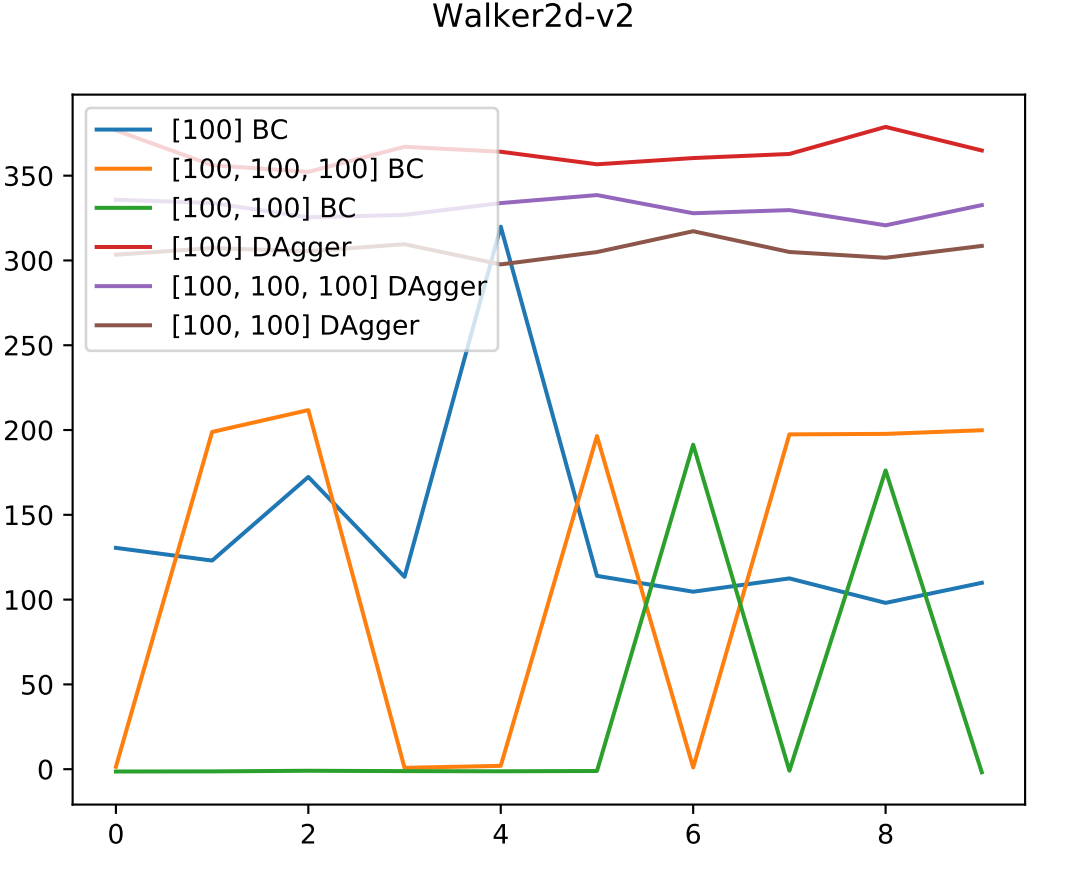
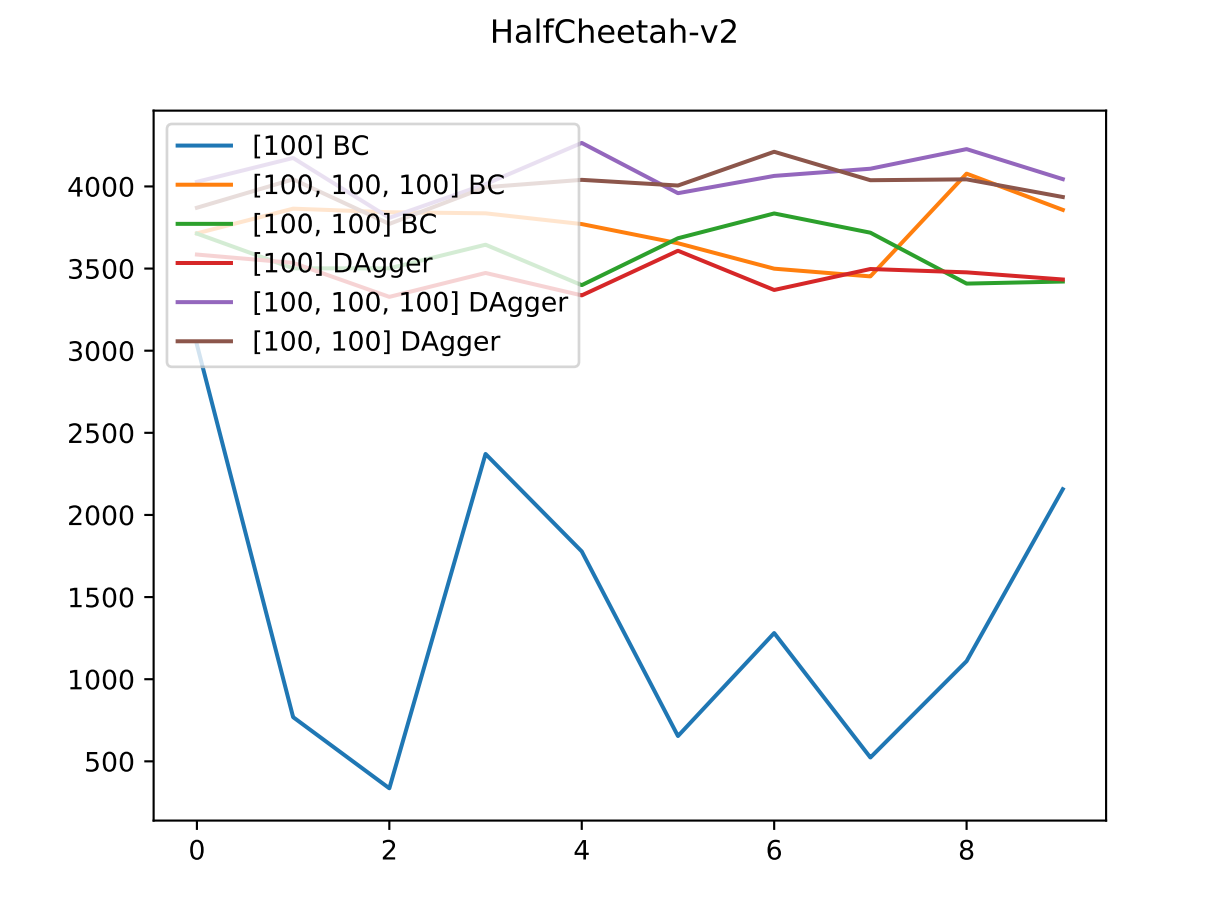
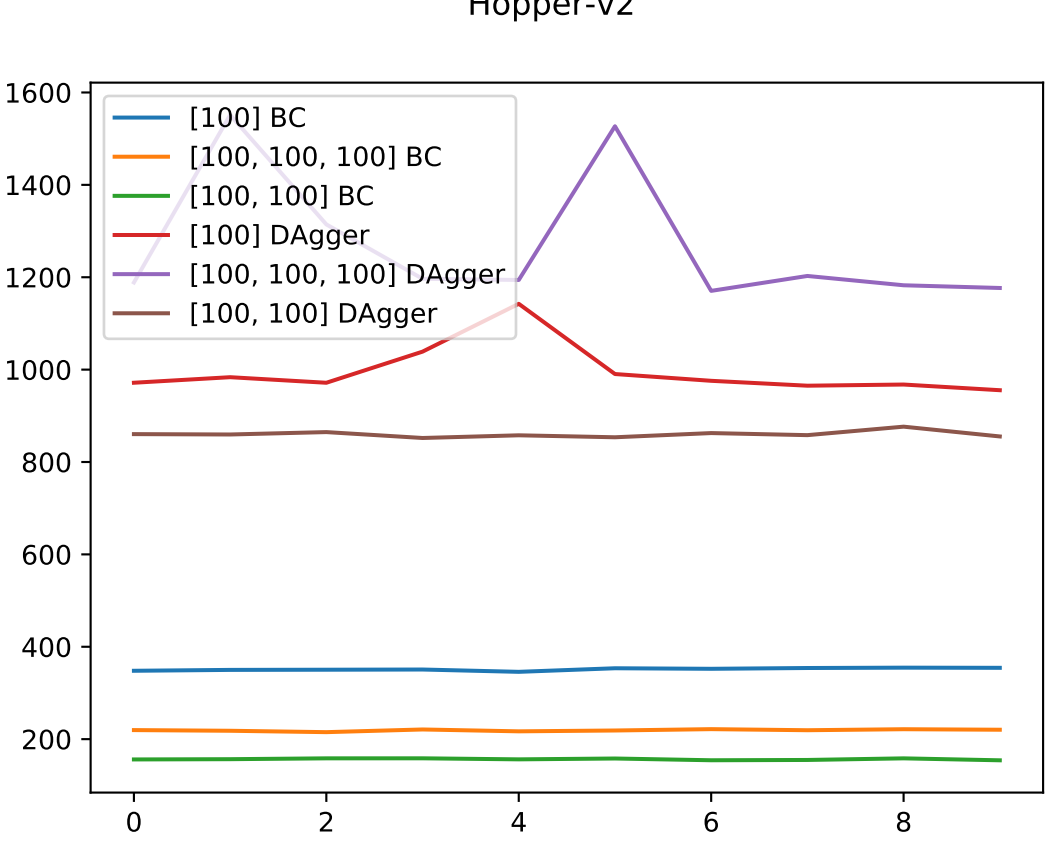
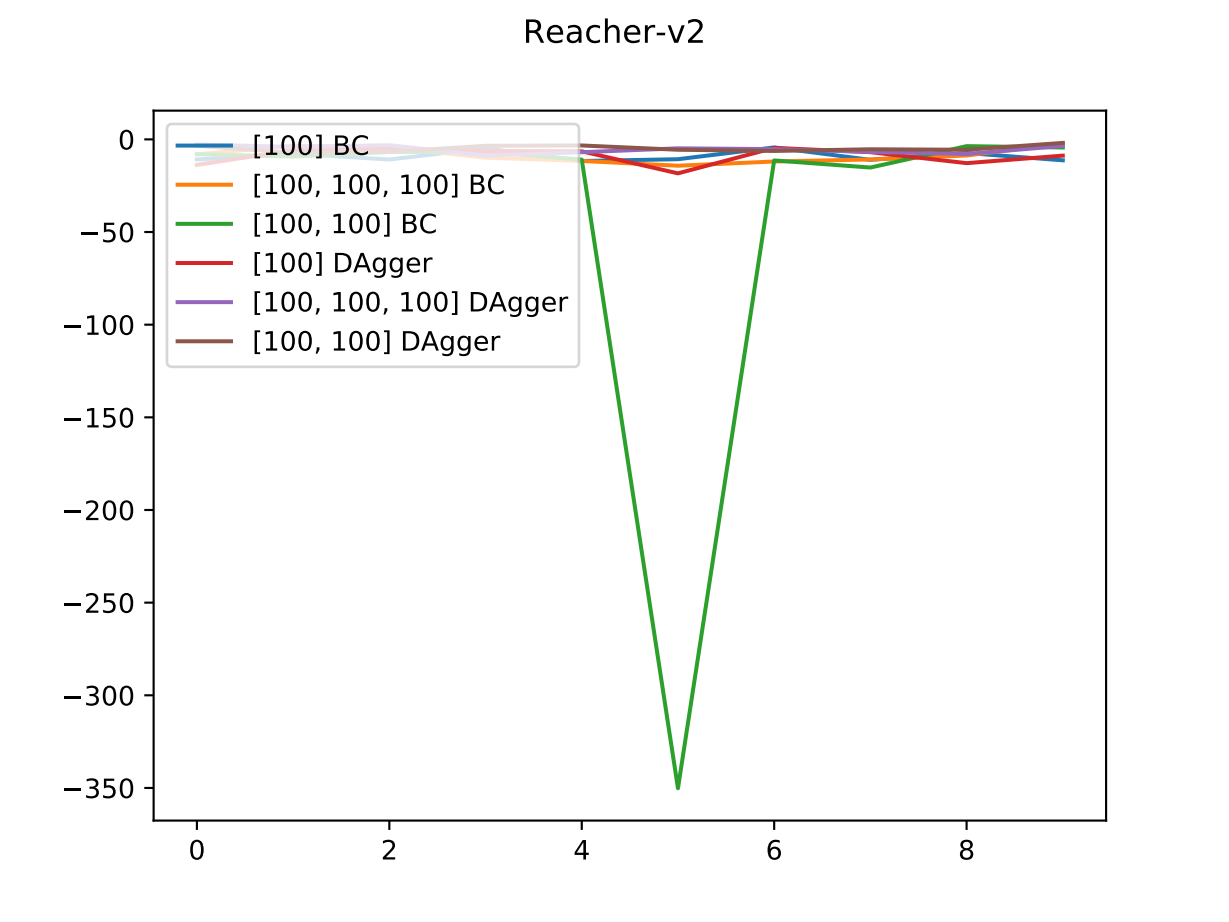
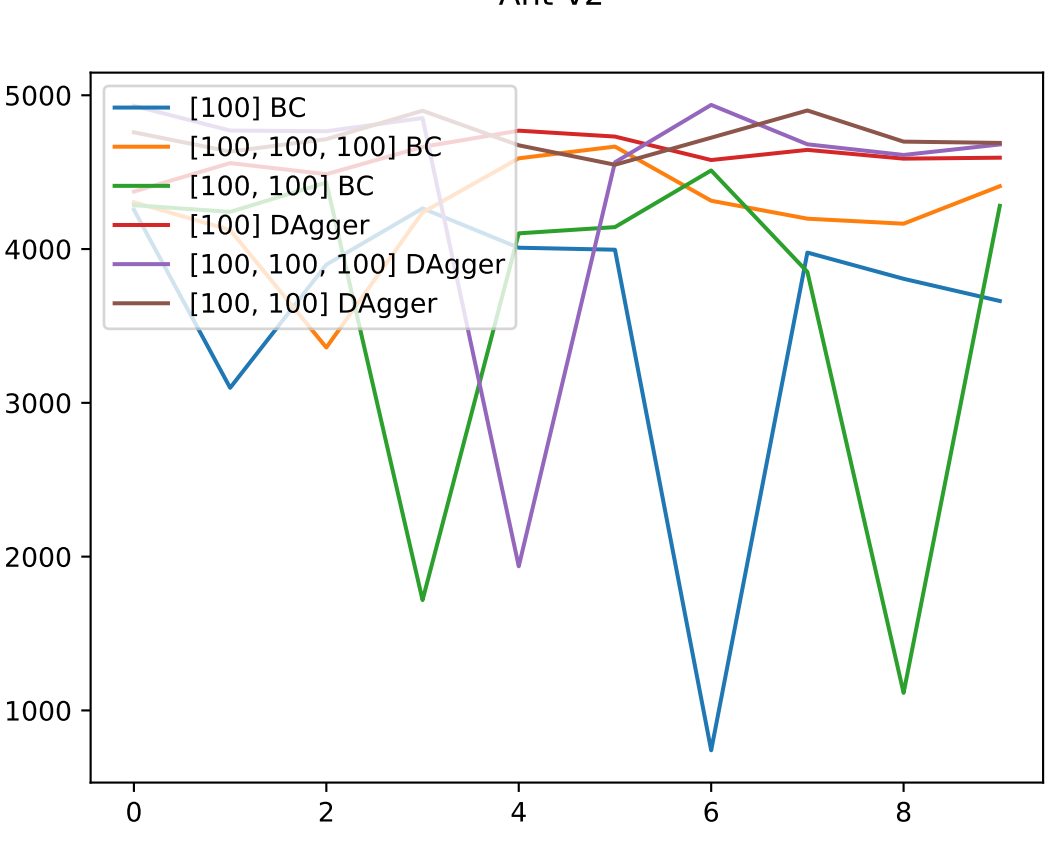
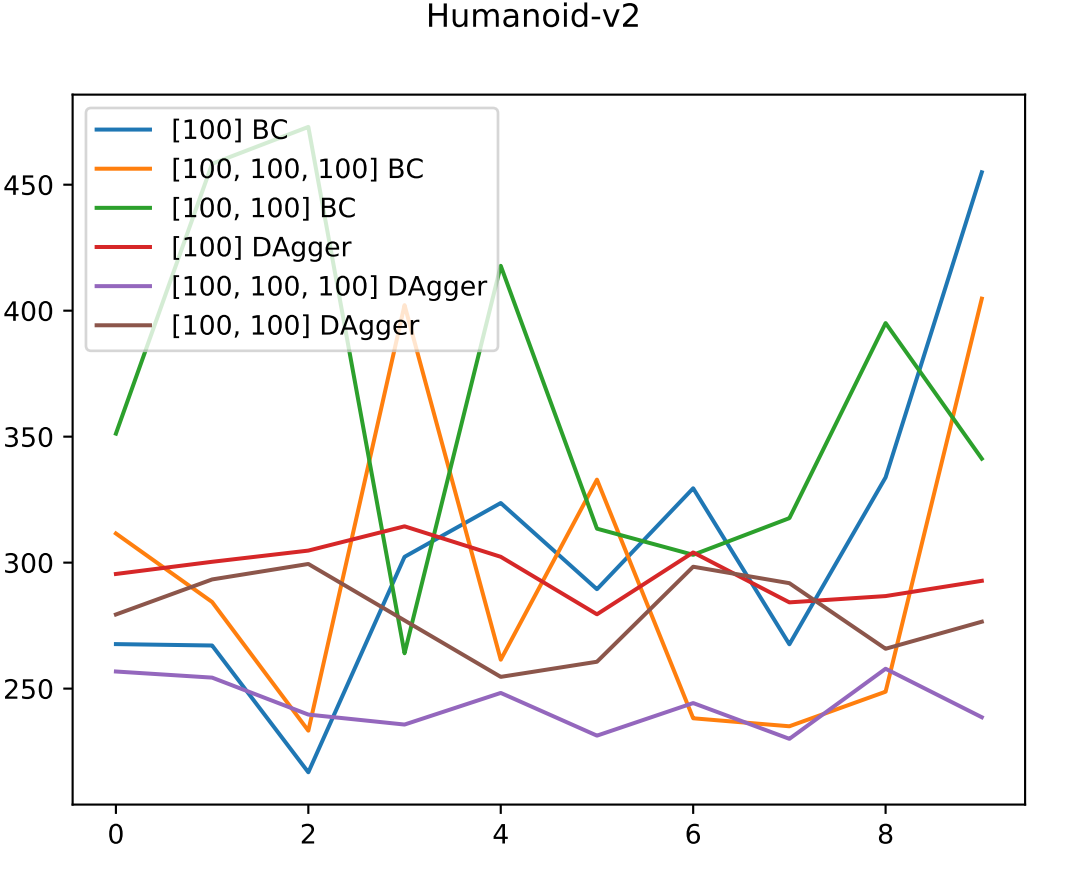

Walker2d-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
350
300
250
200
150
100
50
0
0
2
4
6
8


HalfCheetah-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
4000
3500
3000
2500
2000
1500
1000
500
0
2
4
6
8


Hopper-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
1600
1400
1200
1000
800
600
400
200
0
2
4
6
8


Reacher-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
0
−50
−100
−150
−200
−250
−300
−350
0
2
4
6
8


Ant-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
5000
4000
3000
2000
1000
0
2
4
6
8


Humanoid-v2
[100] BC
[100, 100, 100] BC
[100, 100] BC
[100] DAgger
[100, 100, 100] DAgger
[100, 100] DAgger
450
400
350
300
250
0
2
4
6
8