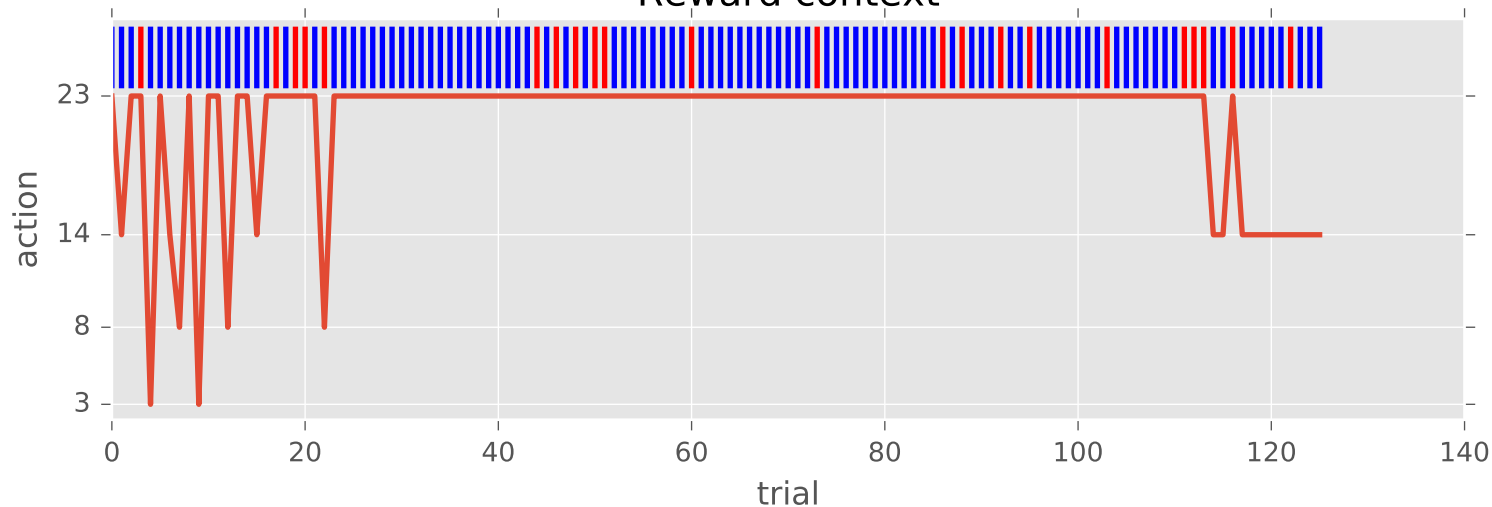


Reward context



Punishment context

