

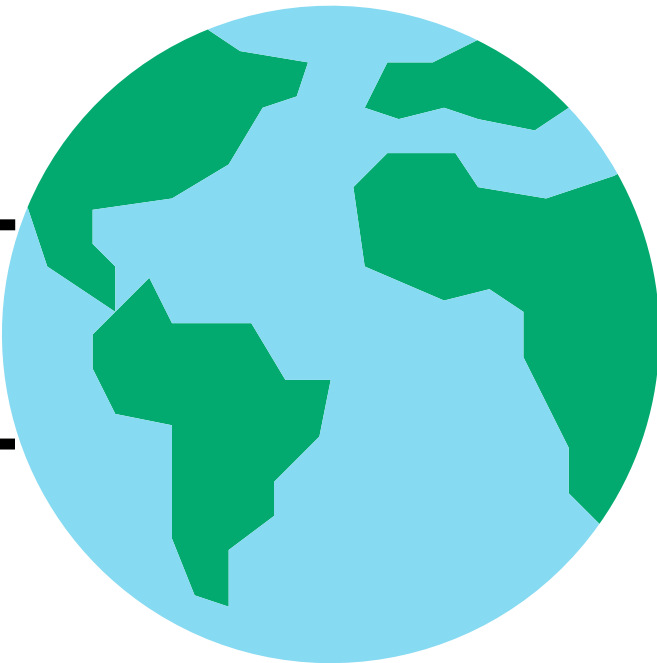
Learning Agent



Observation

Reward /
Punishment

Actions



Environment

