


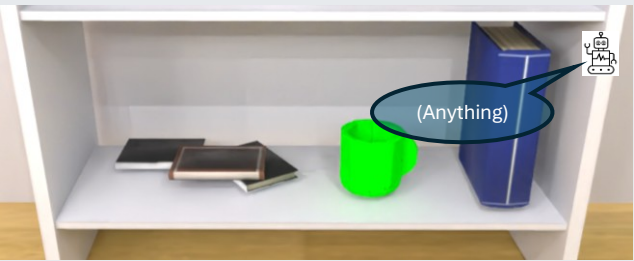






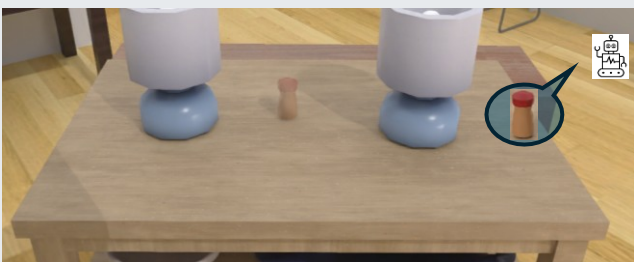



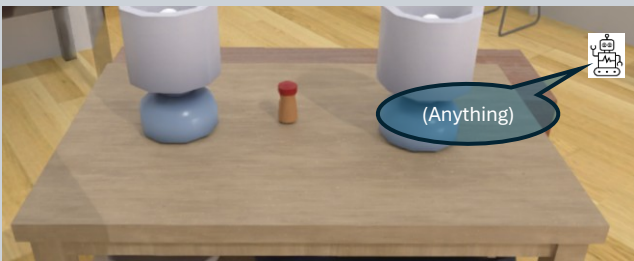





LEVEL	1	2	3	4	
Type	Single-step pick-and-place tasks involving unique target objects.	Single-step pick-and-place tasks involving non-unique target objects, which requires disambiguation	Multi-step pick-and-place tasks involving non-unique target objects, formed by chaining level 1 or 2 tasks with logical connector THEN.	Outcome-based tasks, which require the agent to achieve a specific arrangement or configuration of objects.	
Example	<i>Move box to the table_01_platform_0</i>	<i>Move kitchenware_spice_shaker between two lamps.</i>	<i>Move kitchenware_floral_cup to the left of the books_navi_blue_hardcover, THEN move it between two lamps.</i>	<i>Clean the sofa_platform_0.</i>	
Expected Steps					
Goto Start					Start
Pick					
Goto Destination					Target
Place					
Success Judgement Method	The task is completed when CALL_END.	The task is completed when CALL_END.	Each atomic task is completed <b>in order</b> within the episode, and the last atomic task is completed at CALL_END.	By Human.	
IR Cal. Method	25% per step	25% per step	25% / (# atomic task) per step	(TBD)	