```
function RUBI(sim)
    C ← NxN
    for i ← 1 to iterations do
        actions ← ACT()
        sim.run(actions)
        L(z) ← sim.getRewards()
        for r ← 1 to N do
            sim.removeAgent(r)
            L(z − z_r) ← sim.getRewards()
            for a ← 1 to N do
                C_{r,a} ← C_{r,a} + |L_a(z) − L_a(z − z_r)|
            end for
            sim.addAgent(r)
        end for
    end for
end function=0
```