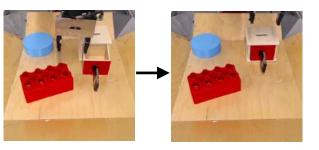
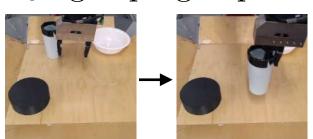
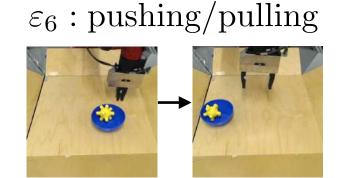


 $\varepsilon_4$ : drawer closing

 $\varepsilon_5$ : grasping cup

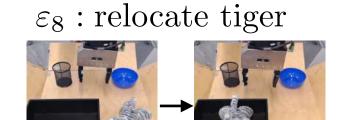






 $\varepsilon_7$ : grasp football

Prior Dataset  $\{\tau_1, \tau_2, ..., \tau_N\}$ 





Representation  $z = \phi(s)$ 

Affordance  $p_{\theta}(z_g|z_s)$ 

Behavior  $\pi(a|z,z_g)$ 

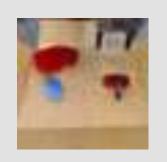
## Online Learning

 $\varepsilon_{\text{new}}$ : new drawer



Offline

Learning









3. train  $\pi$  online

 $s_0$ 

1. sample goal  $z_g \sim p_{\theta}(\cdot|z_0)$ 

