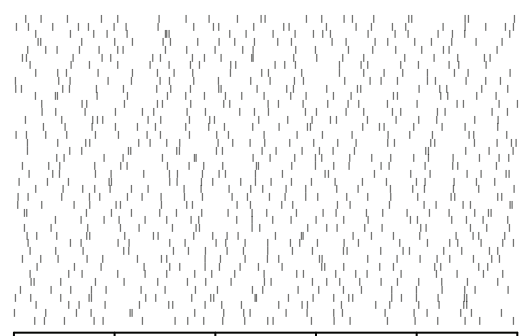
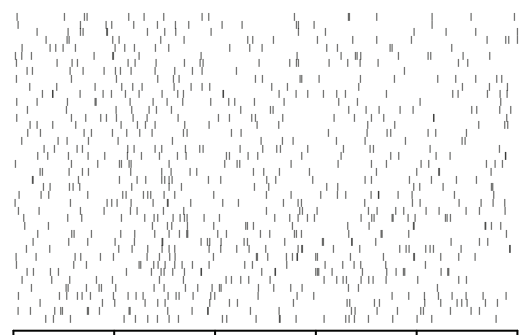
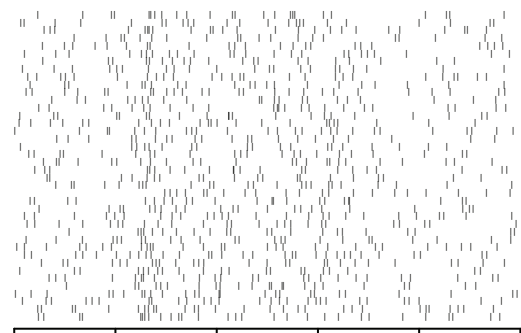
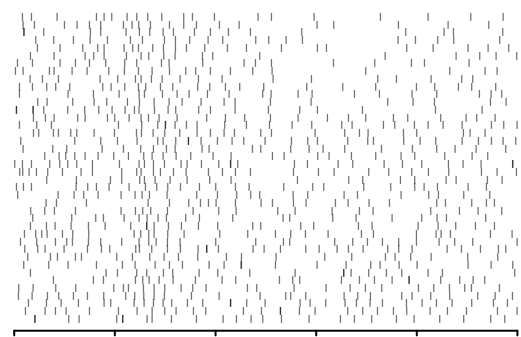
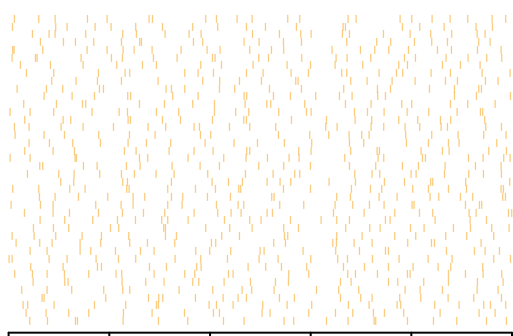
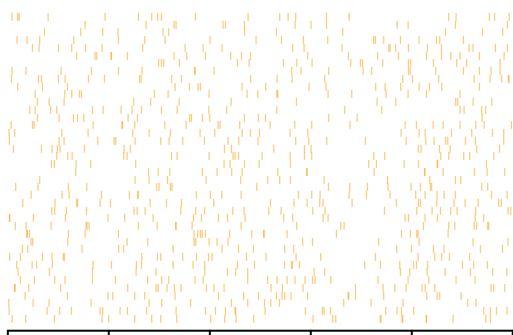
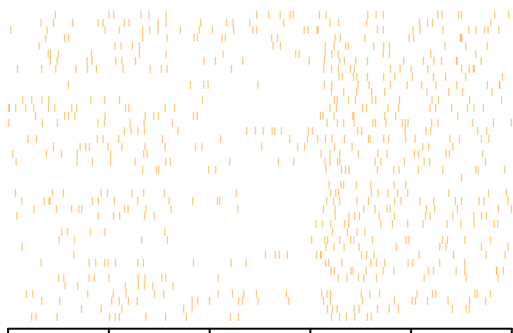
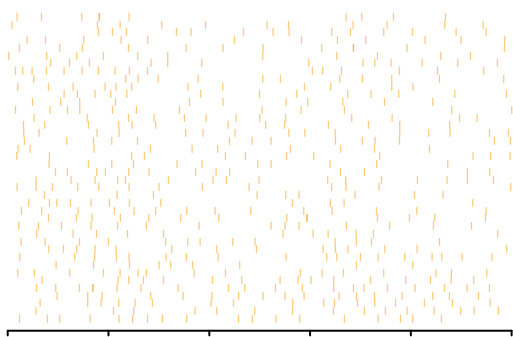


*Reward*

-1 0 1 2 3 4  
Time - odor (s)

*Punishment*

-1 0 1 2 3 4  
Time - odor (s)