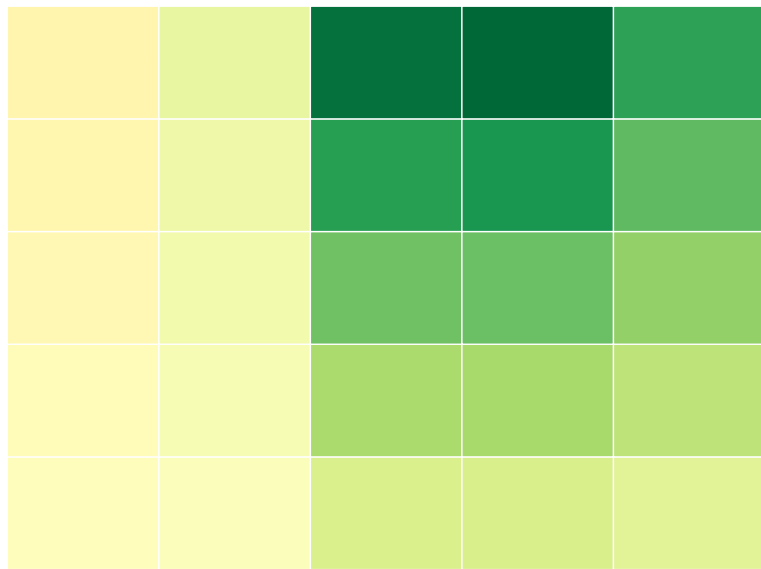


Reward Scale (α)

1.0 2.0 3.0 4.0 5.0



Pull Advantage

0 1 2 3