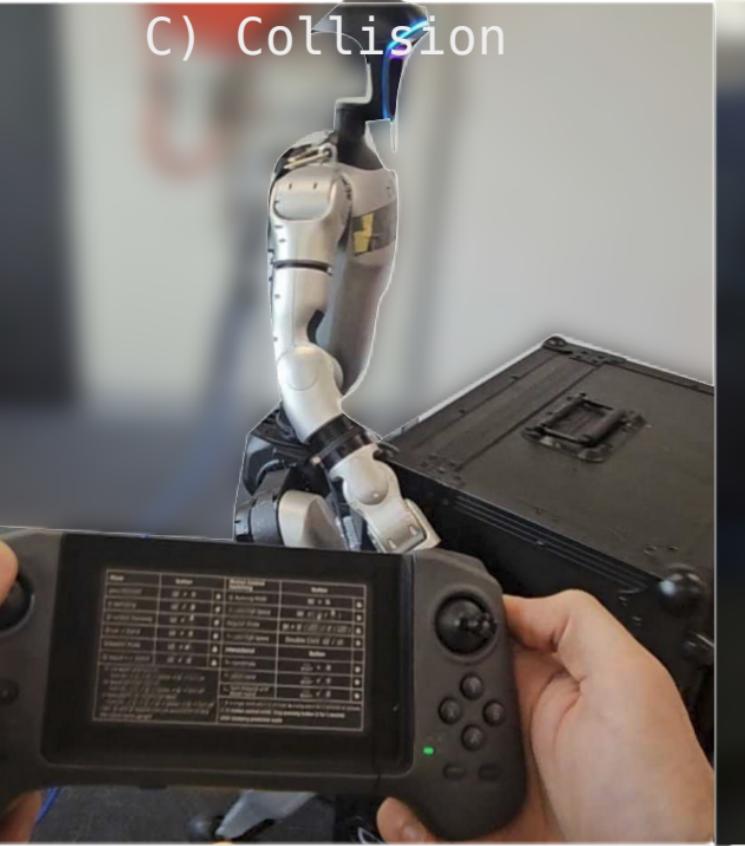
- ◊ 0OD detected
Safe stop

B) Strong push



- ◊ 0OD detected
Safe fall

C) Collision



- ◊ 0OD detected
Walk-away recovery

D) Deformable ground



- ◊ 0OD detected
Safe stop