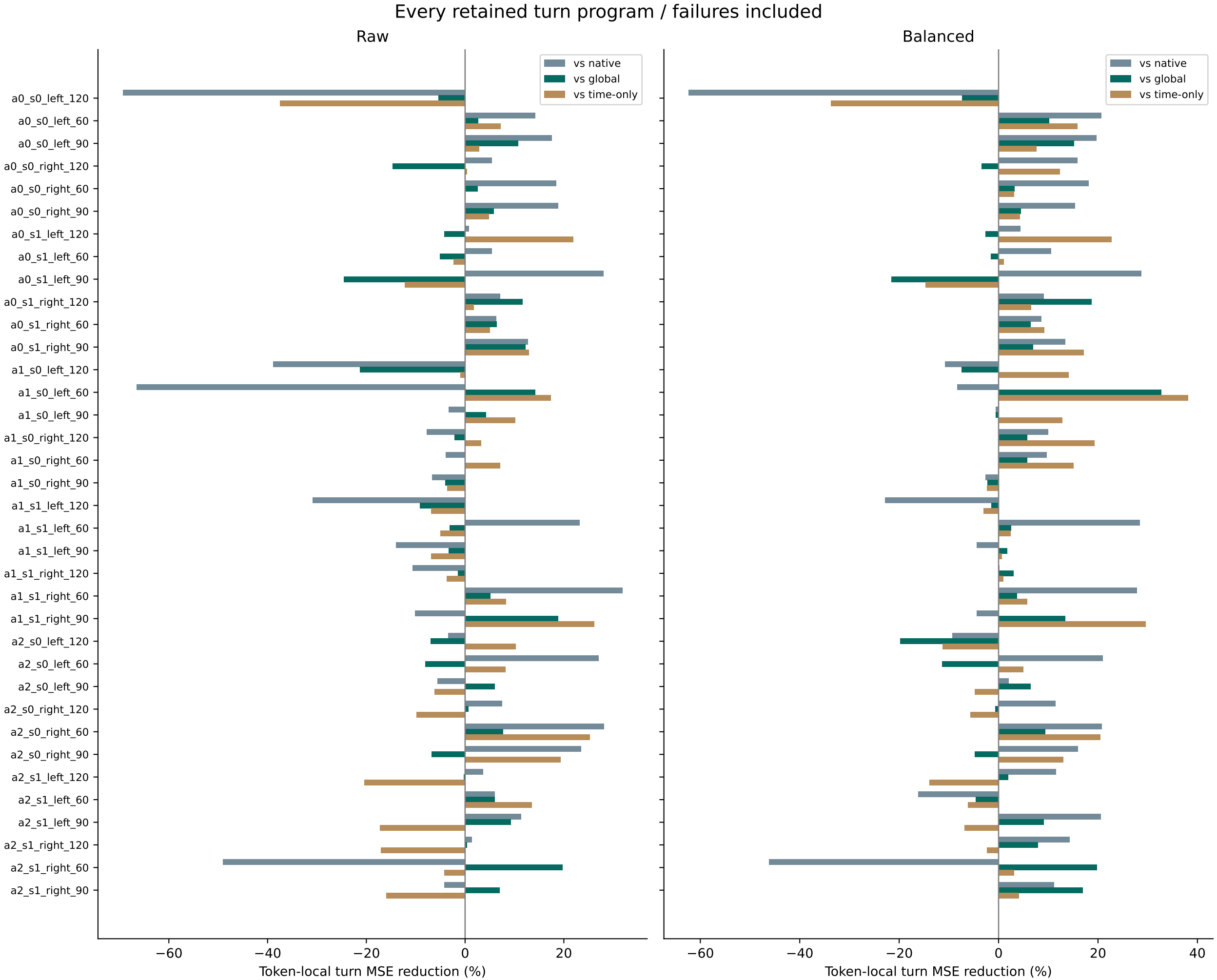
Every retained turn program / failures included
Raw
Balanced
vs native
vs global
vs time-only
a0_s0_left_120
a0_s0_left_60
a0_s0_left_90
a0_s0_right_120
a0_s0_right_60
a0_s0_right_90
a0_s1_left_120
a0_s1_left_60
a0_s1_left_90
a0_s1_right_120
a0_s1_right_60
a0_s1_right_90
a1_s0_left_120
a1_s0_left_60
a1_s0_left_90
a1_s0_right_120
a1_s0_right_60
a1_s0_right_90
a1_s1_left_120
a1_s1_left_60
a1_s1_left_90
a1_s1_right_120
a1_s1_right_60
a1_s1_right_90
a2_s0_left_120
a2_s0_left_60
a2_s0_left_90
a2_s0_right_120
a2_s0_right_60
a2_s0_right_90
a2_s1_left_120
a2_s1_left_60
a2_s1_left_90
a2_s1_right_120
a2_s1_right_60
a2_s1_right_90
−60
−40
−20
0
20
40
Token-local turn MSE reduction (%)