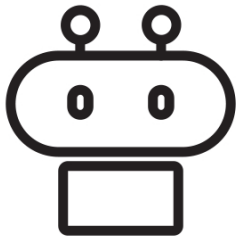
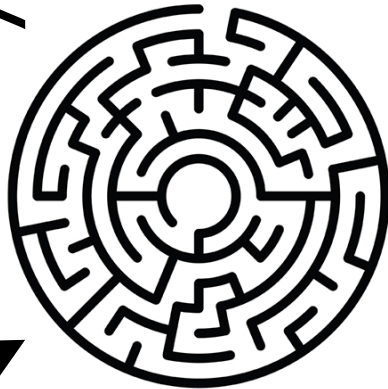


Agent



State  $s$   
Reward  $r$

Action  $a$



Environment