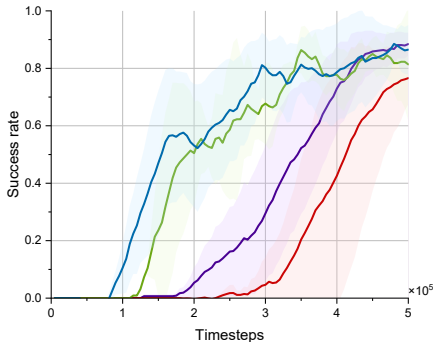
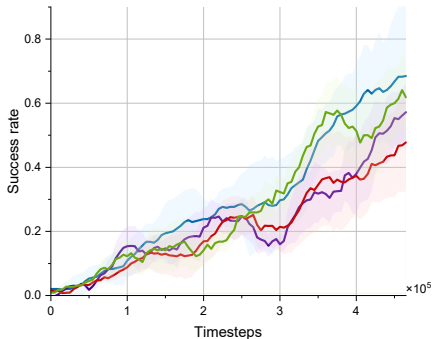


- IACRS
- GCMR
- IACRS w/o  $j$ -step adjacent region
- IACRS w/o contacting Gaussian reward shaping



(a) AntMaze



(b) FetchPickAndPlace