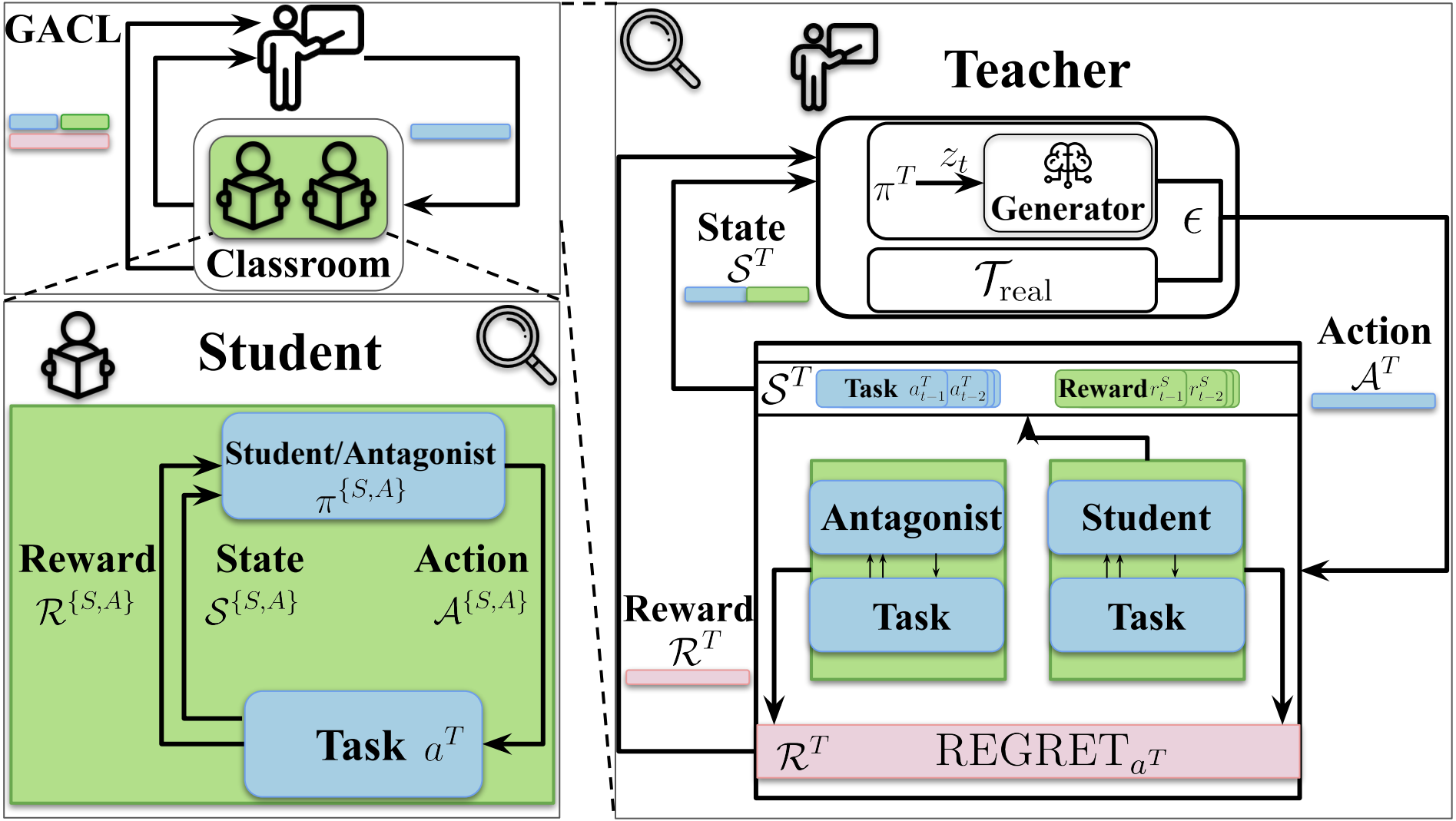
GACL
Classroom
Teacher
π^T
z_t
Generator
ϵ
$\mathcal{T}_{\text{real}}$
State
$\mathcal{S}^T$
Action
$\mathcal{A}^T$
$\mathcal{S}^T$
Task a^T_{t-1} a^T_{t-2}
Reward r^S_{t-1} r^S_{t-2}
Antagonist
Task
Student
Task
Reward
$\mathcal{R}^T$
$\mathcal{R}^T$
REGRET_{a^T}
Student
Student/Antagonist
$\pi^{\{S,A\}}$
Reward
$\mathcal{R}^{\{S,A\}}$
State
$\mathcal{S}^{\{S,A\}}$
Action
$\mathcal{A}^{\{S,A\}}$
Task a^T