Benchmark/Dataset evaluation

RL Policy Optimization

Fusion Operator (Multi-modal Input Encoding)

Task Specification / User Intent

RL

5.1 → Reward Signal
- 5.1.1 Reward design with LLMs
- 5.1.2 Reward design with VLMs
- 5.1.3. Reward design with diffusion models
- 5.1.4. Reward design with video prediction

5.2. → State Representation
- 5.2.1. Learning representations from videos
- 5.2.2. Foundation world models for model-based RL

5.3. → Planning & Exploration
- 5.3.1. LLMs for planning and exploration
- 5.3.2. VLMs for exploration
- 5.3.3. Diffusion models for planning and exploration