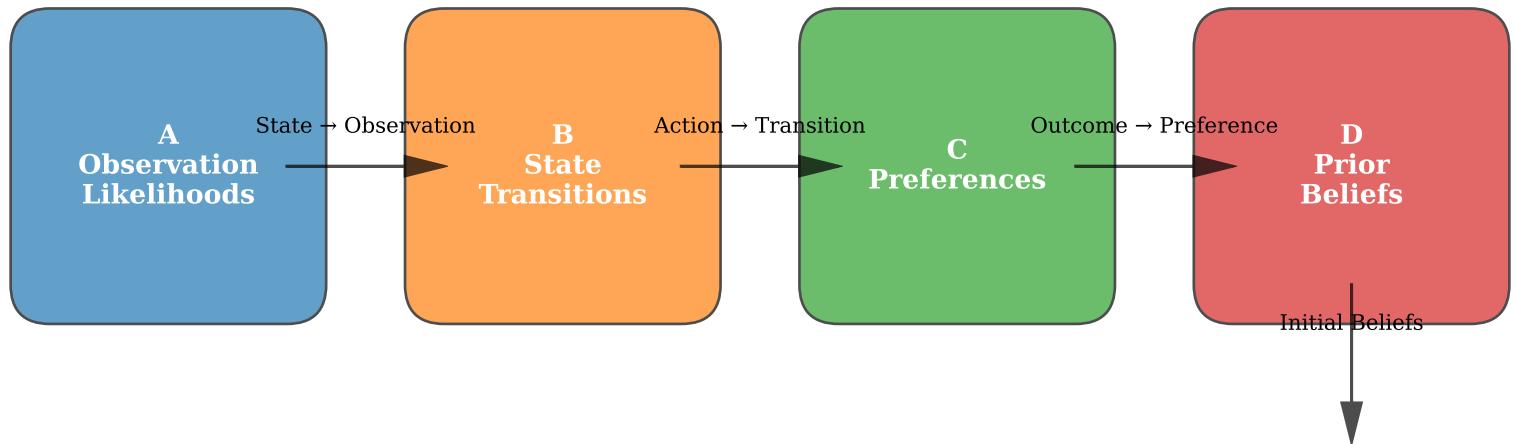


# Generative Model Structure (A, B, C, D Matrices)



*A:  $P(o|s)$  - How hidden states generate observations  
B:  $P(s'|s,a)$  - How actions change states  
C: Preferences - Desired outcomes (log probabilities)  
D:  $P(s)$  - Initial state beliefs*