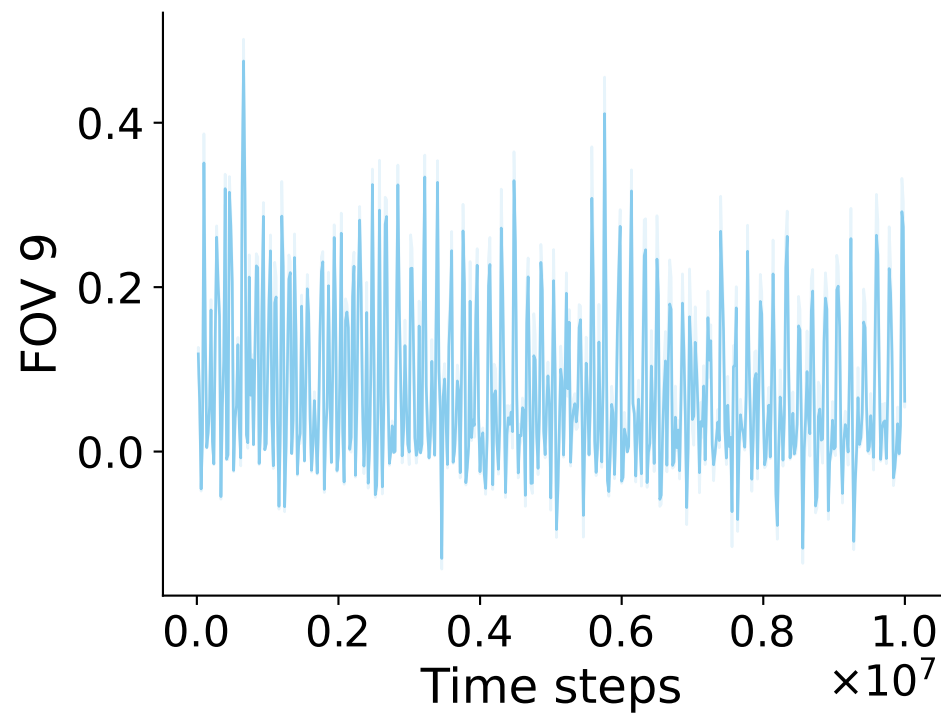


ActorCriticMLP



RealTimeActorCriticMLP

