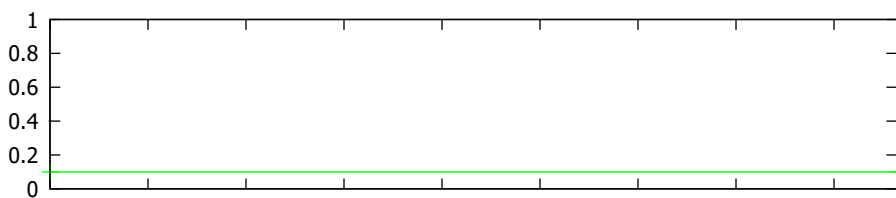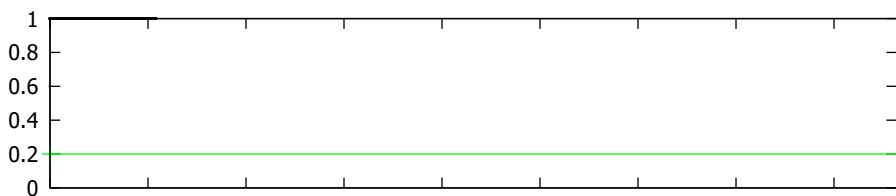# Best - increasing_5_container
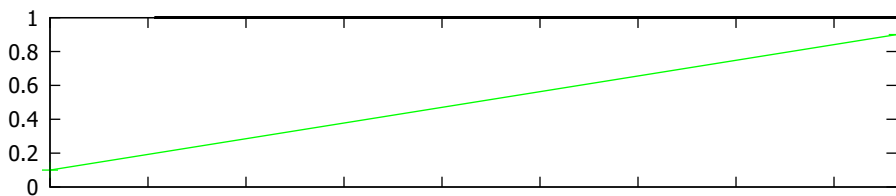
Green Energy, Performance node1
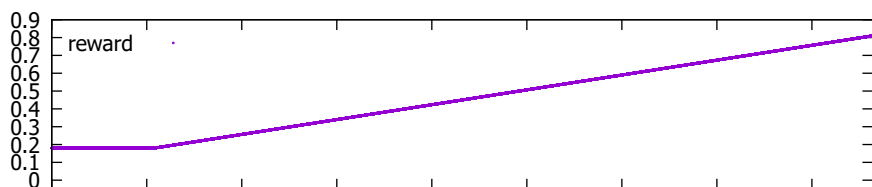

Green Energy, Performance node2

Green Energy, Performance node3

Reward

reward

Cumulative reward

cumulative reward

time