Requirement Confirm

Curious Exploration
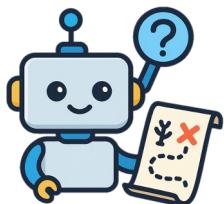
Information

Task Abstraction

Trajectory

Quality Control
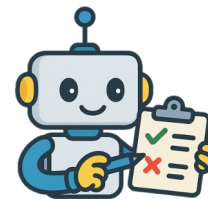
Task

Goal Rewrite
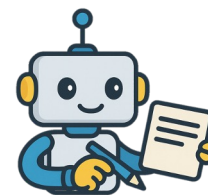
Valid Task

Information

Principles
1. **Valid Movement:** Only moving on ladders or platforms is allowed.
2. **Repeat Penalty:** Repeated back and forth movement.
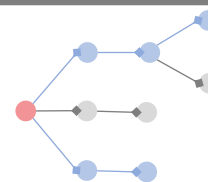3. **Ending Decision:** Arrival at endings.

Concept Pool → Target

Prompt

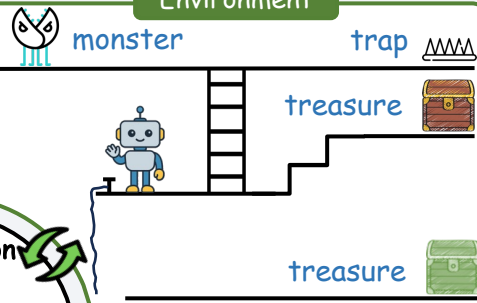### Candidate actions
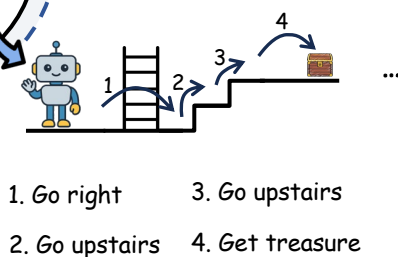1. Go upstairs 2. Climb up 3. Climb down

Environment Memory Tree
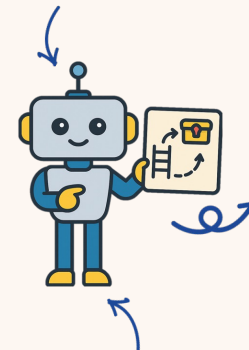- Visited state
- Unvisited state
- Init state

Exploration Agent

Environment
monster   trap
treasure
treasure

Exploration Trajectory
1. Go right   3. Go upstairs
2. Go upstairs   4. Get treasure

Task Memory
In this environment, there are already two tasks: exploring trap locations and exploring monster locations.

Task Agent

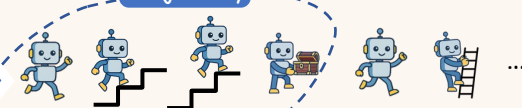### Query
Get 📦

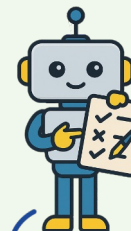### Guideline
1. Go right
2. Go upstairs
3. Go upstairs
4. Get treasure

Trajectory
Current Window

Execute Agent

Environment

Can it be successfully re-execute?

Query
Get 📦

Guideline
1. Go right
2. Go upstairs
3. Go upstairs
4. Get treasure

Valid Task

Query
Get 📦

Guideline
1. Go right
2. Climb ladder
3. Go right
4. Get treasure

Invalid Task