

Environment  
Features

Player

$pl_t$

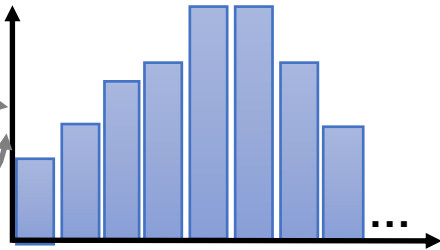
**Contextualized Player  
Representation**

Context

$s_t$

$a_t$

$r_t$



$q(z_t | s_t, a_t, r_t, pl_t)$