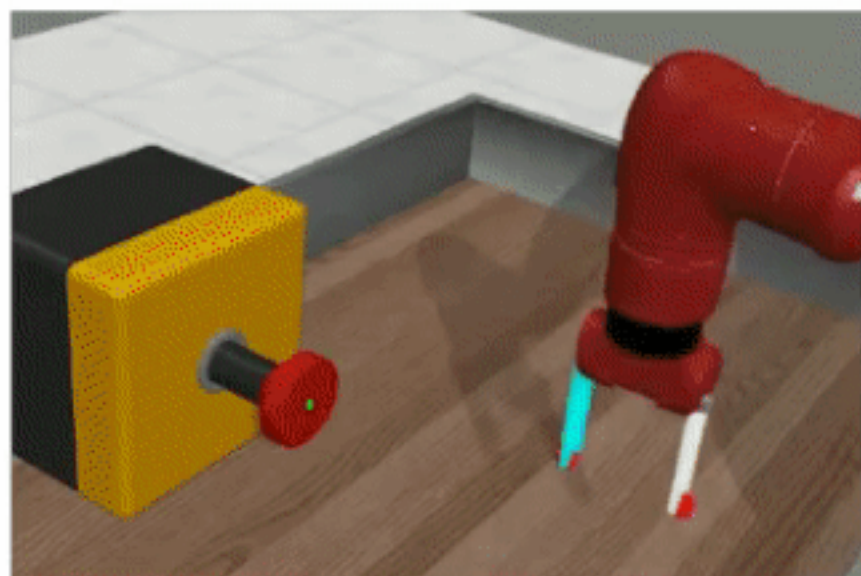


FCAI

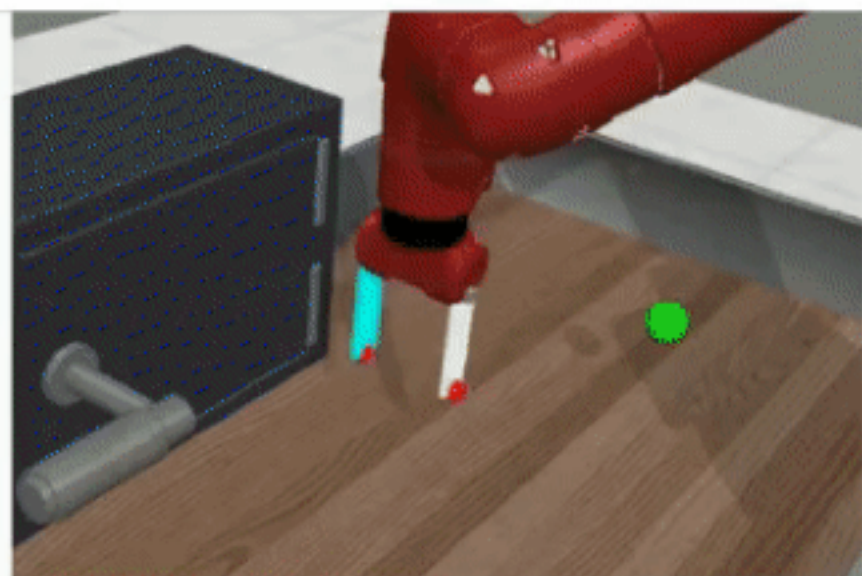
fcai.fi

Motivation: Robotic Manipulation

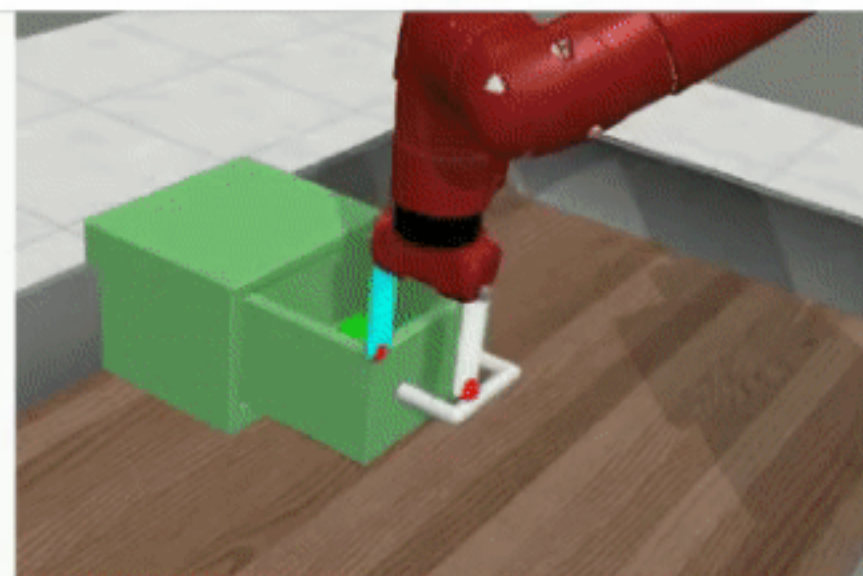
Train



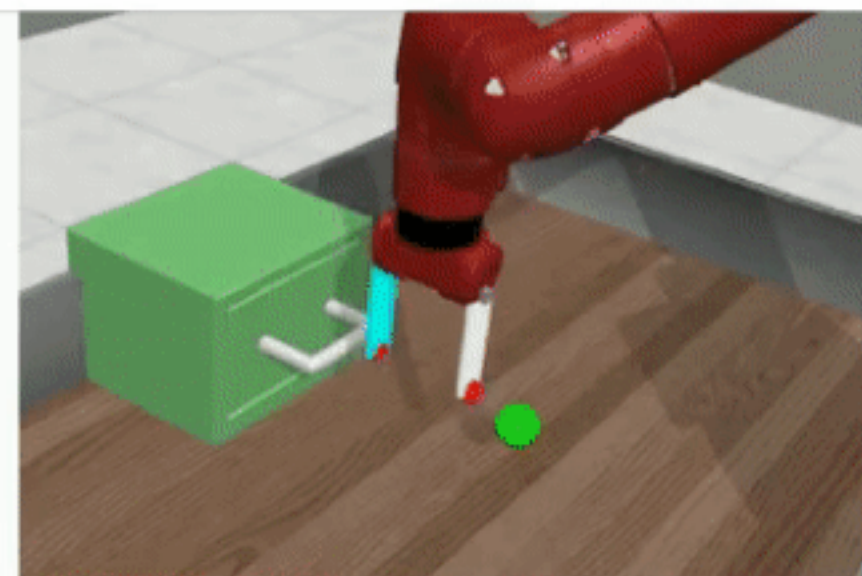
button press



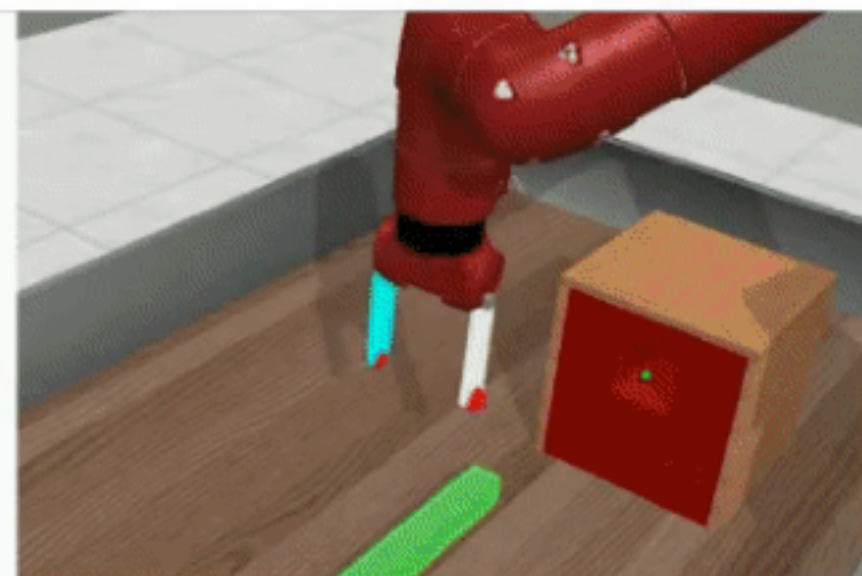
door open



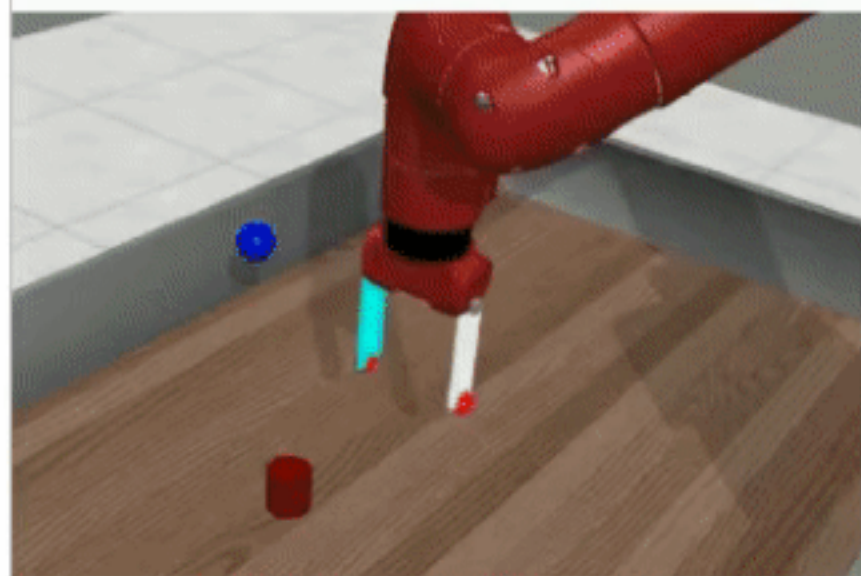
drawer close



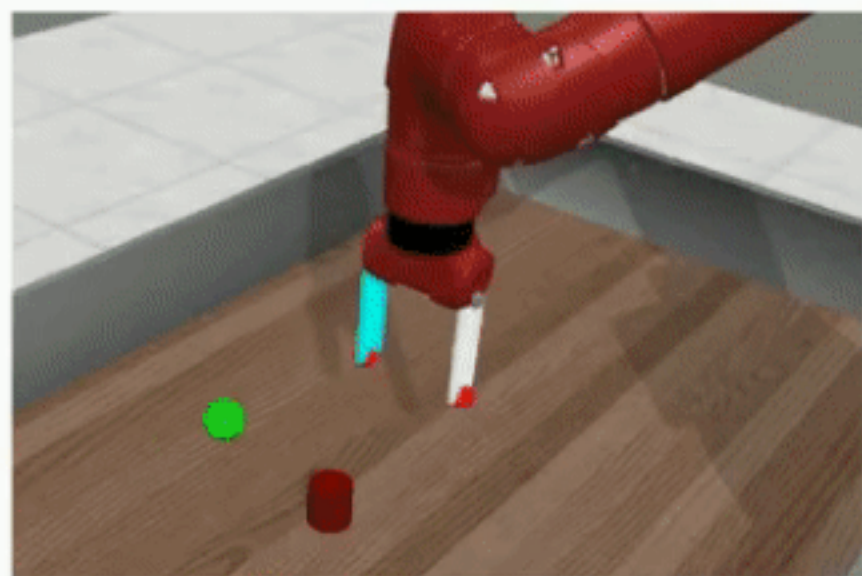
drawer open



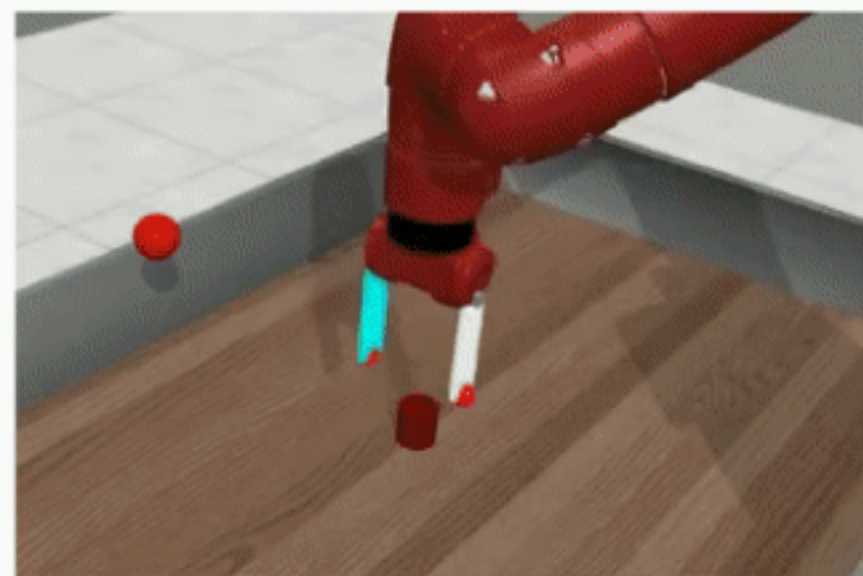
peg insert
side



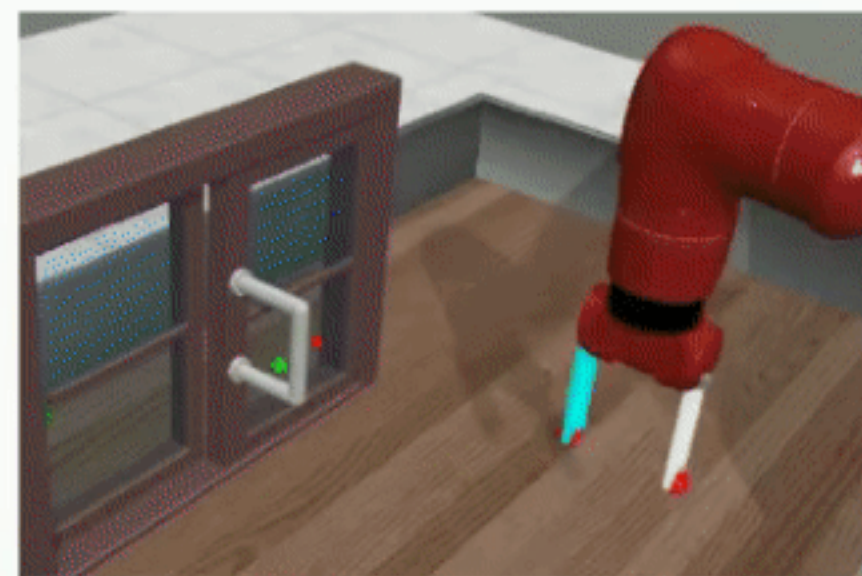
pick place



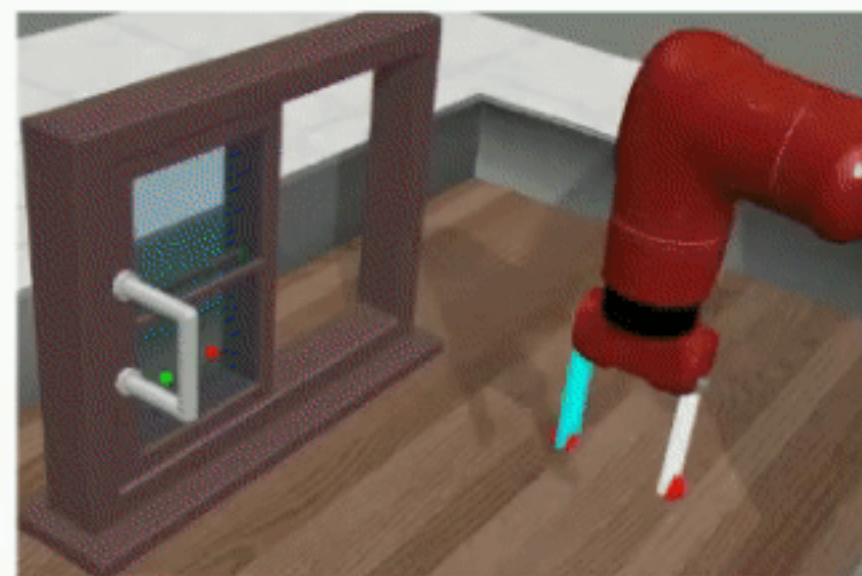
push



reach

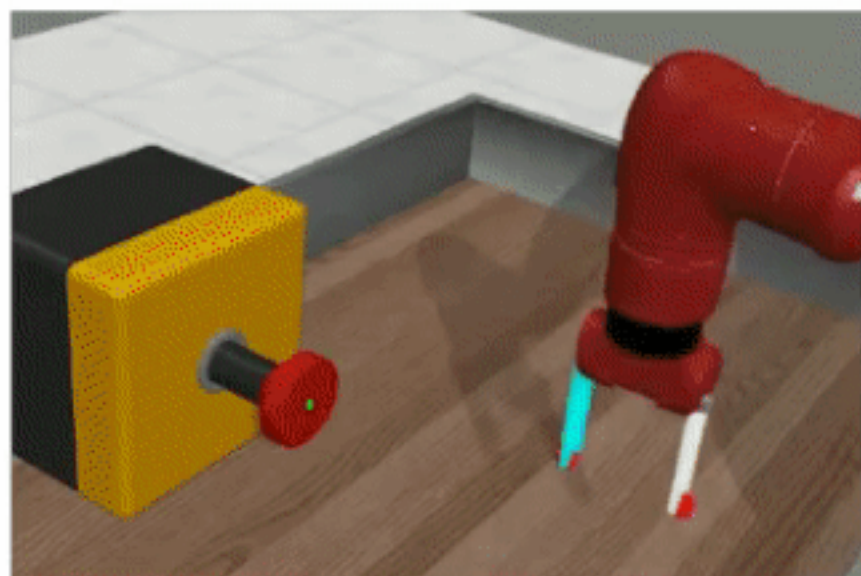


window open

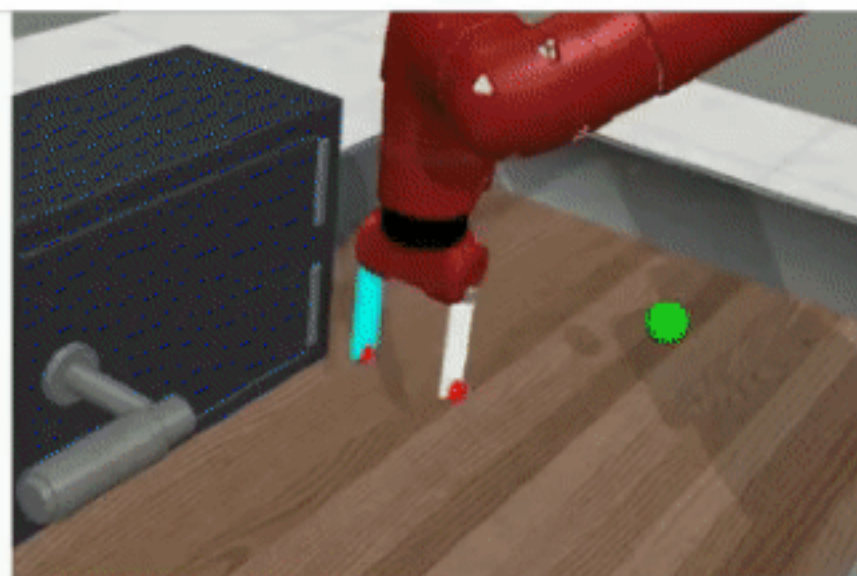


window close

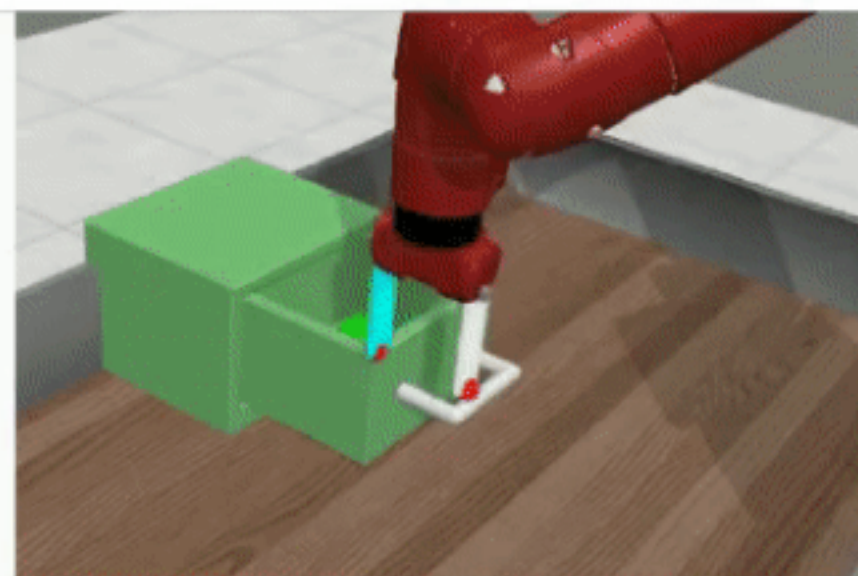
Train



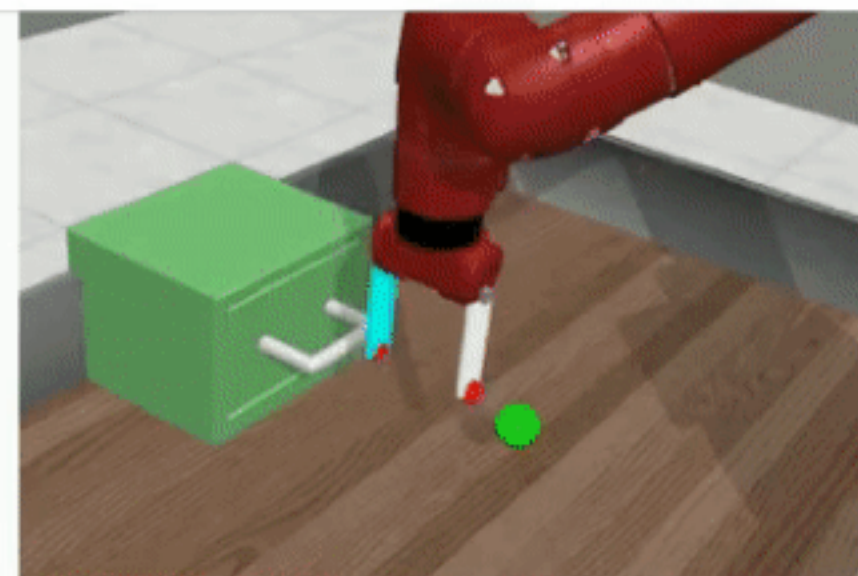
button press



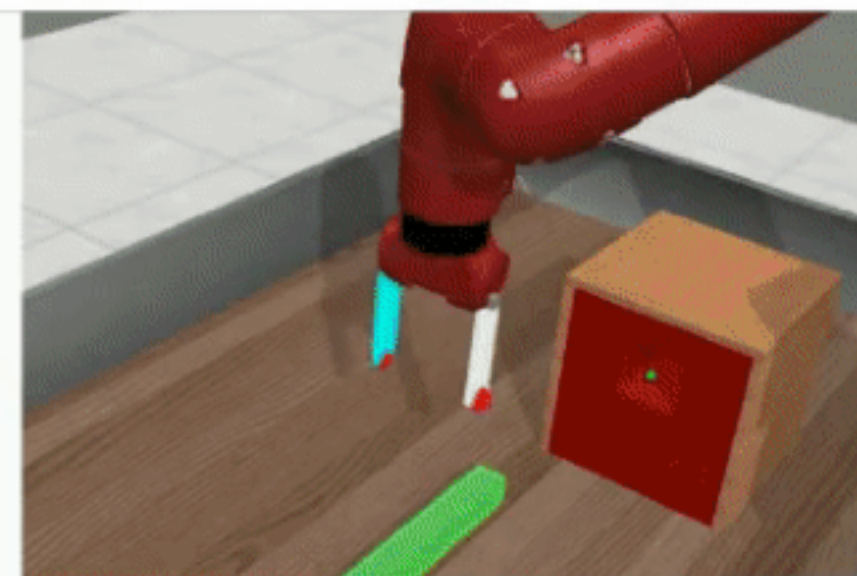
door open



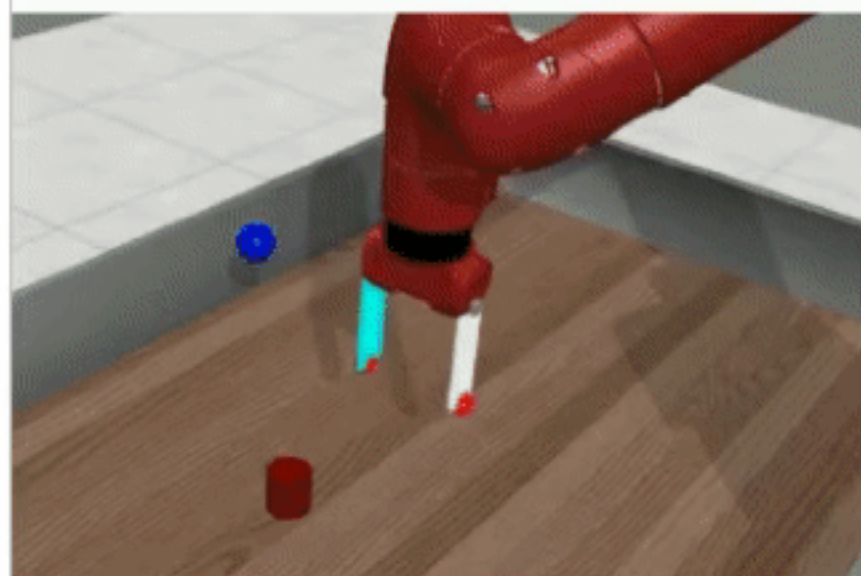
drawer close



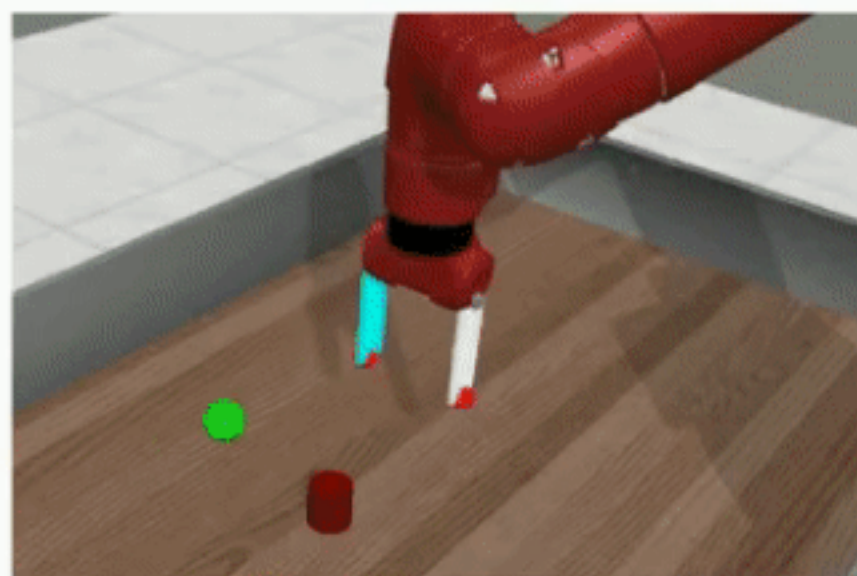
drawer open



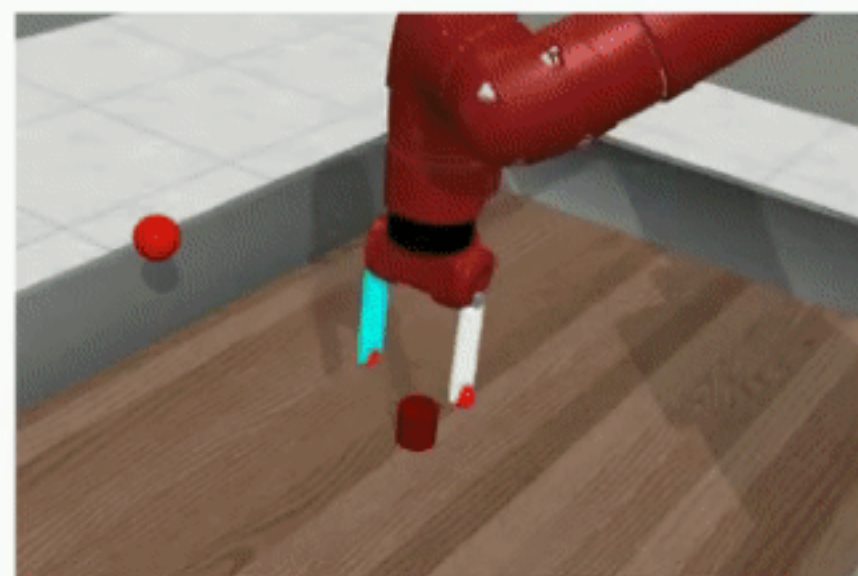
peg insert
side



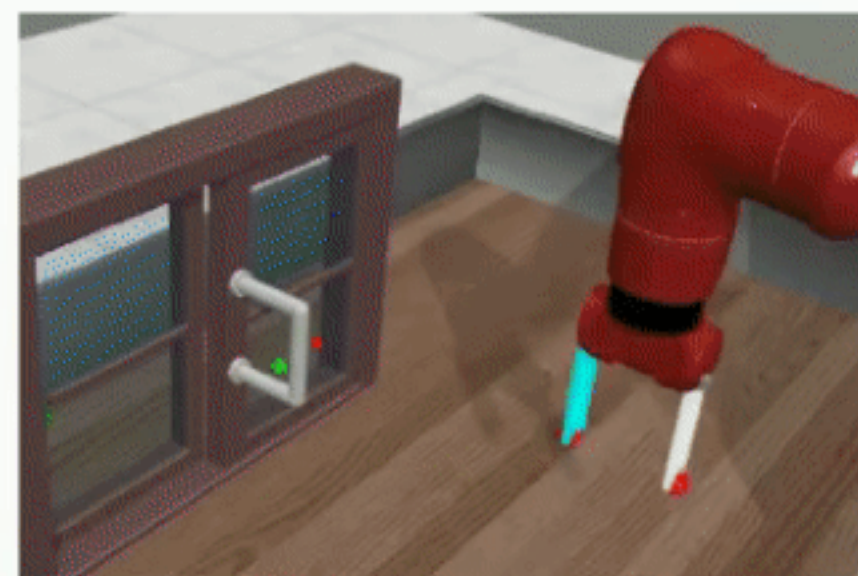
pick place



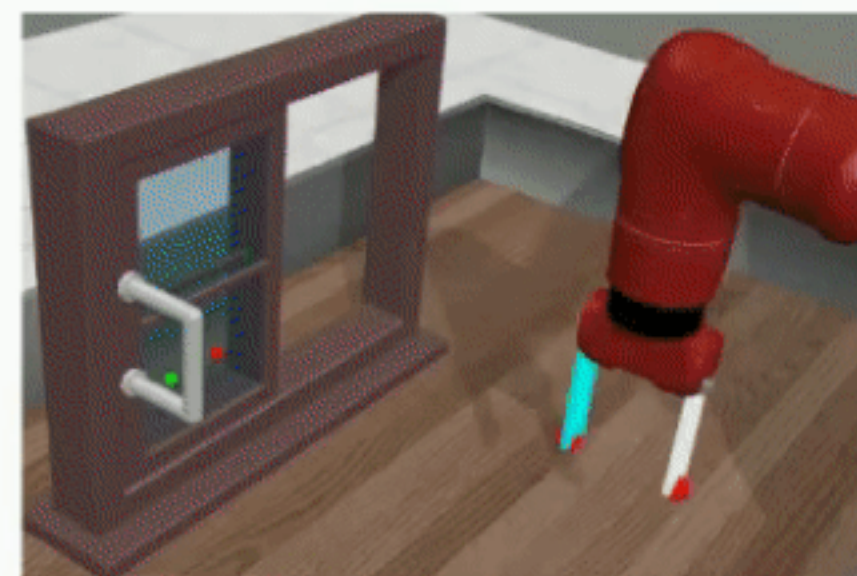
push



reach

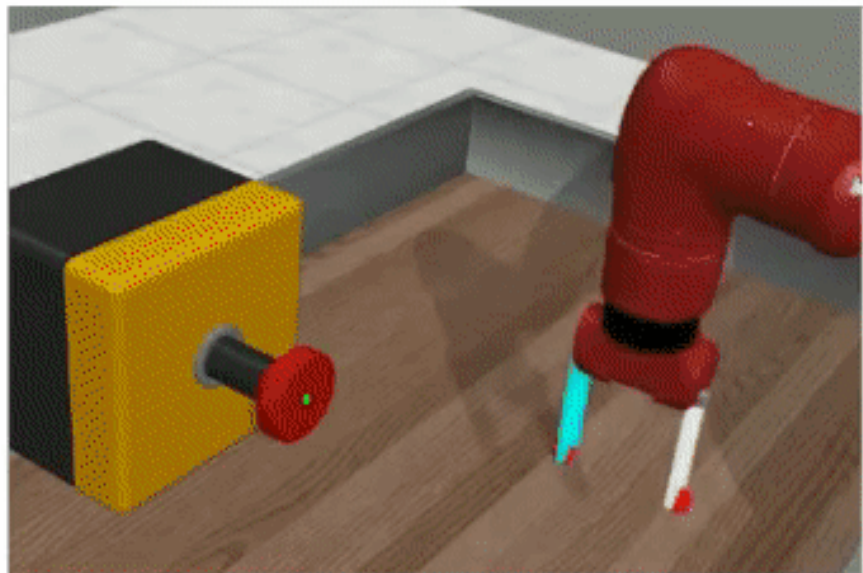


window open

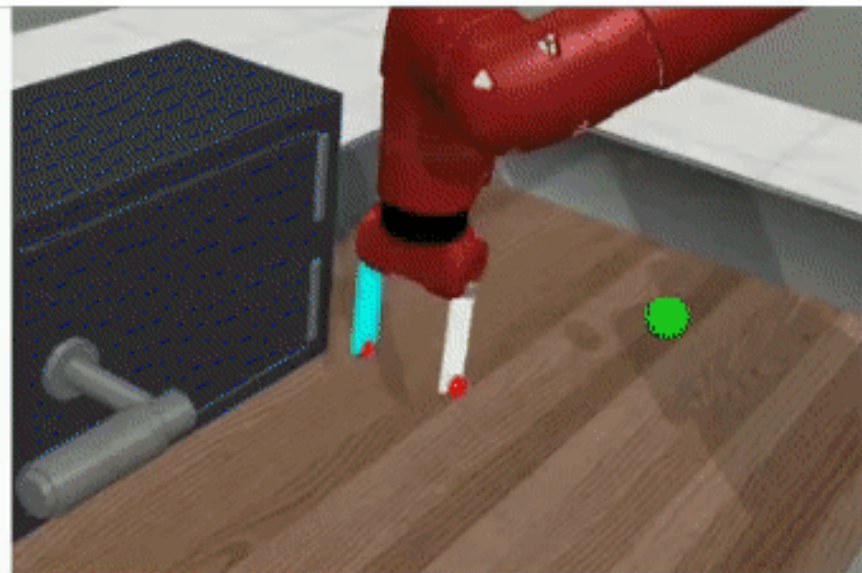


window close

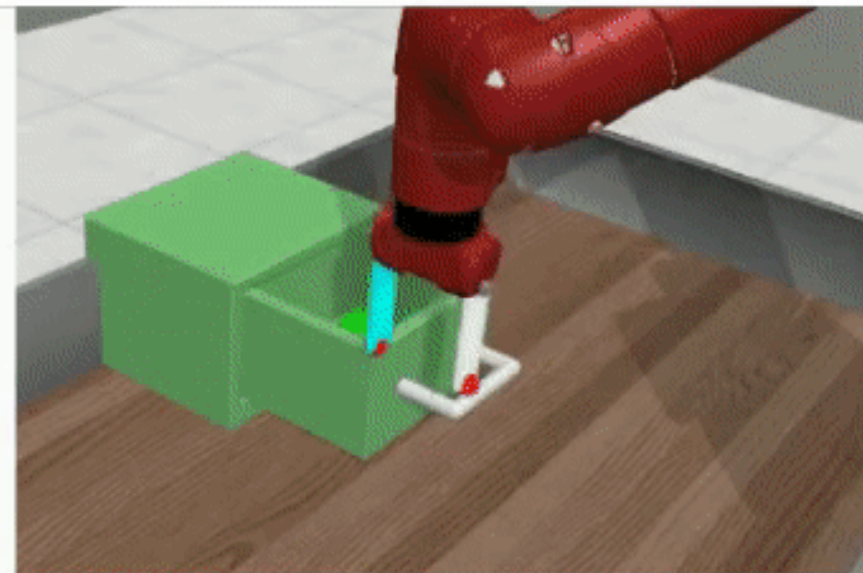
Train



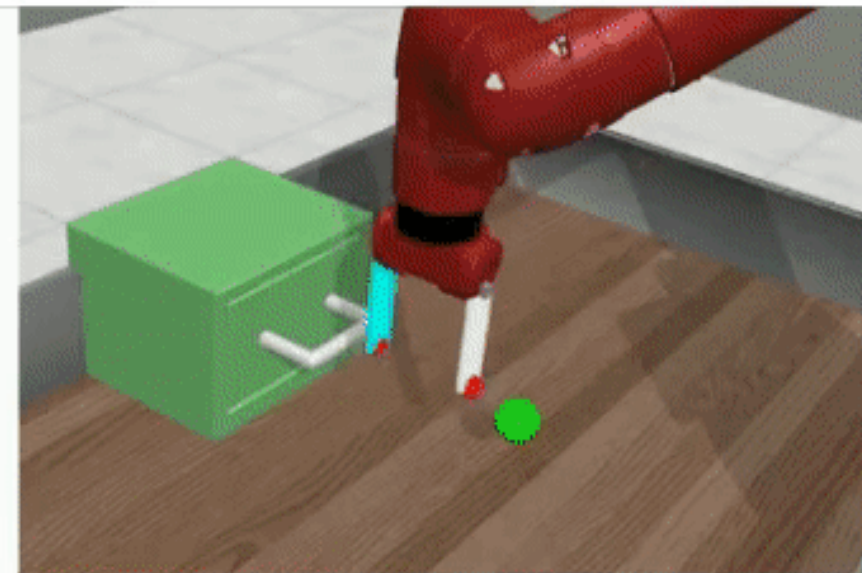
button press



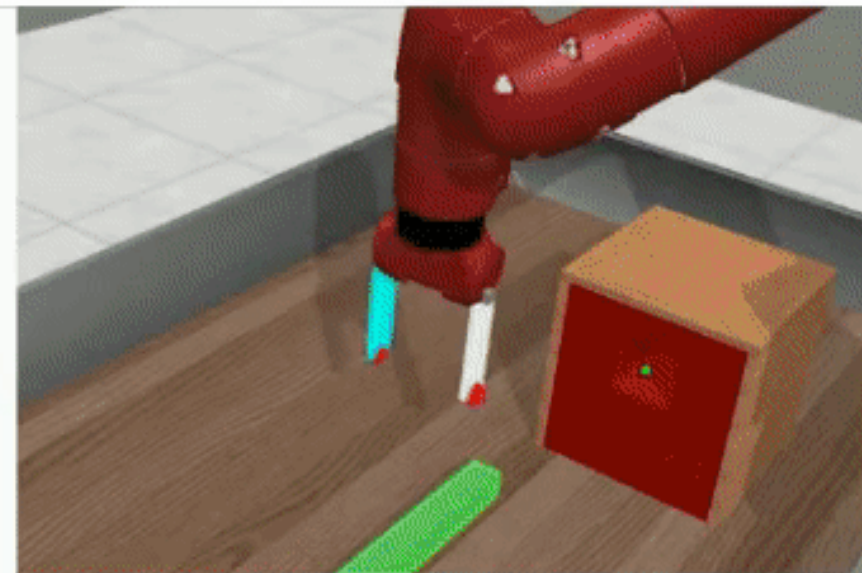
door open



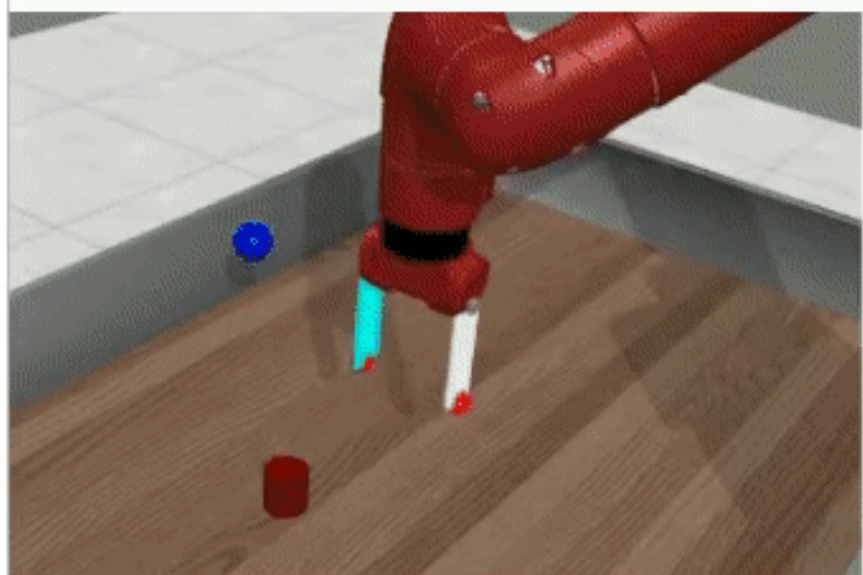
drawer close



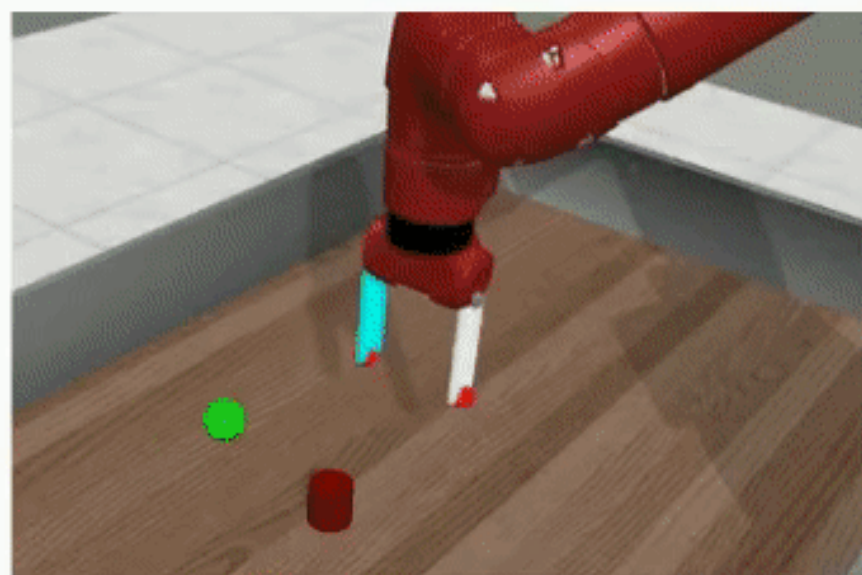
drawer open



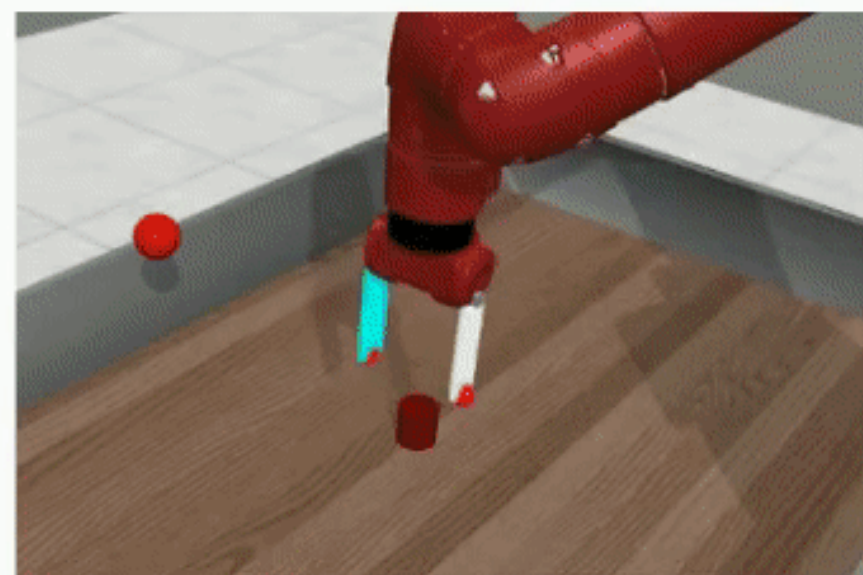
peg insert
side



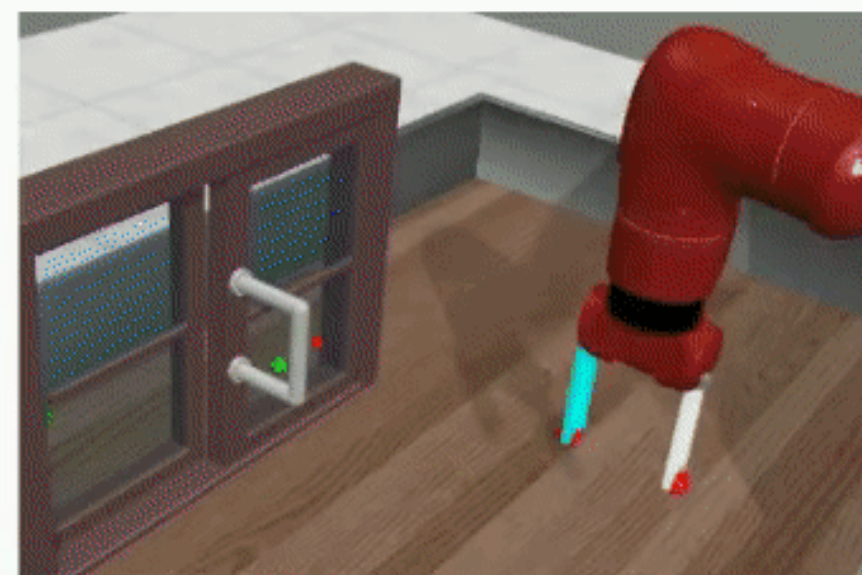
pick place



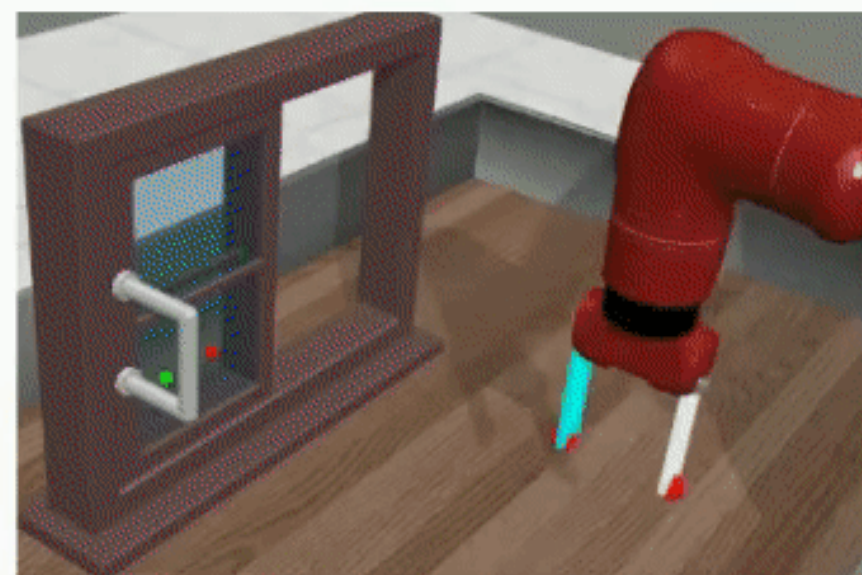
push



reach

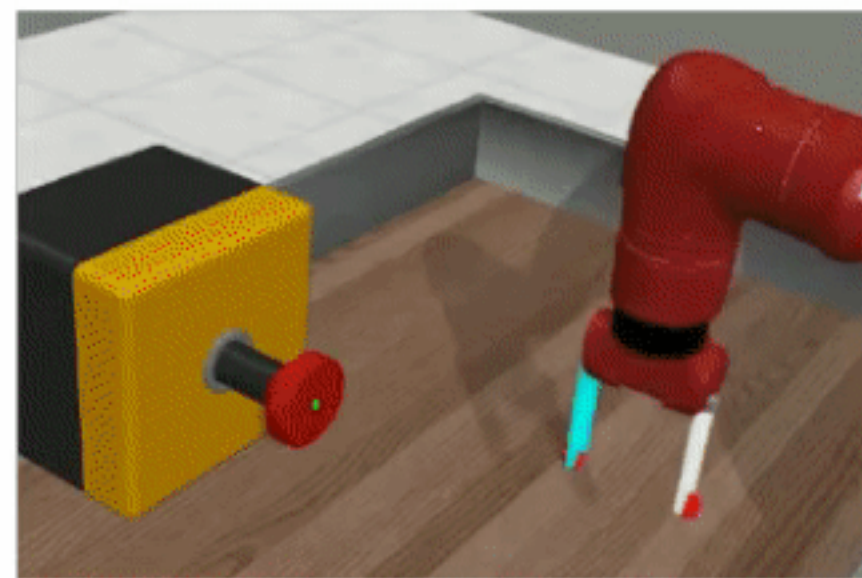


window open

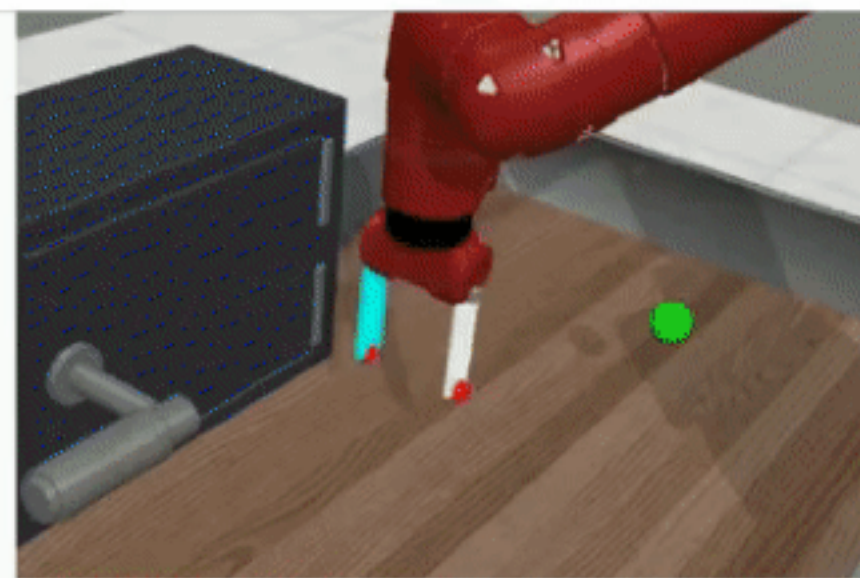


window close

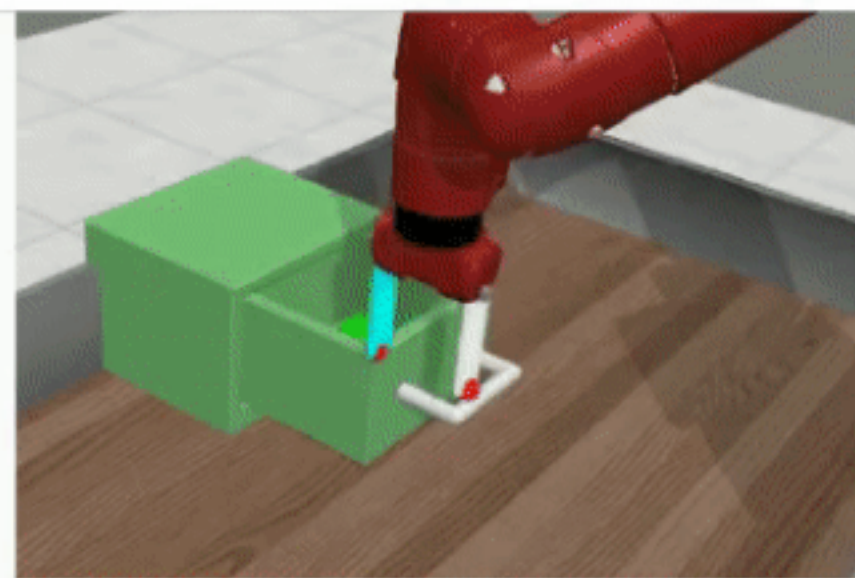
Motivation: Robotic Manipulation



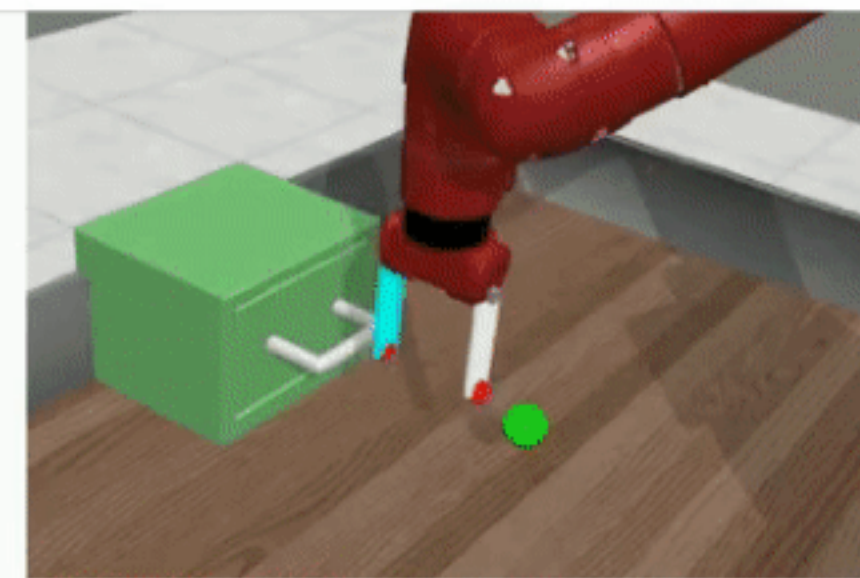
button press



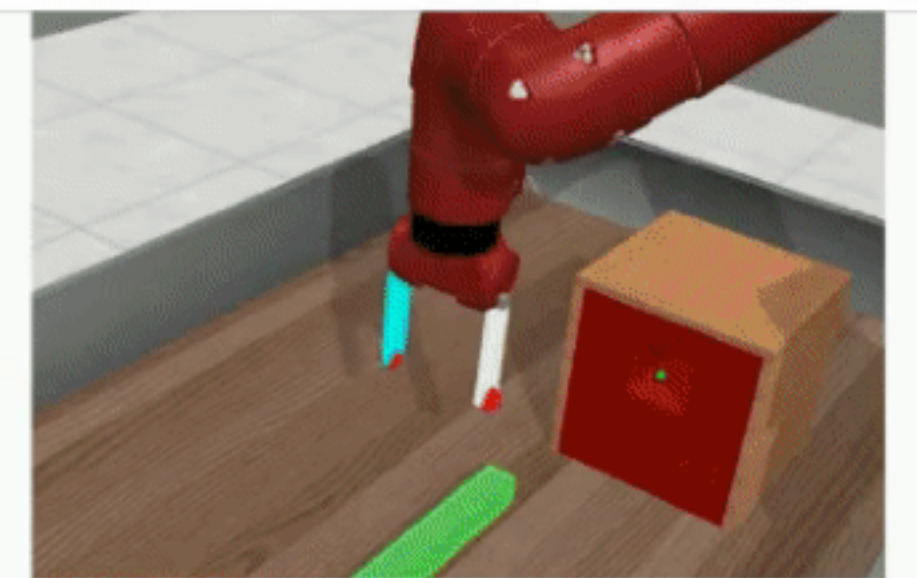
door open



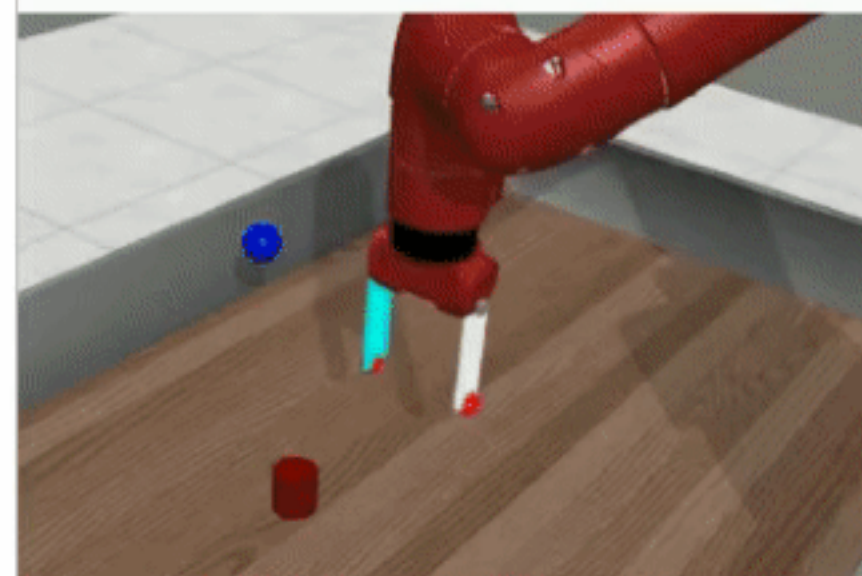
drawer close



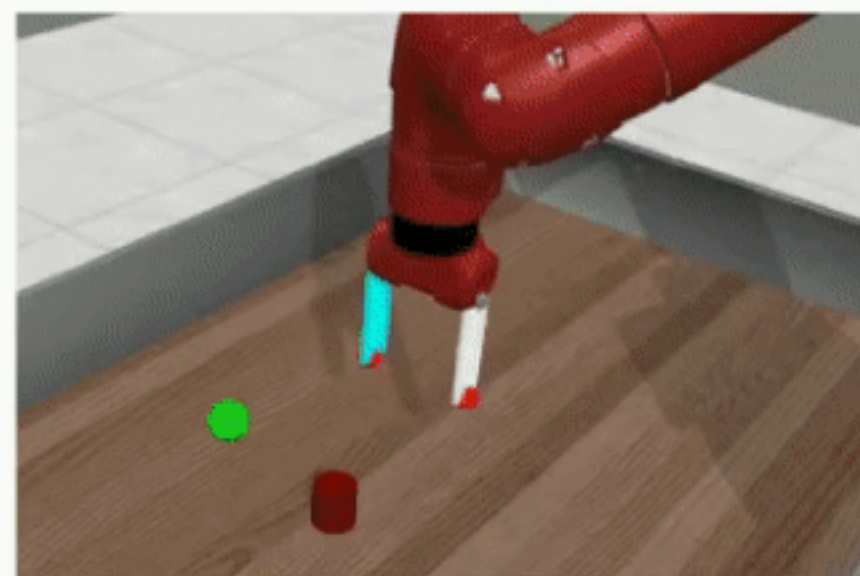
drawer open



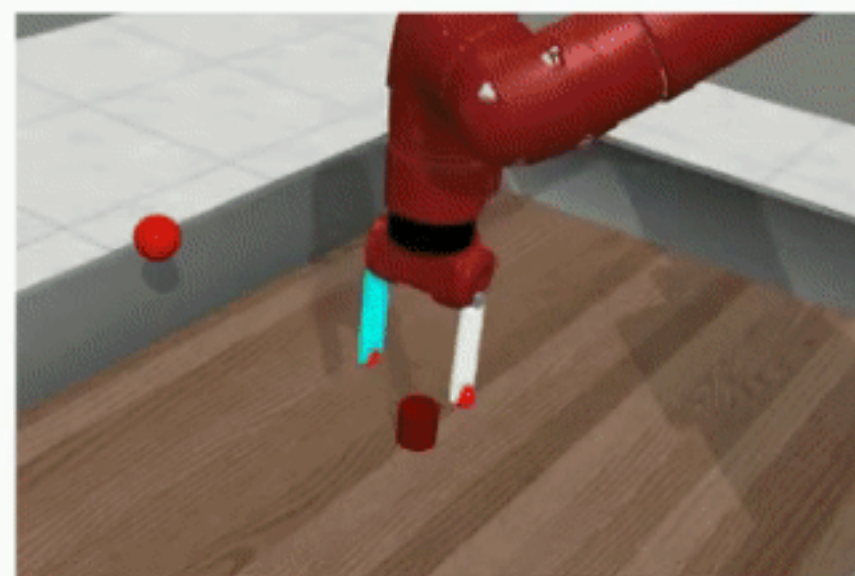
peg insert
side



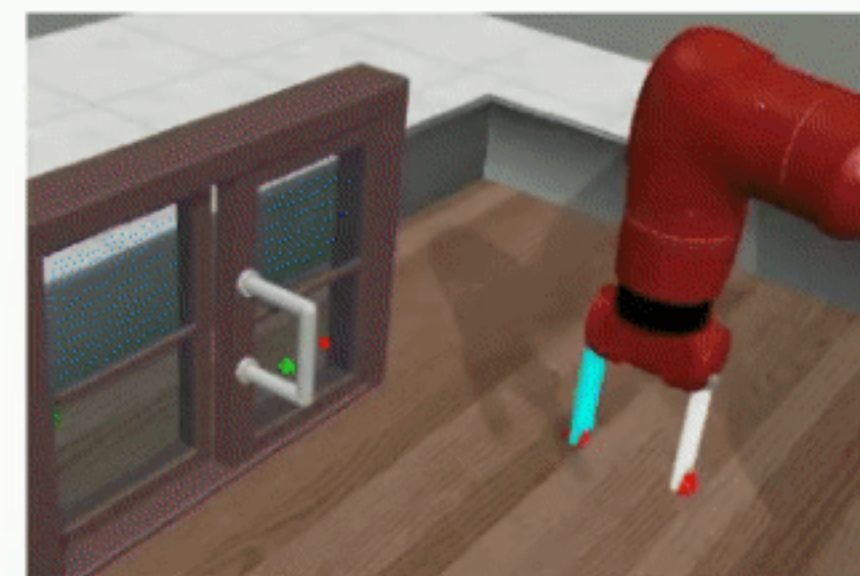
pick place



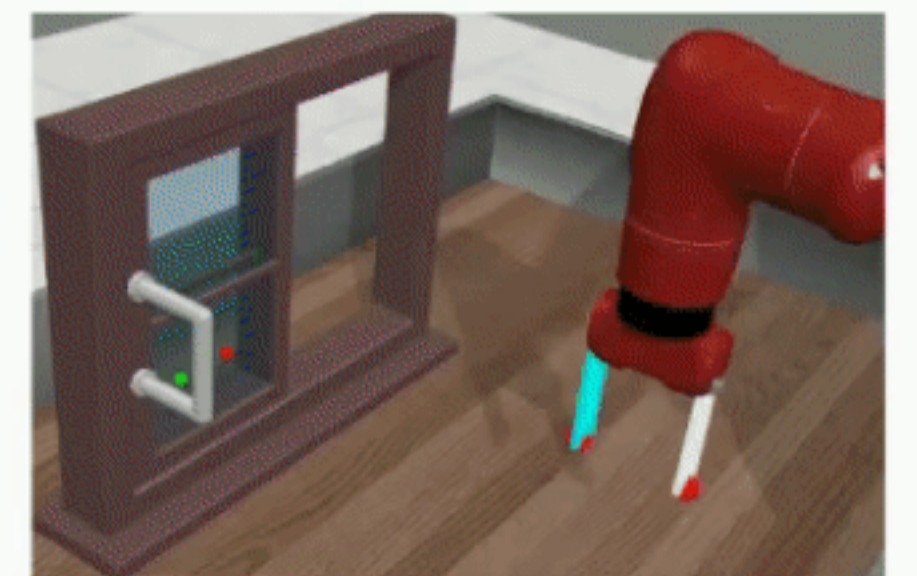
push



reach



window open



window close

Reinforcement Learning (RL)

Markov Decision Process (MDP)