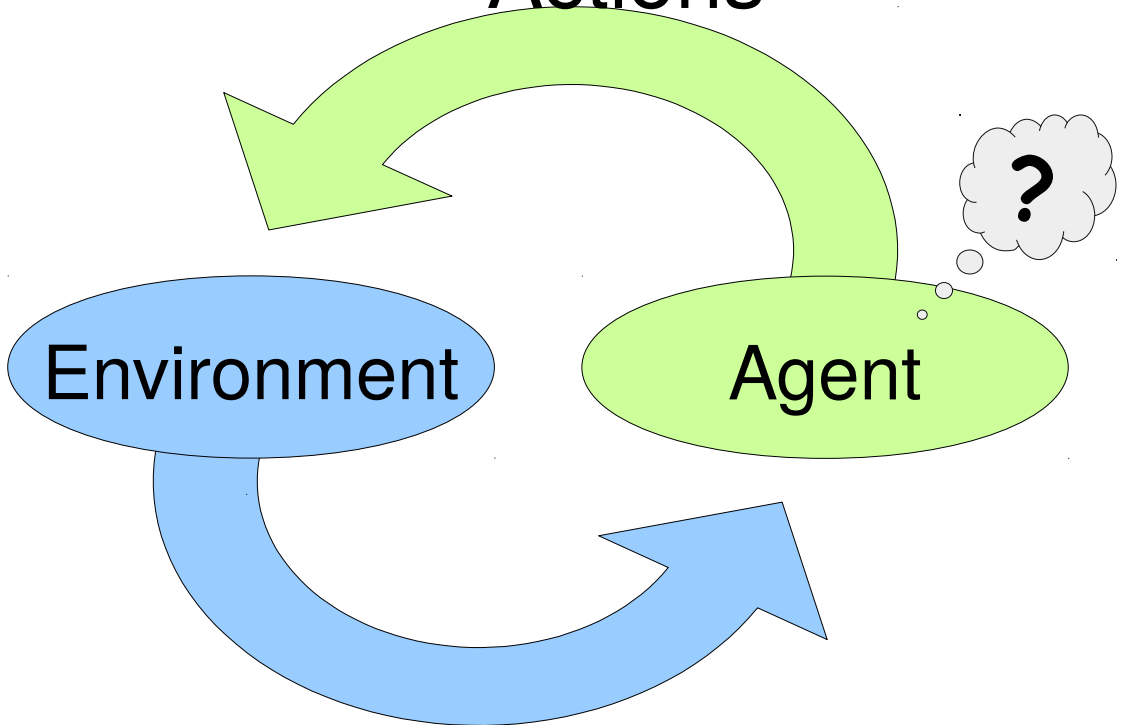


Actions



State transitions, rewards