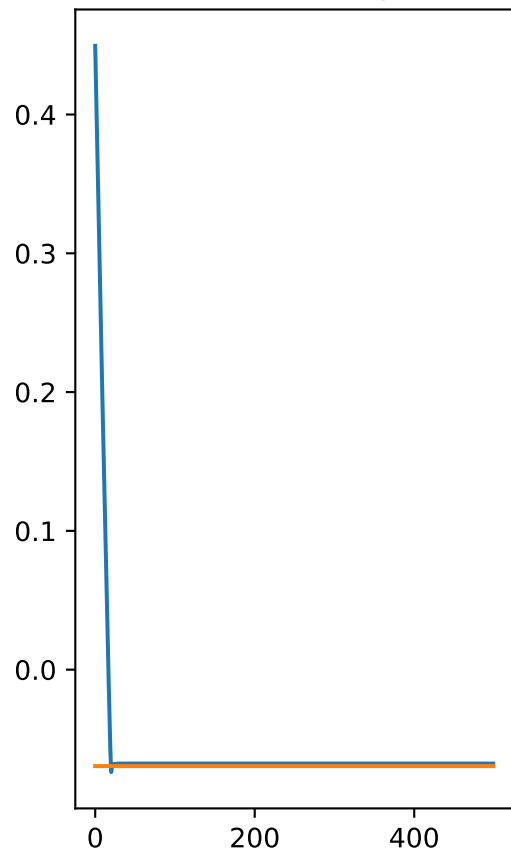
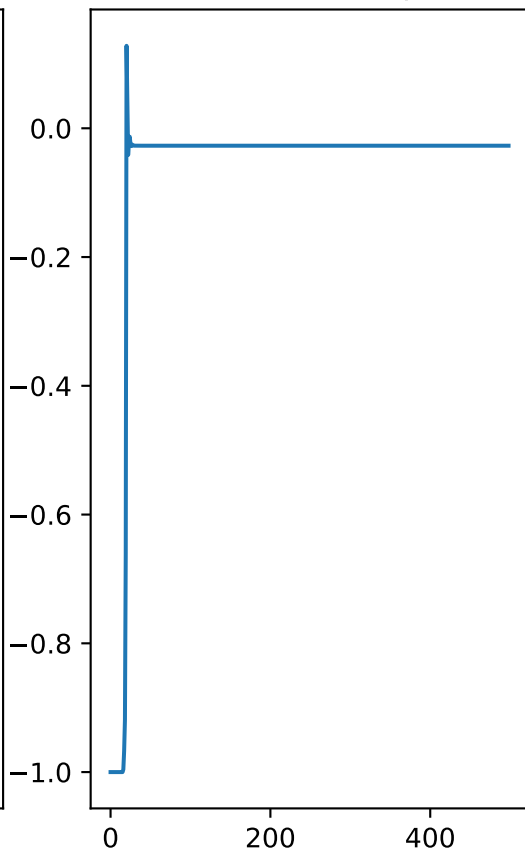


Reward: absolute

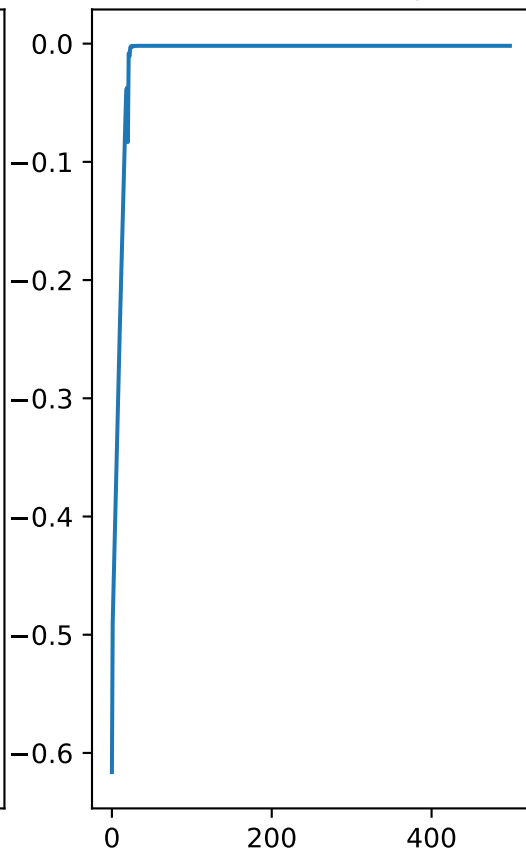
State vs step



Action vs step



Reward vs step



I Iref

V