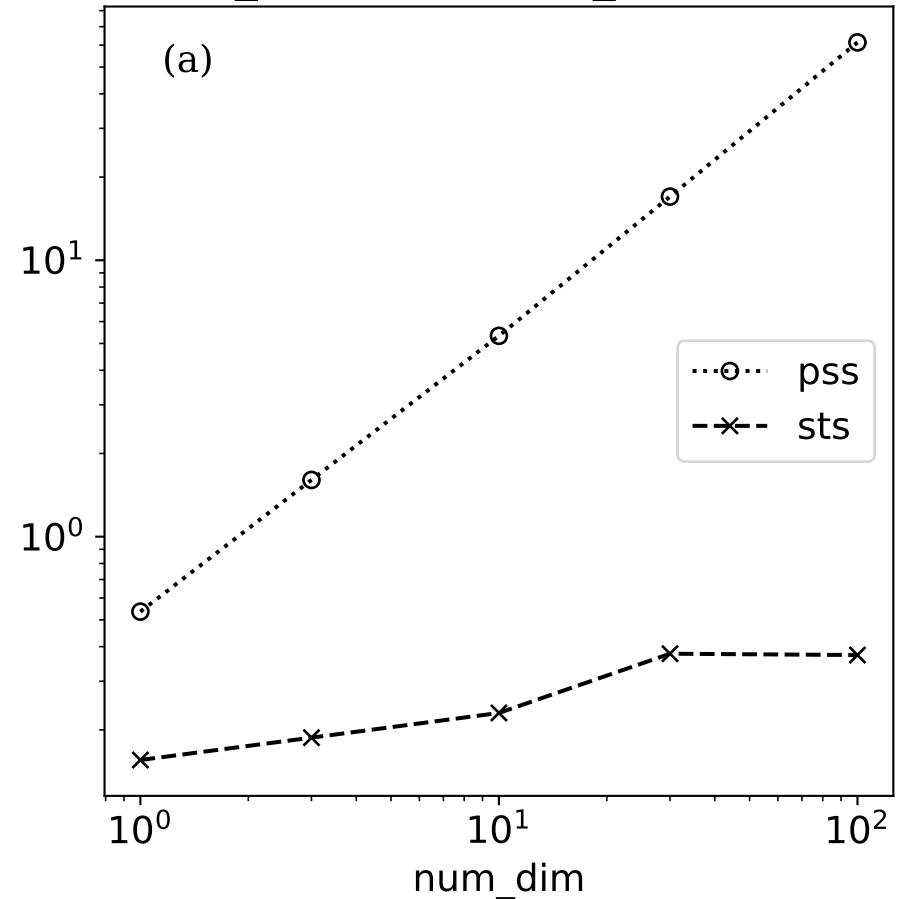


sphere
num_arms = 1, num_rounds = 3



sphere
num_arms = 10, num_dim = 10

