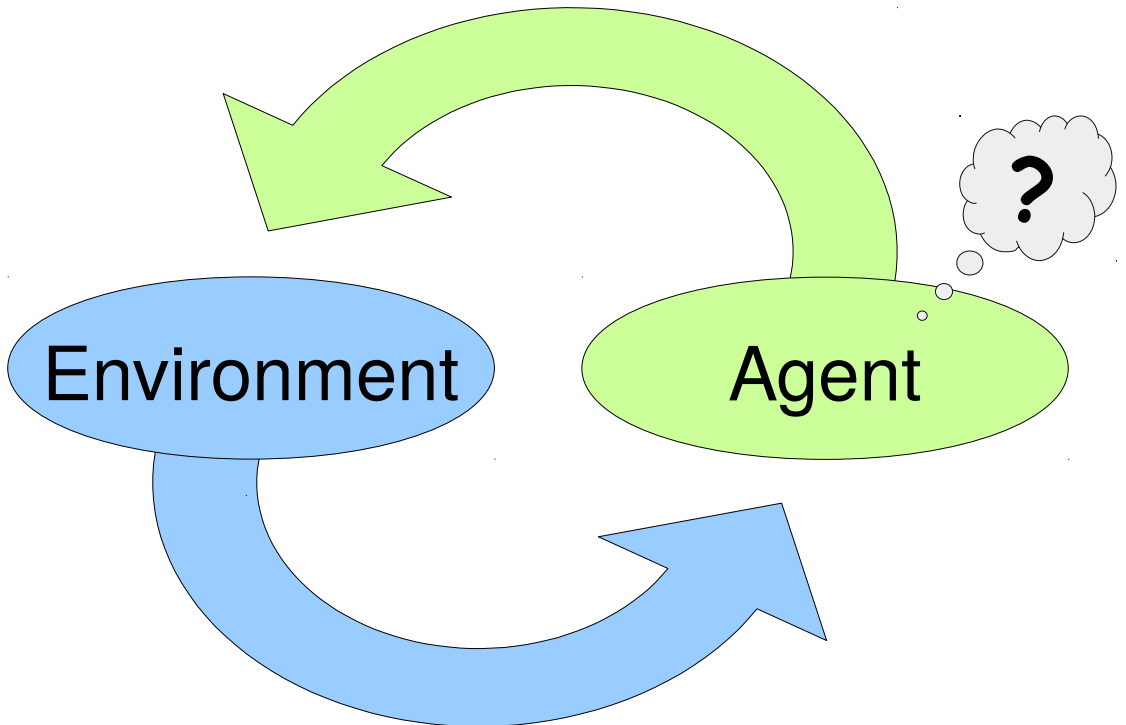


Actions



Environment

Agent

Observed states, rewards