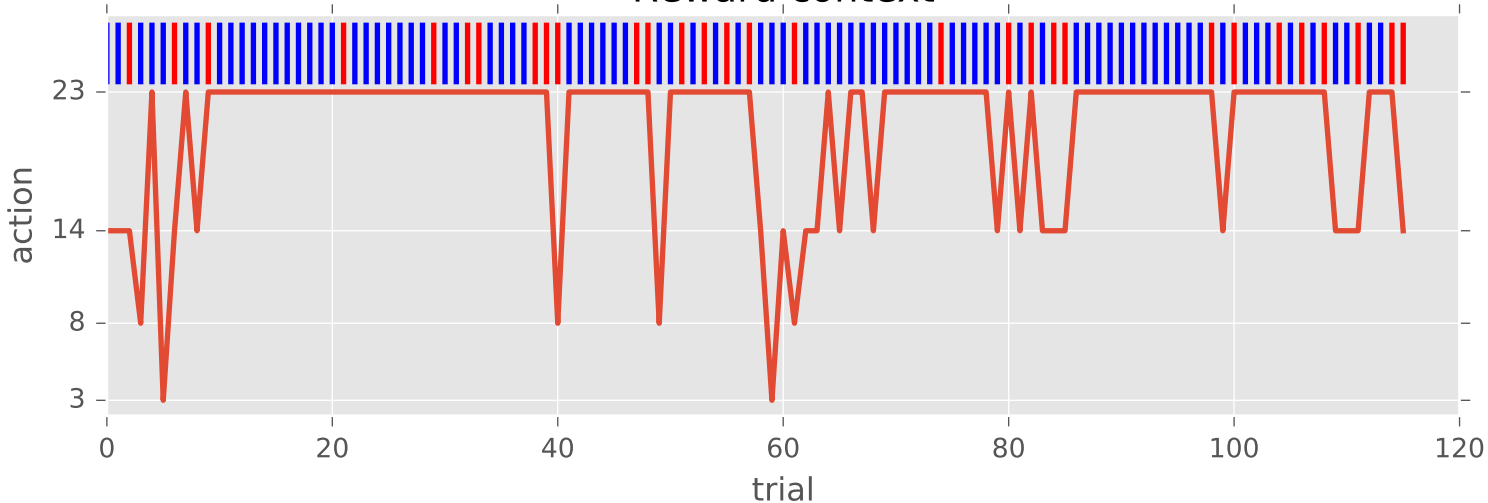


# Reward context



# Punishment context

