

Input Model of System



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graph TD; A[Input Model of System] --> B[Choose Action]; B --> C[Receive Reward]; C --> D[Update Beliefs]; D --> B;
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The diagram illustrates a reinforcement learning loop. It begins with a green box labeled 'Input Model of System' at the top. An arrow points down to an orange box labeled 'Choose Action'. From 'Choose Action', an arrow points down and to the right to another orange box labeled 'Receive Reward'. From 'Receive Reward', an arrow points left and then up to a third orange box labeled 'Update Beliefs'. Finally, an arrow points from 'Update Beliefs' up and to the right back to 'Choose Action', completing the loop.

Choose Action

Update Beliefs

Receive Reward