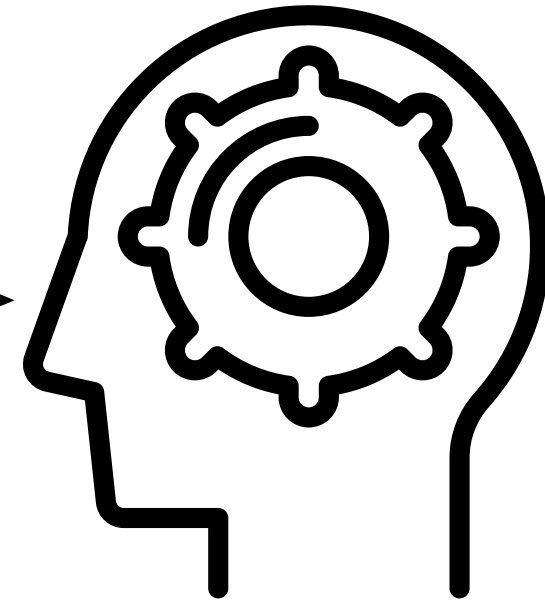Environment

Reward /
Punishment

Actions

Learning Agent