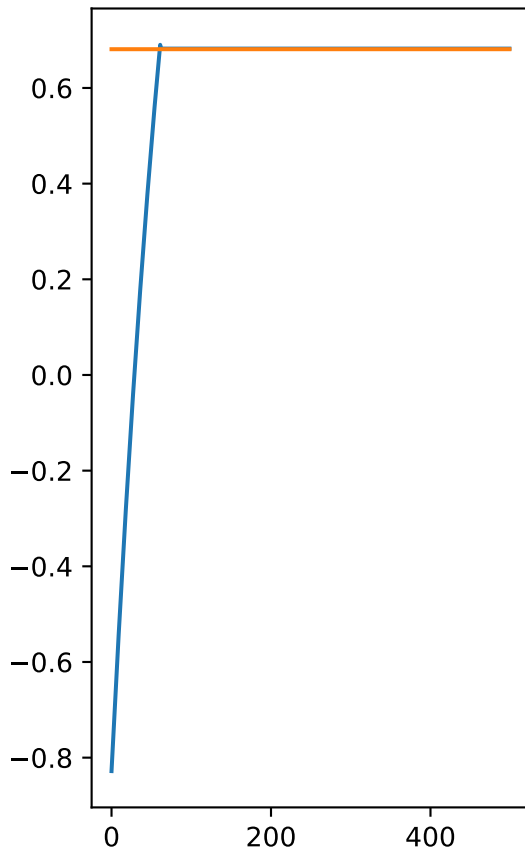
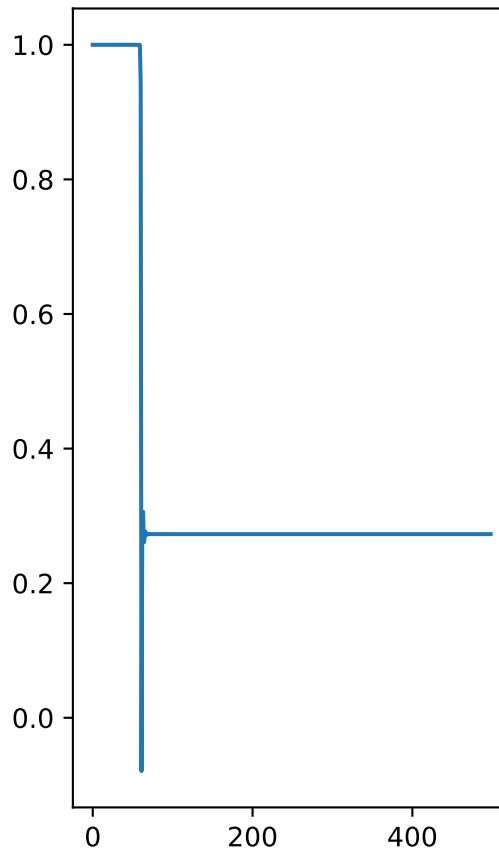


# Reward: square\_root

## State vs step



## Action vs step



## Reward vs step

