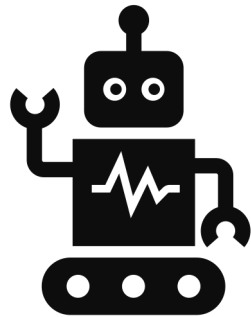


action: a_t



Agent



Environment

reward: r_t

next state: s_{t+1}

state: s_t