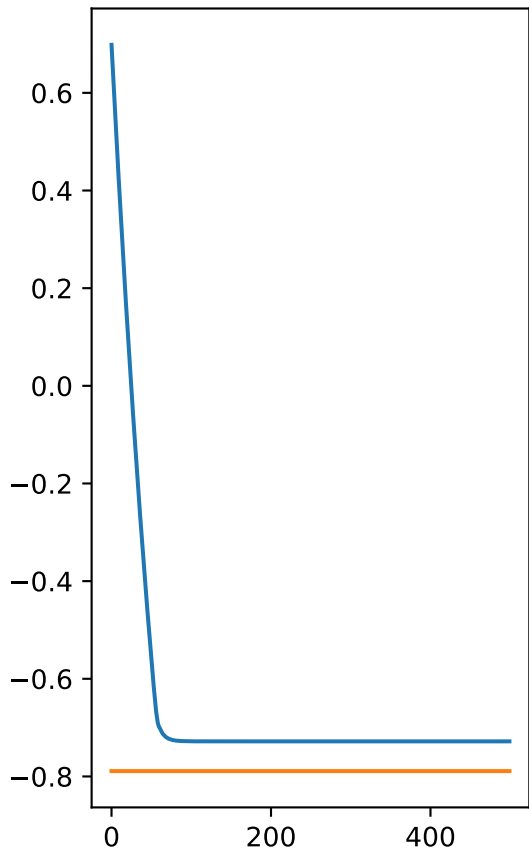
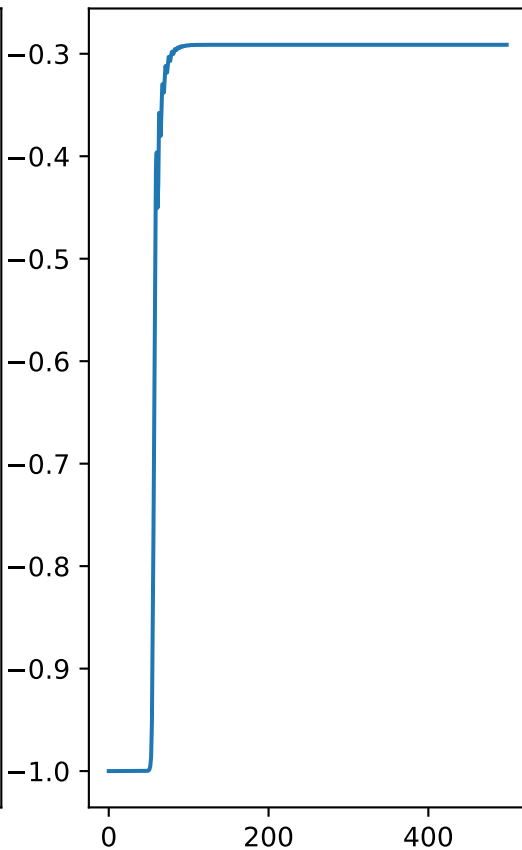


# Reward: quadratic

## State vs step



## Action vs step



## Reward vs step

