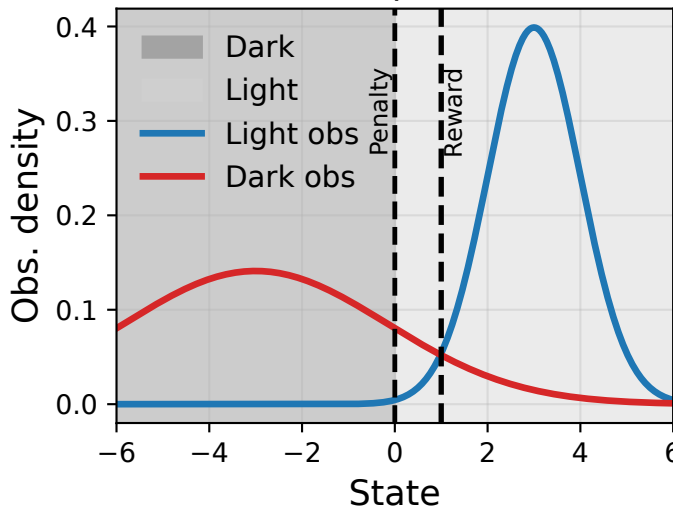**Context 0**
Light: $x > 0$ | Dark: $x \leq 0$

Context 1
Light: $x < 0$ | Dark: $x \geq 0$

Context 0 legend: Dark, Light, Light obs, Dark obs. Penalty, Reward.

Context 1 legend: Light, Dark, Light obs, Dark obs. Reward, Penalty.

Y-axis: Obs. density. X-axis: State.