Blue ladder

Embedding 20

LSTM 64

Environment

**x3**

LSTM 256

Input Image

Conv. 3x3, stride 1

Max 3x3, stride 2

Residual Block

Conv. 3x3, stride 1

ReLu

ReLu

Conv. 3x3, stride 1

Action

ReLu

ReLu

FC 256

Residual Block

Agent

Observation State

Reward

State