

**Environment**



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graph TD; Environment[Environment] --> RL[Reinforcement Learning]; RL --> Actor[Optimal Actor]; RF[Reward Function] --> RL;
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The diagram illustrates the components of a Reinforcement Learning system. It features four rounded rectangular boxes with a thin grey border. The 'Environment' box is at the top, colored light yellow. Below it is the 'Reinforcement Learning' box, colored light blue. To the right of the 'Reinforcement Learning' box is the 'Optimal Actor' box, colored light orange. At the bottom is the 'Reward Function' box, also colored light blue. Arrows indicate the flow of information: a downward arrow from 'Environment' to 'Reinforcement Learning', an upward arrow from 'Reward Function' to 'Reinforcement Learning', and a rightward arrow from 'Reinforcement Learning' to 'Optimal Actor'. All text is in a bold, black, serif font.

**Reinforcement  
Learning**

**Optimal  
Actor**

**Reward  
Function**