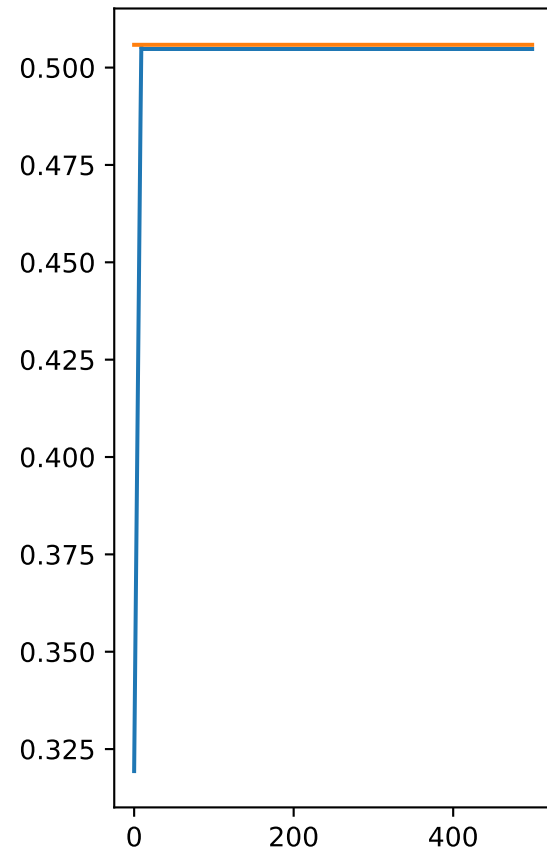
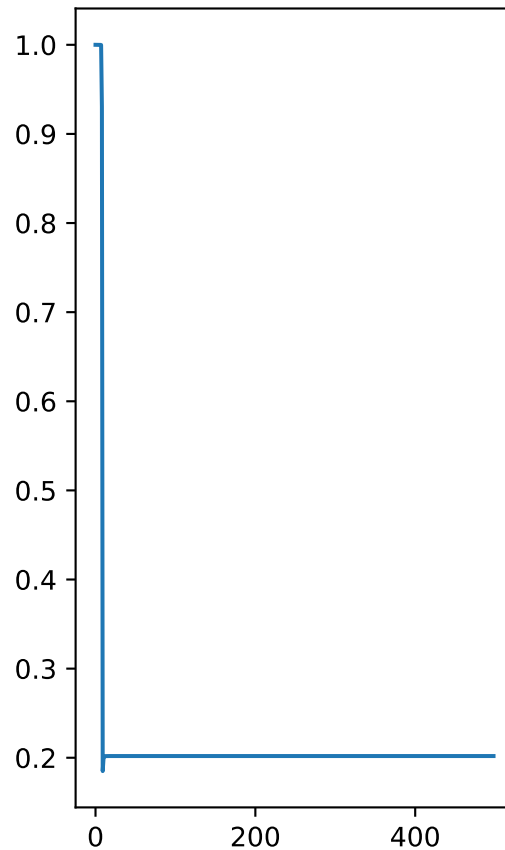


Reward: quartic_root

State vs step



Action vs step



Reward vs step

