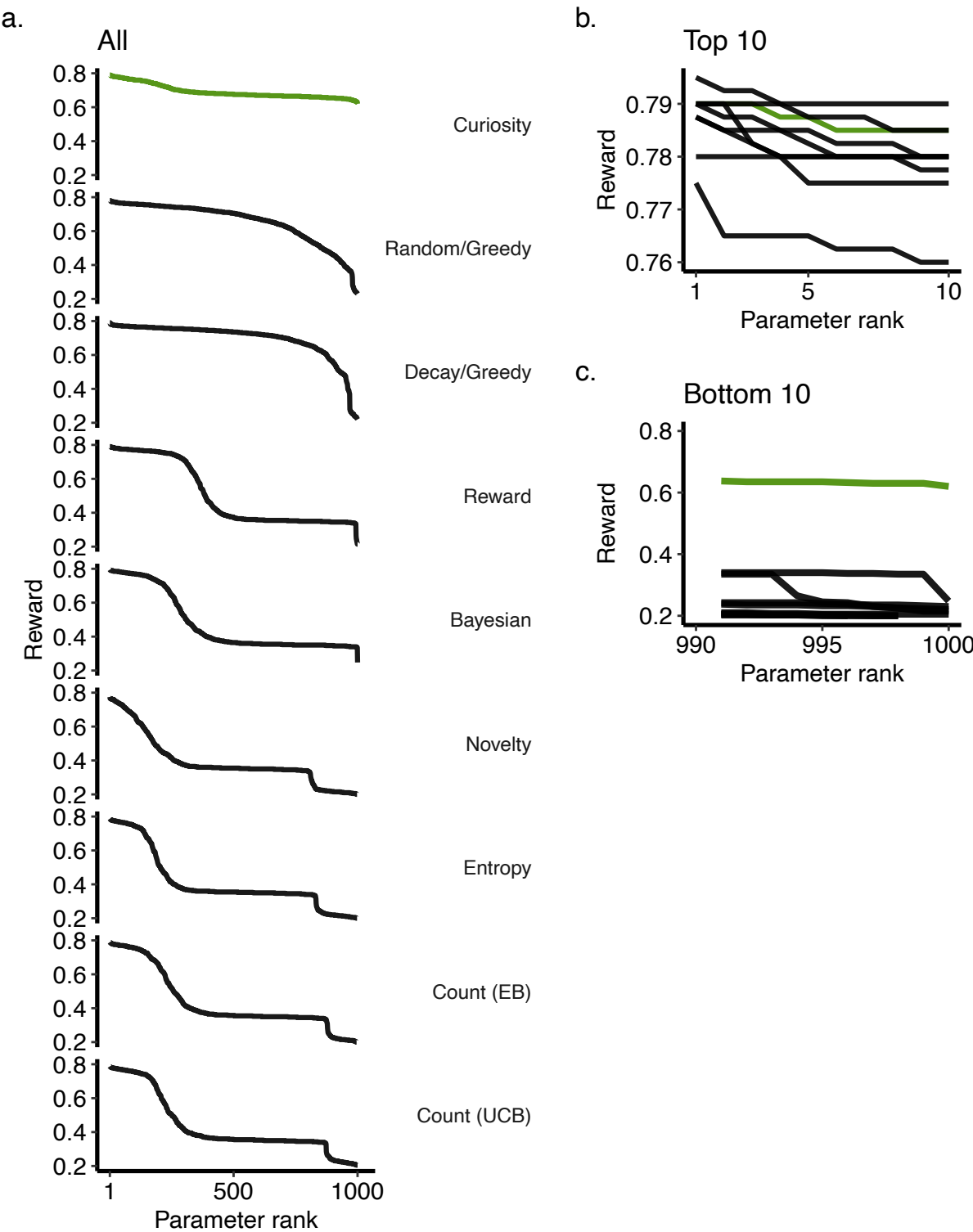


# Reward collection and parameter choice

## Task 1 – Classic



## Task 6 – High dimensional

