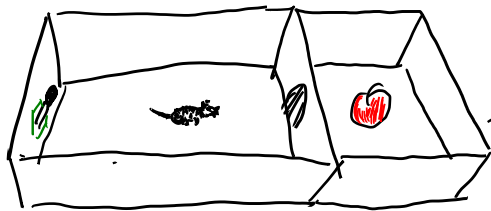


Environment



state s_t

s_t (location
doors
lever,
objects)

Action
 a_t



Belief
 b_t



reward
 r_t



observation
 x_t

(vision
smell
touch
hearing)

Agent

