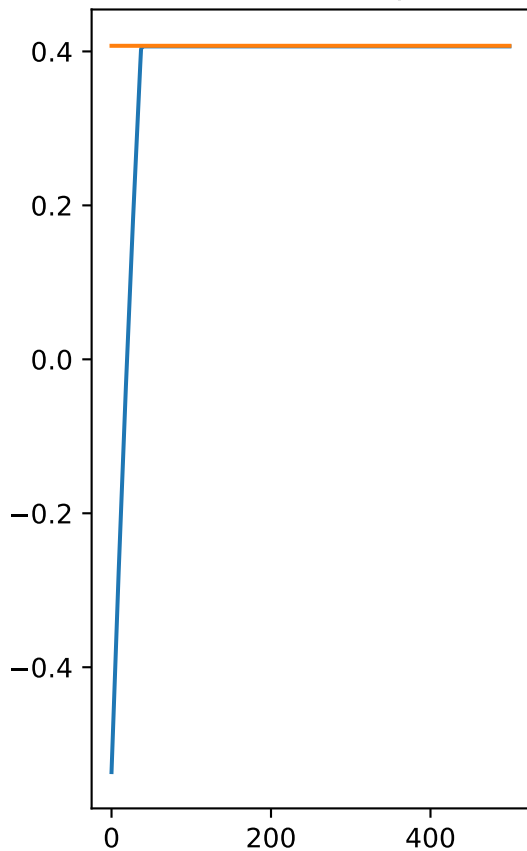
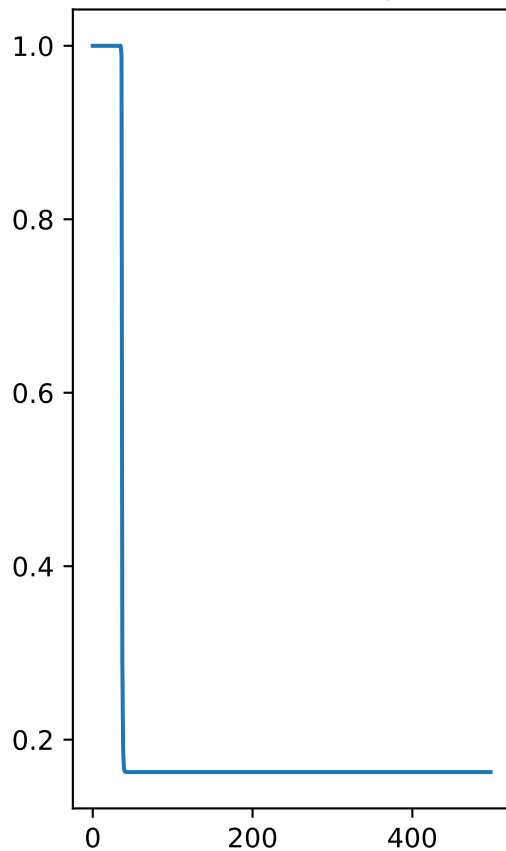


# Reward: quartic\_root

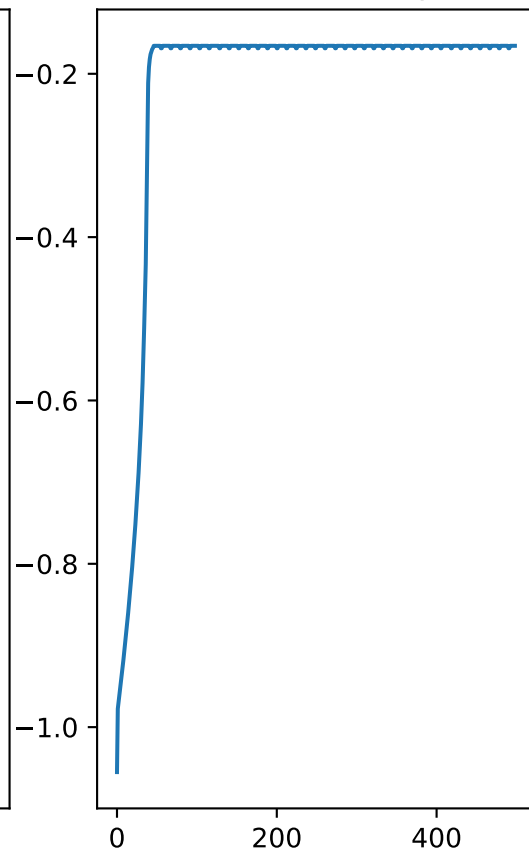
## State vs step



## Action vs step



## Reward vs step



—  $I$     —  $I_{ref}$

—  $V$