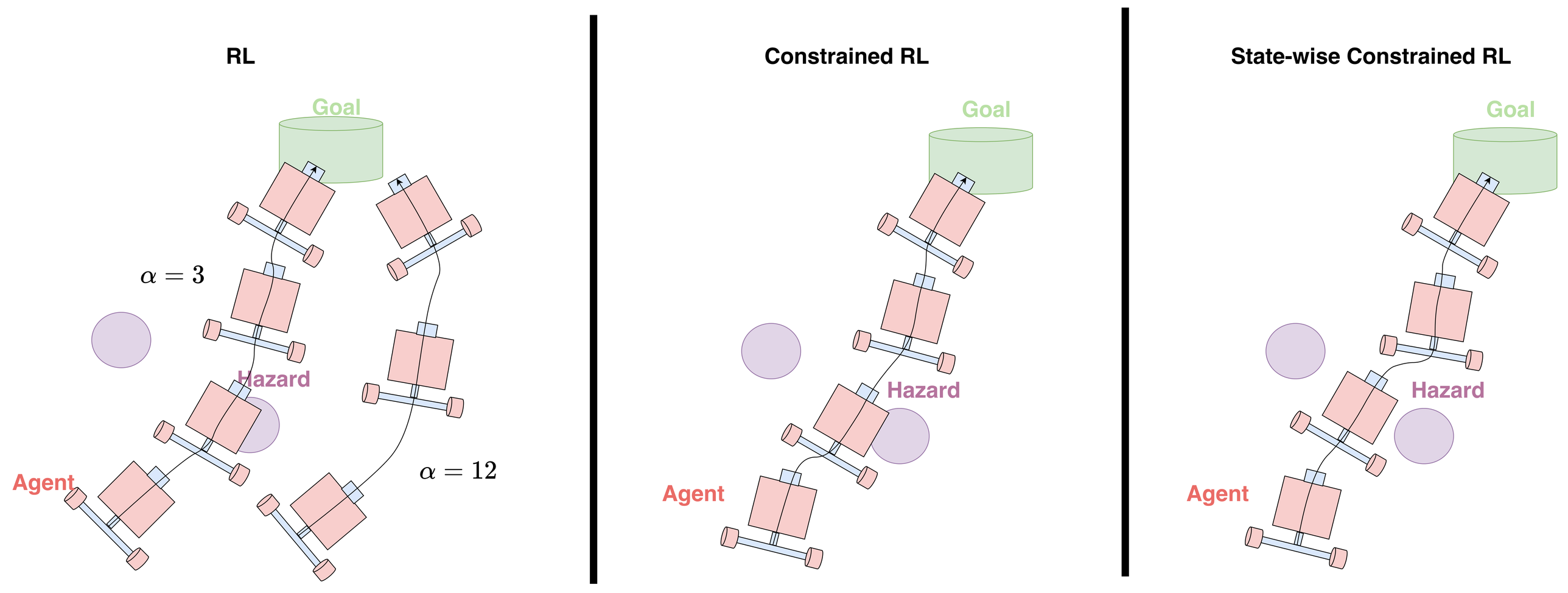
RL
Goal
$\alpha = 3$
Hazard
Agent
$\alpha = 12$
Constrained RL
Goal
Hazard
Agent
State-wise Constrained RL
Goal
Hazard
Agent