In Gym file;

1. Define your environment following the guidance of gym
2. Have \_compute\_cost() to compute the cost
3. Calculate your reward in gym file as reward – penalty factor \* cost
4. I included max\_episode\_steps, render, close, set\_seed in gym env, not sure if it is necessary.
5. Remember to transform action in torch tensor into np array in the step() (e.g. line 463)

In Safe file

1. Copy my env
2. Change \_support\_envs
3. Change line 35, self.\_env = YOUR GYM ENV
4. In step(), recover reward in line 58, access cost in line 59