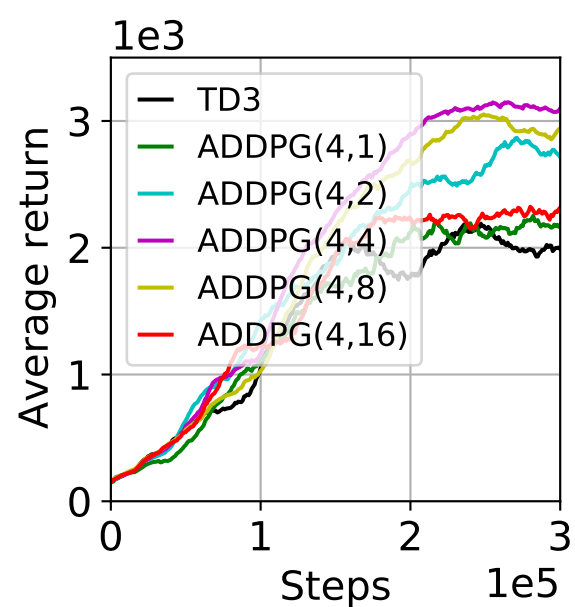
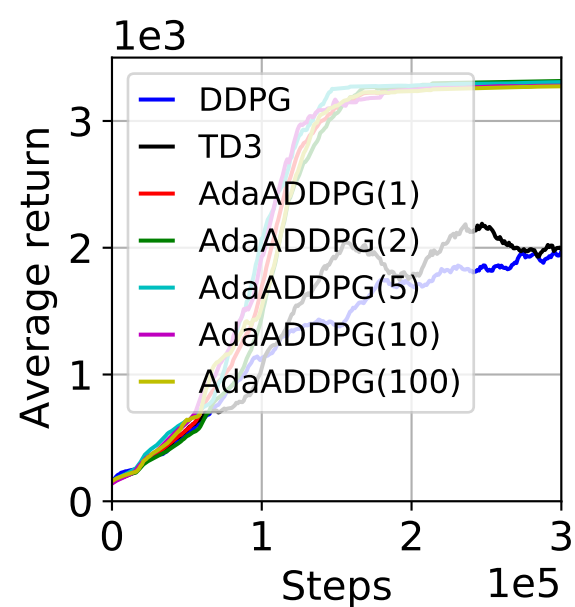


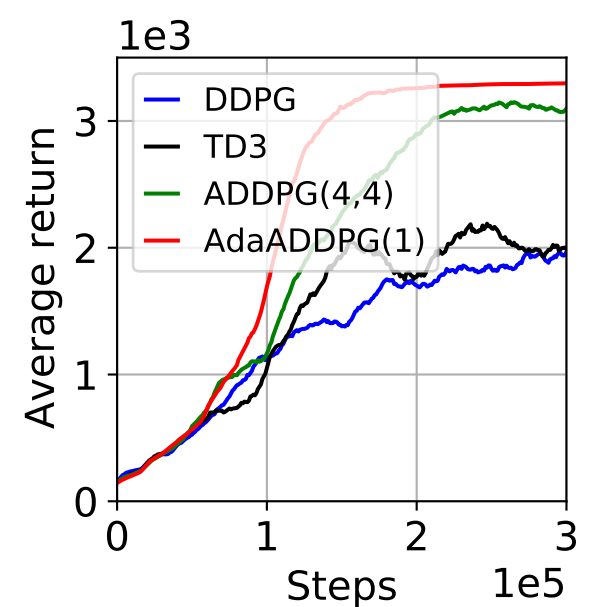
(a) ADDPG($M, 4$) in Hopper



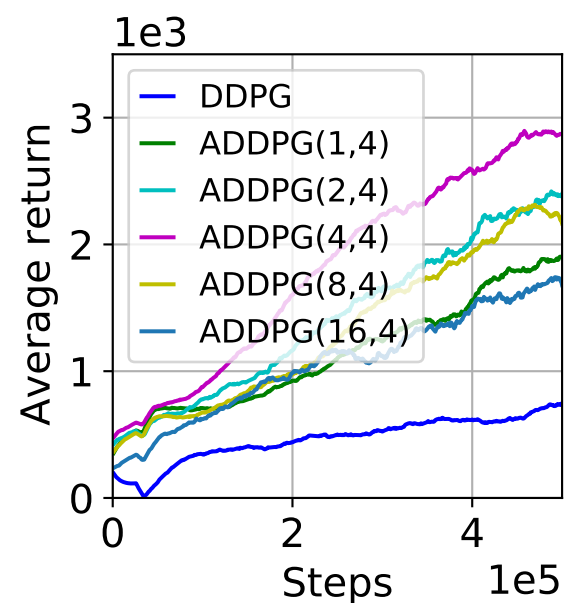
(b) ADDPG($4, N$) in Hopper



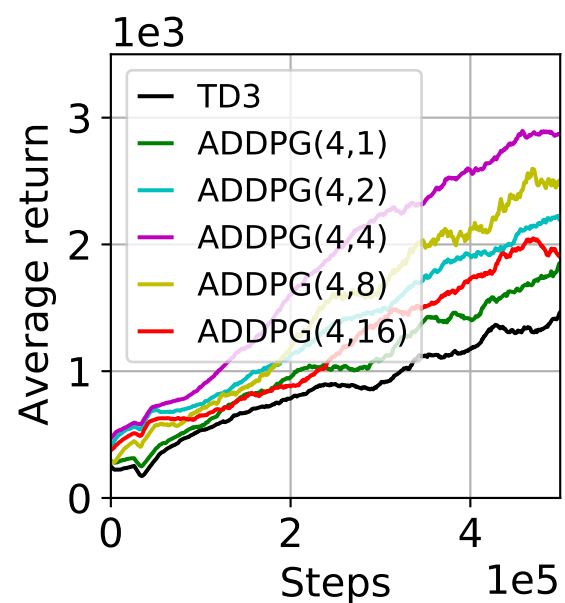
(c) AdaADDPG(τ) in Hopper



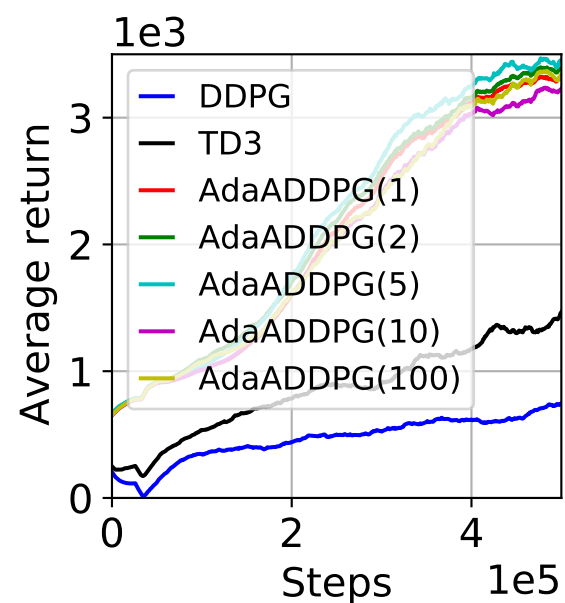
(d) AdaADDPG in Hopper



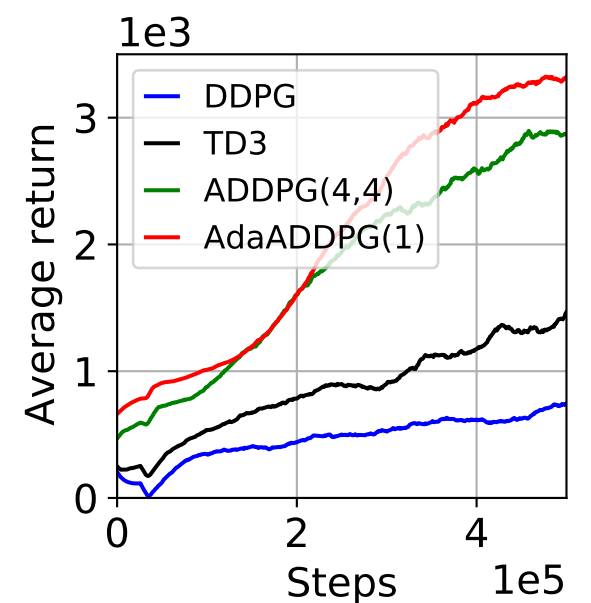
(e) ADDPG($M, 4$) in Ant



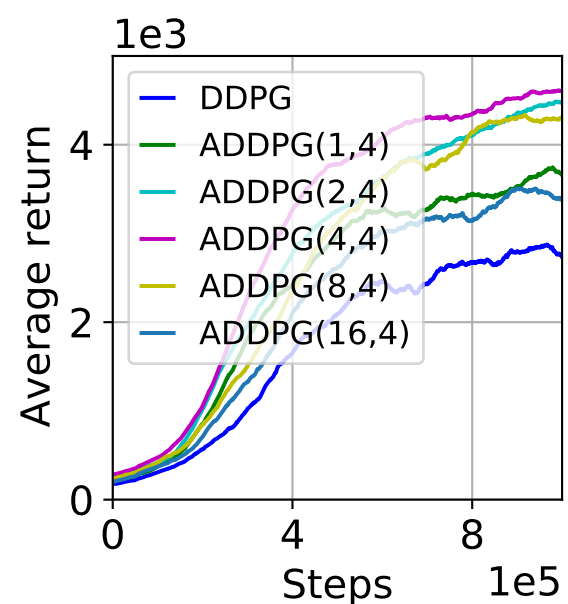
(f) ADDPG($4, N$) in Ant



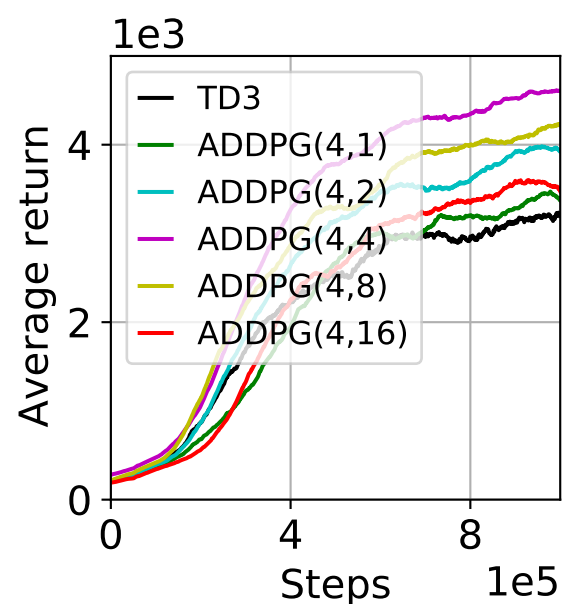
(g) AdaADDPG(τ) in Ant



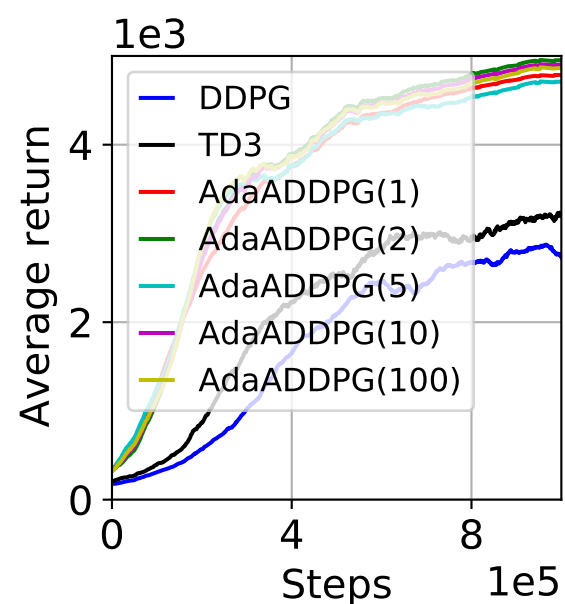
(h) AdaADDPG in Ant



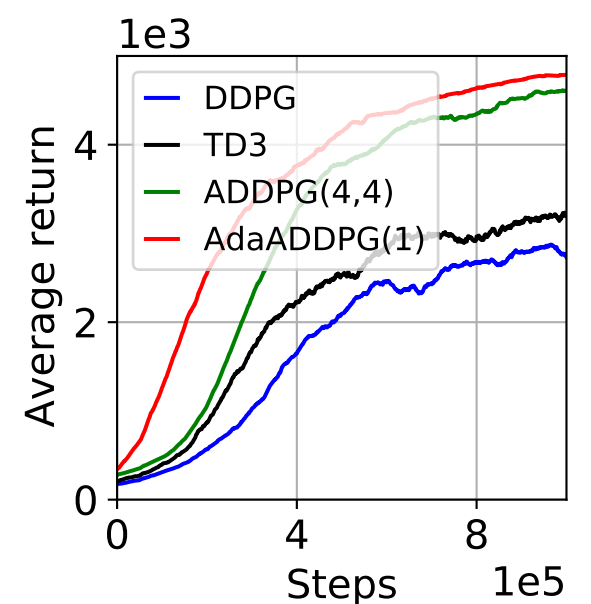
(i) ADDPG($M, 4$) in Walker2d



(j) ADDPG($4, N$) in Walker2d



(k) AdaADDPG(τ) in Walker2d



(l) AdaADDPG in Walker2d