Instruction: In **Mars**, your goal is to unlock achievements: < collect wood, collect diamond, place table, … >

counter-commonsense

Crafter ⟶ **Mars**

Playground
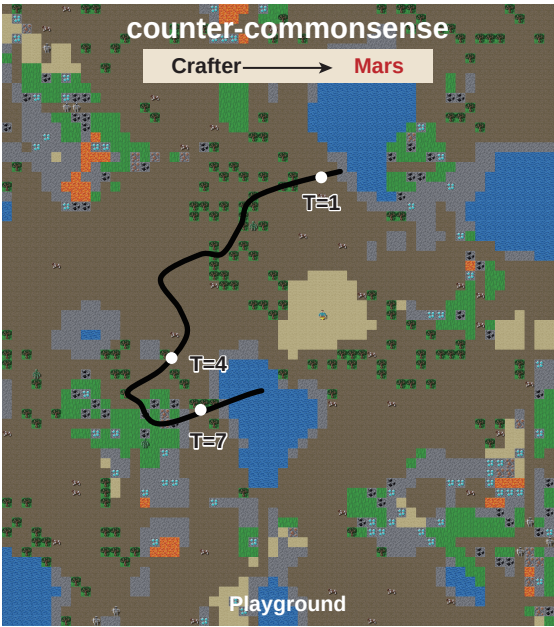
Trajectory

T=1
move_down
near [ ]; action: "do"; inventory: 1 → 2

T=4
move_down
near [ ]; action: "do"; inventory: 0 → 1

T=7
do
near [ ]; action: "place table"; inventory: 3 → 1

…

induction

Given the history trajectory, induce the possible mechanisms.

1. At t1 time, agent mined stone, then obtained diamond;
2. At t4 time, agent mined stone, then obtained diamond;
3. At t7 time, agent consumed 2 diamonds, then place a table;
4. At t8 time, …

Thus, I can induce two rules:
1. Mining stone can get diamond.
2. Placing table consumes 2 diamonds.

apply rules

collect diamond
↓
place table
↓
make wood pickaxe
↓
…