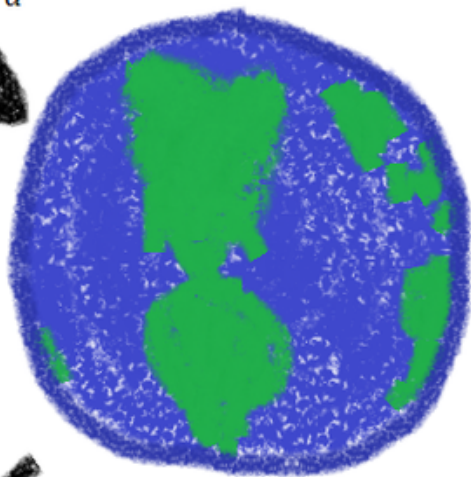
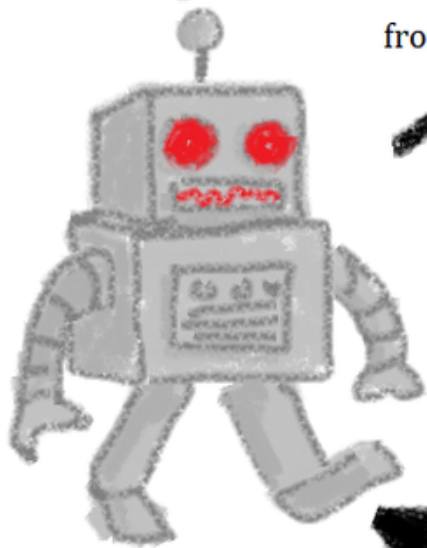


agent

environment

from state s , take action a



get reward R , new state s'