



On the next page, you will be able to modify your AI teammate's policy.

- If you would like to change the probability of taking a certain action, you can use keyboard controls to change the value. **After changing the value, you must click enter to save the value.**
- If you would like to change the action associated with a certain probability, click on the action and a drop-down menu will show all possible actions. Click on the new action you would like.

We have added in checks to ensure that the probabilities across the three actions add to one.

Decision Node Variable	Description
AI Holding Onion	The AI (green agent) is holding an onion
AI Holding Soup	The AI (green agent) is holding a soup
AI Holding Dish	The AI (green agent) is holding a dish
AI Holding Tomato	The AI (green agent) is holding a tomato
Human Holding Onion	The Human (blue agent) is holding an onion
Human Holding Soup	The Human (blue agent) is holding a soup
Human Holding Dish	The Human (blue agent) is holding a dish
Human Holding Tomato	The Human (blue agent) is holding a tomato
Onion on Shared Counter	There is an onion on a counter
Pot 1 Needs Ingredients	The first pot has less than 3 ingredients
Pot 2 Needs Ingredients	The second pot has less than 3 ingredients
A Pot Needs Ingredients	Any pot has less than 3 ingredients
A Pot is Ready	Any pot has a completed soup
Dish on Shared Counter	There is a dish on a counter
Soup on Shared Counter	There is a soup on a counter
Tomato on Shared Counter	There is a tomato on a counter

**Actions only execute if prerequisites are met (e.g., cannot pick up a soup without holding a dish)**

Decision Node Variable	Description
Wait	Do nothing
Get Onion from Dispenser	The AI will pick up an onion from the nearest dispenser
Get Onion from Counter	The AI will pick up an onion from the nearest counter location containing an onion
Get Tomato from Dispenser	The AI will pick up a tomato from the nearest dispenser
Get Tomato from Counter	The AI will pick up a tomato from the nearest counter location containing a tomato
Get Dish from Dispenser	The AI will pick up a dish from the nearest dispenser
Get Dish from Counter	The AI will pick up a dish from the nearest counter location containing a dish
Get Soup from Pot	The AI will get a soup from the nearest pot that is ready
Get Soup from Counter	The AI will get a soup from the nearest counter location containing a soup.
Serve Soup	The AI will serve the soup to the serving station
Bring to Pot	The AI will deposit a held ingredient into the pot
Place on Counter	The AI will place a held ingredient onto a counter