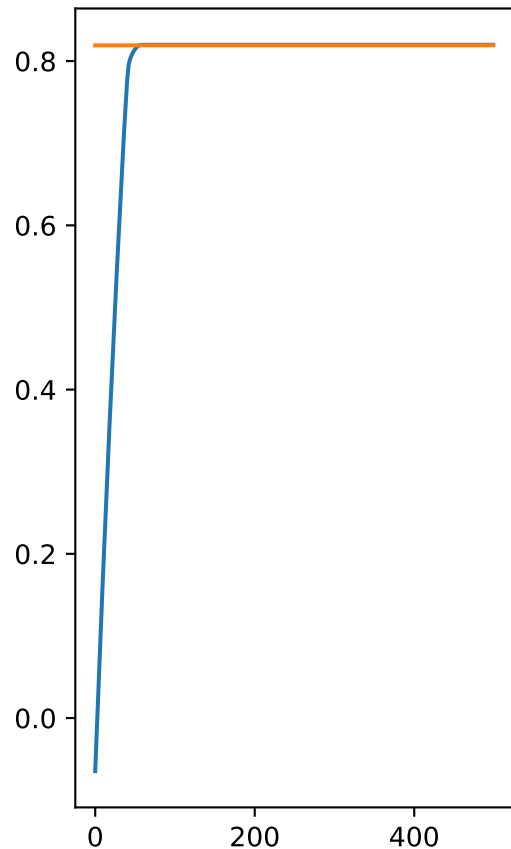
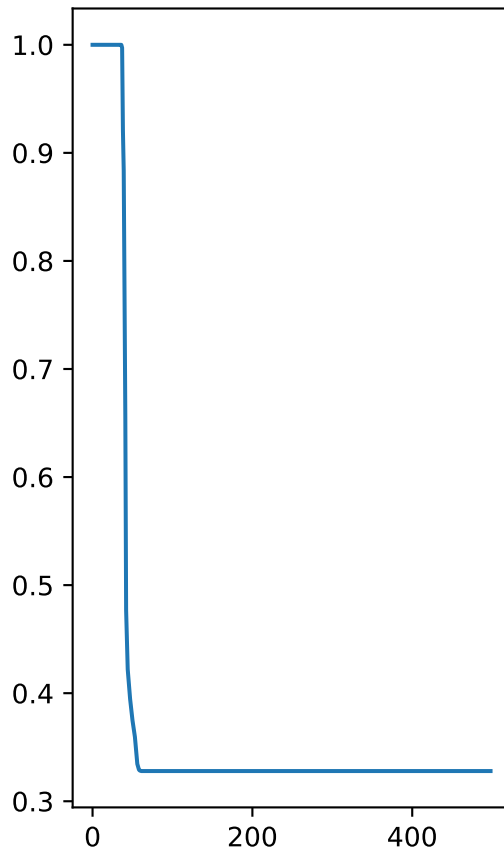


# Reward: absolute

## State vs step



## Action vs step



## Reward vs step

