		Train			Distribution Shift				
	Environment	Task		Obj Concept (TI)	Obj Concept (TR)	Distractor (TI)	Distractor (TR)	Other (TR)	
A STATE OF THE STA	Training Goal	"Go to the goal"	User Goal	"Go to any goal"	"Go to the yellow goal"	"Go to the goal, ignore distractors"	"Go to the goal, ignore blue distractors"	"Go to the goal" (in a new place)	
	2D Navigation	• **************	Failure	•	•	<b>★</b>	•	• •	
			Counter- factual	J	×.	J	<b>X</b>	×	