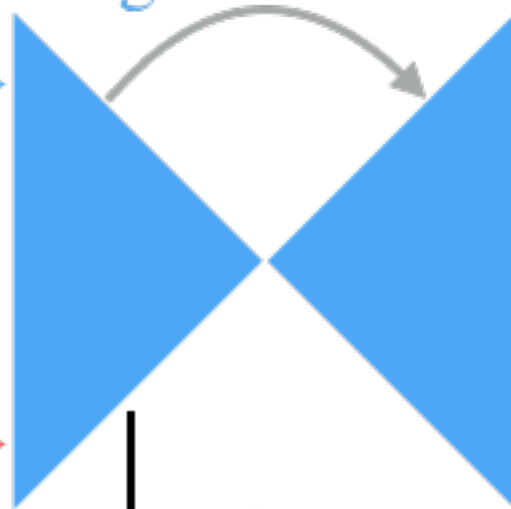




Random

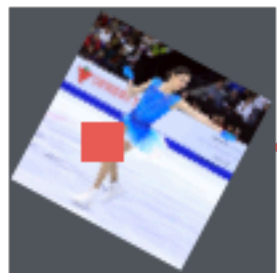


Target Network



Loss/
PCKh

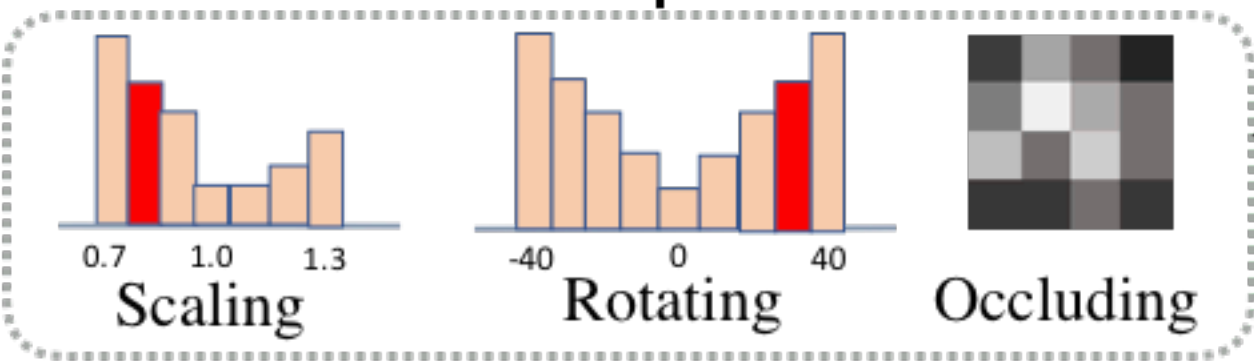
Adversarial



Loss/
PCKh

Harder?

Reward/Penalty



Augmentation Network

