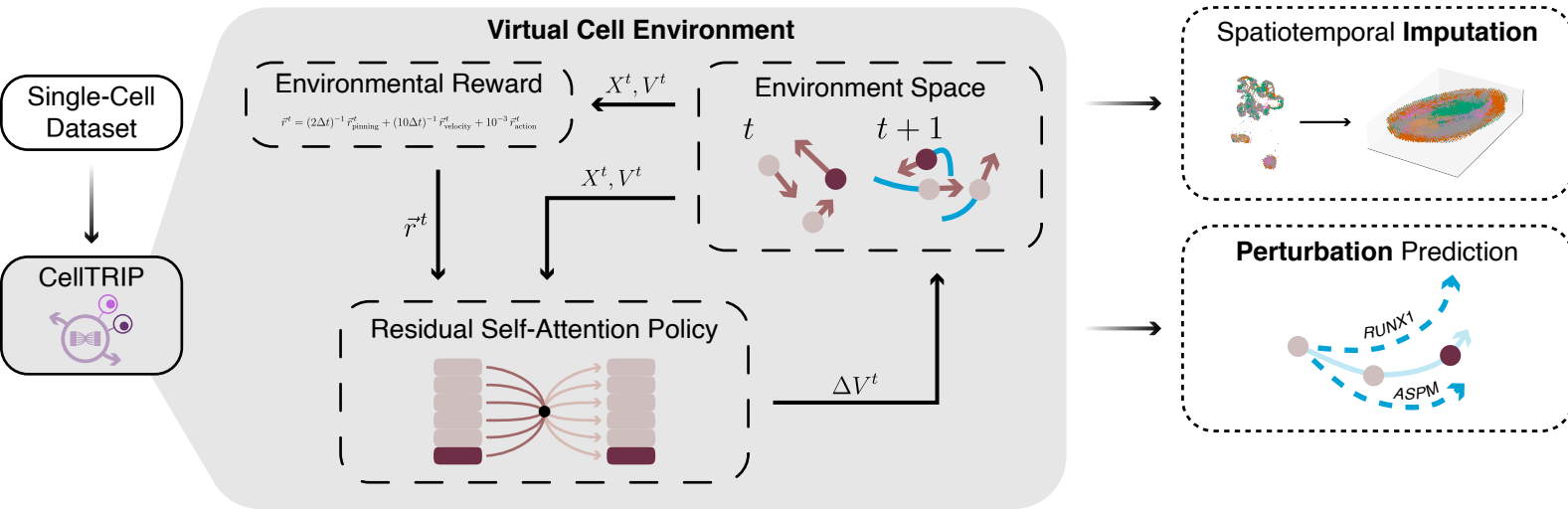# CellTRIP, Inferring virtual cell environments using multi-agent reinforcement learning for spatiotemporal trajectory recovery, imputation, and perturbation

Model Component CellTRIP Output $\quad X^t$ Cell Positions $\quad V^t$ Cell Velocities $\quad \triangle V^t$ Cell Actions $\quad \vec{r}^t$ Cell Rewards $\quad t$ Timestep