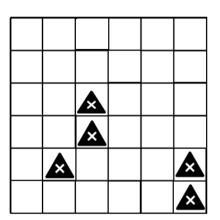
Environment Generation

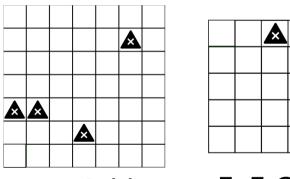
Specify grid size and obstacle setup

In-Distribution

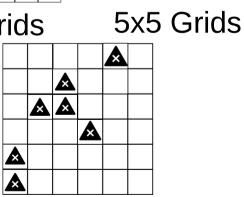


6x6 Grids 1 - 5 Obstacles

Out-of-Distribution



7x7 Grids

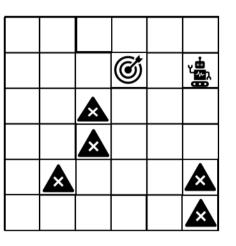


6-11 Obstacles

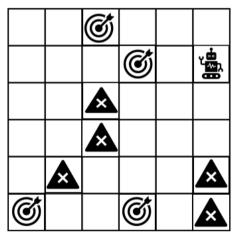
Initial and Goals Placement

Randomly choose initial and goal locations

Single Goal



Multi Goal



No Constraints

Ordering Constraints

Gold Plan Generation

Calculate the optimal path as ground-truth

left left

left left inspect left up inspect left left down down down down inspect right right right inspect

left left inspect left left down down down down inspect right right inspect up up up up inspect

Env and Task Verbalization

Generate environment and task description

You are in a 6 by 6 world. There are obstacles that you have to avoid at (2,2), (3,2), (4,1), (4,5) and (5, 5). Go from (1,5) to (1,3).

You are in a 6 by 6 world. There are obstacles that you have to avoid at (2,2), (3,2), (4,1), (4,5) and (5, 5). You are at (1,5). You have to visit p0, p1, p2 and p3. p0 is located at (0,2), p1 is located at (1,3), p2 is located at (5,0) and p3 is located at (5,2).

You are in a 6 by 6 world. There are obstacles that you have to avoid at (2,2), (3,2), (4,1), (4,5) and (5, 5). You are at (1,5). You have to visit p0, p1, p2 and p3. p0 is located at (0,2), p1 is located at (1,3), p2 is located at (5,0) and p3 is located at (5,2). Visit p0 and p2 before p1 and p3.



A

Goal location



Obstacle



Agent position