Slide 6: Reinforcement Learning (RL) involves an agent interacting with an environment to receive a reward signal. The goal of the agent is to learn how to take actions that maximize the total future reward.

* **Agent:** The decision-maker that performs actions (Action *at*​) based on the current state (State *st*​) of the environment.
* **Environment:** The external system with which the agent interacts. After the agent takes an action, the environment transitions to a new state (State *st*+1​) and provides a reward (Reward *rt*+1​) to the agent.

 Horizontal moves:

* Right: Move the box horizontally to the right.
* Left: Move the box horizontally to the left.

 Vertical moves:

* Up: Move the box vertically upward.
* Down: Move the box vertically downward.

 Scale changes:

* Bigger: Increase the size or scale of the box.
* Smaller: Decrease the size or scale of the box.

 Aspect ratio changes:

* Fatter: Increase the width-to-height ratio (make the box wider).
* Taller: Decrease the width-to-height ratio (make the box taller).

 Trigger: This action is represented by a red circle and is likely used to indicate that the desired transformation or localization of the box is complete.