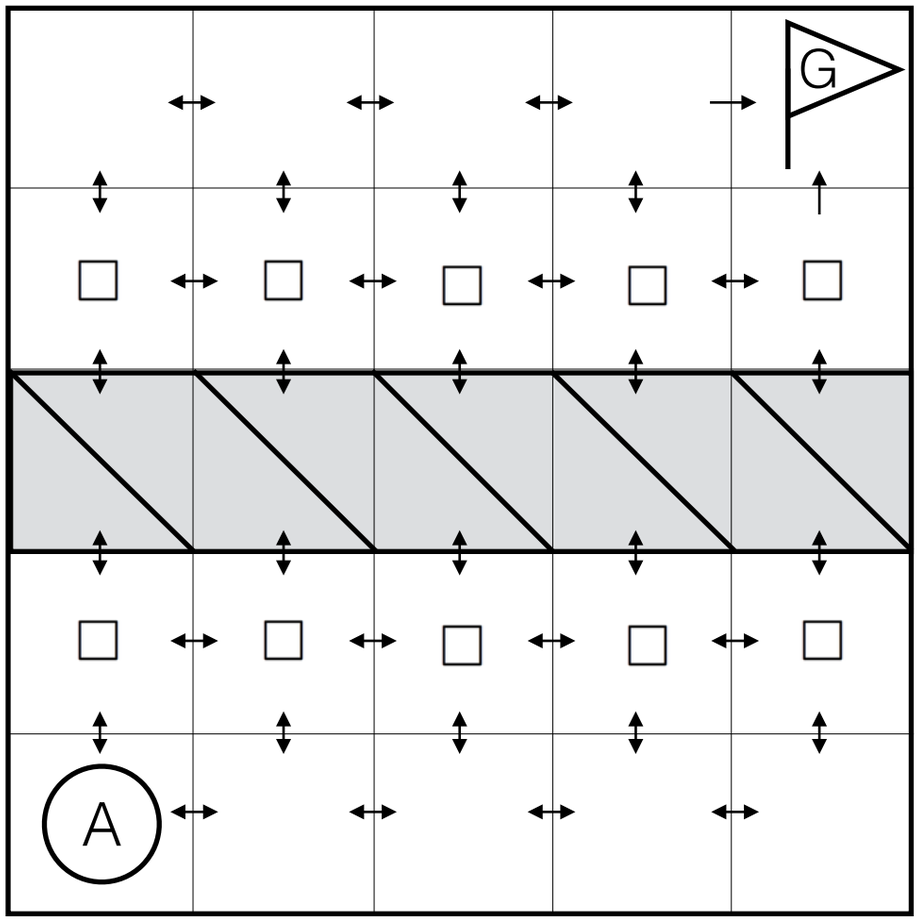
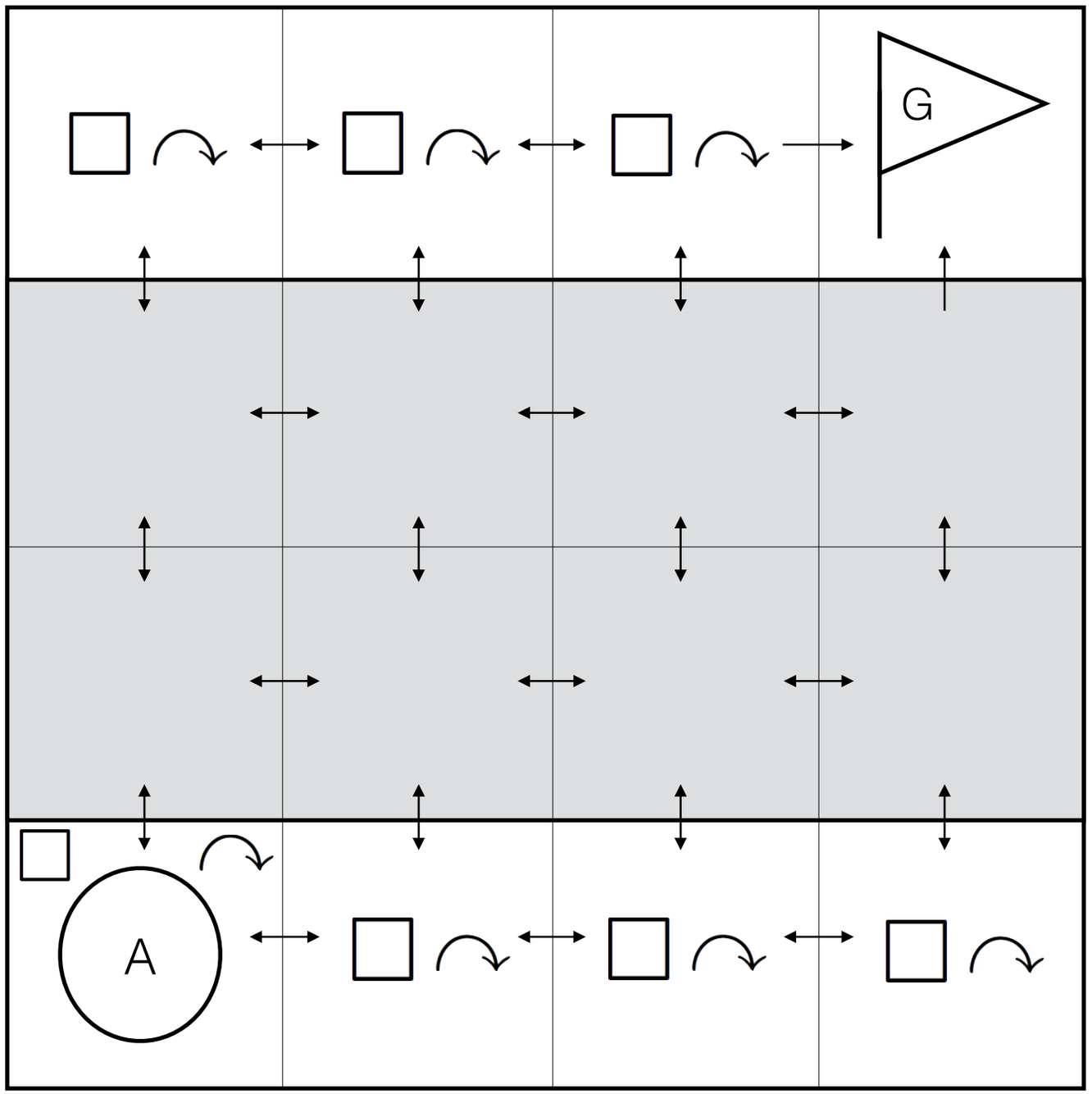
BRIDGEWORLD

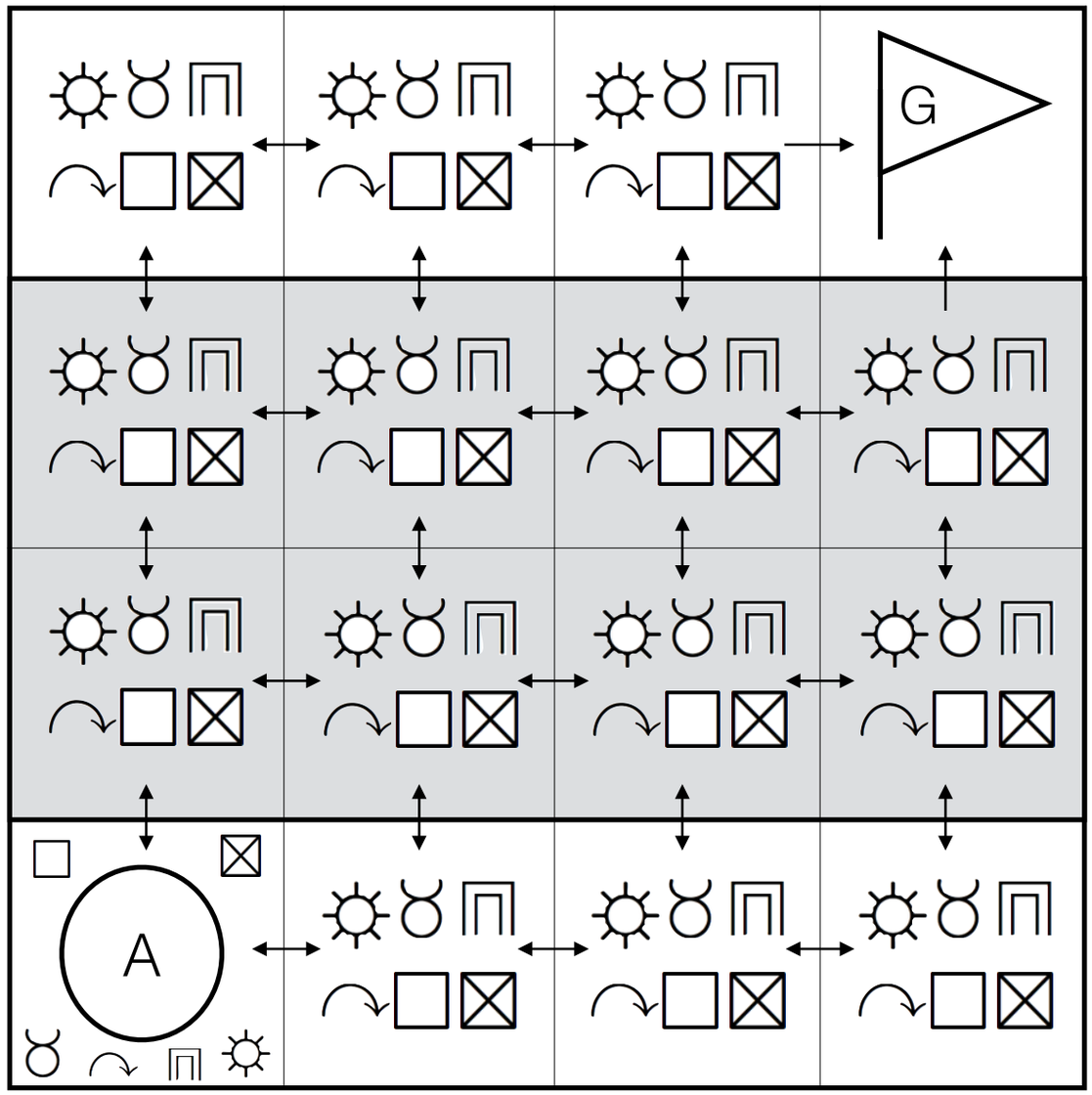


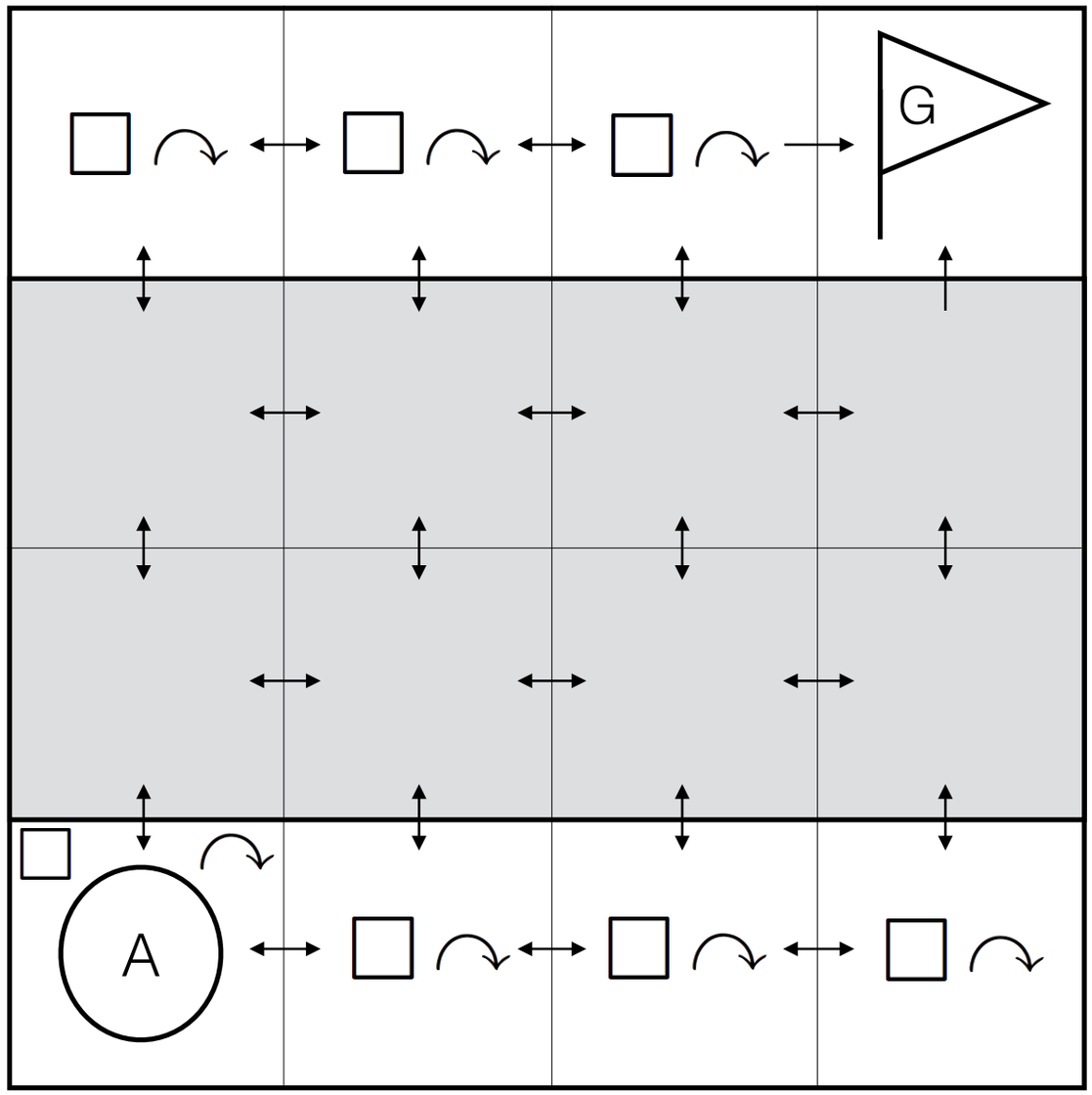
$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \{\updownarrow\}$$
$$\Delta_2 := \langle nearTrench, reachGoal \rangle \implies \{\updownarrow, \square\}$$

Affordances for BRIDGEWORLD



$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \{\updownarrow\}$$
$$\Delta_2 := \langle nearTreanch, reachGoal \rangle \implies \{\updownarrow, \square, \curvearrowright\}$$

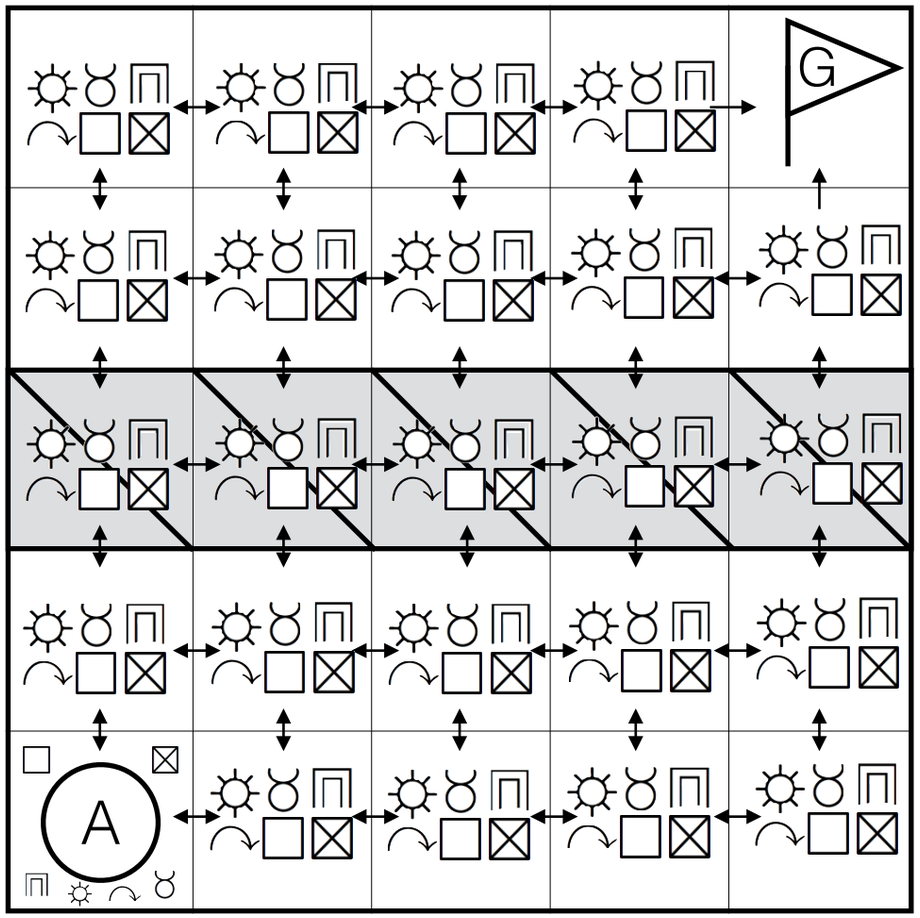




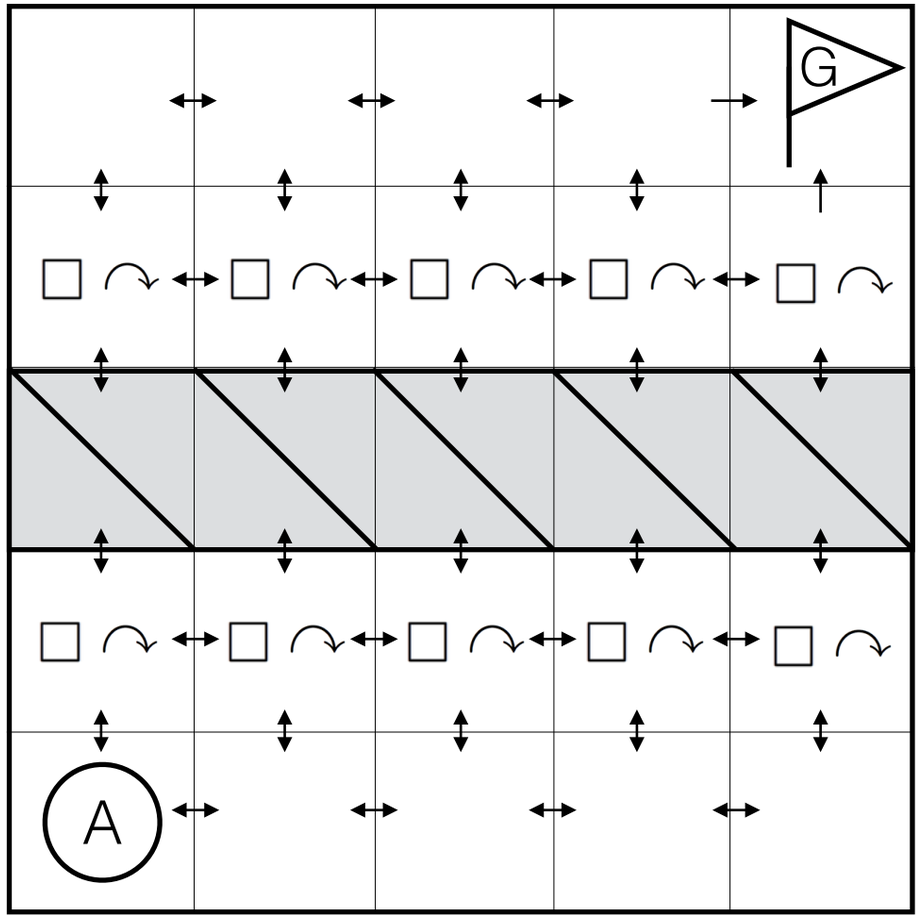
$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \{\updownarrow\}$$
$$\Delta_2 := \langle nearTreanch, reachGoal \rangle \implies \{\updownarrow, \square, \curvearrowright\}$$

			G
A			

Value Iteration on BRIDGEWORLD



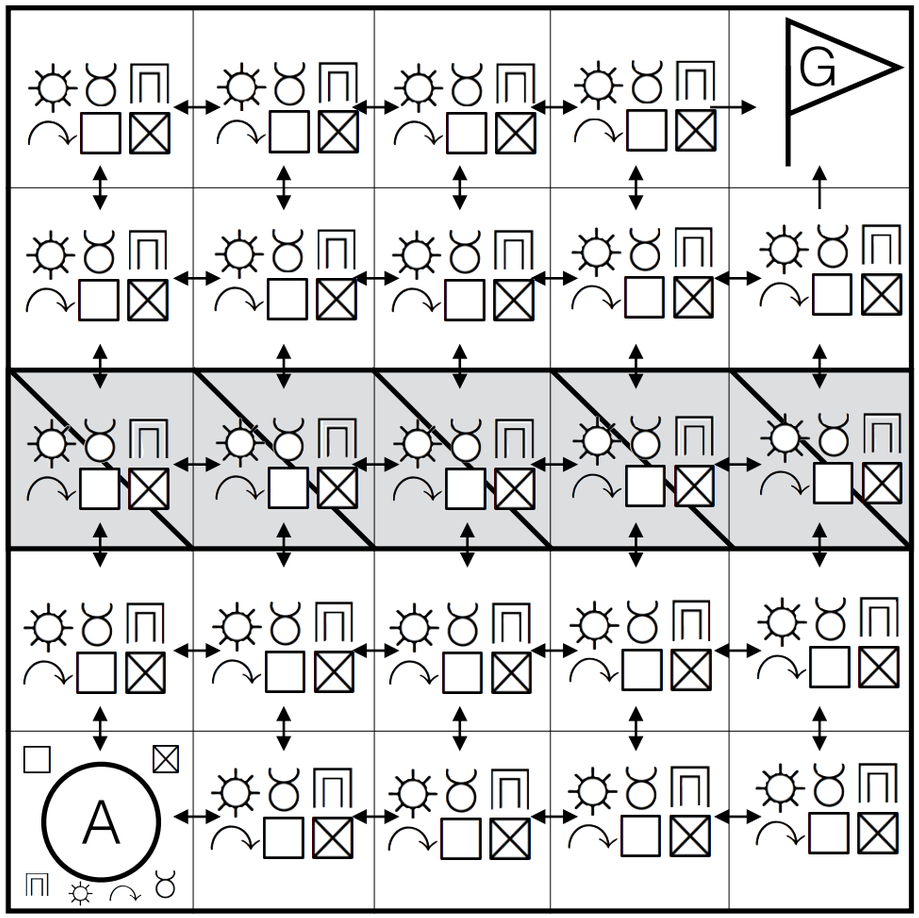
Affordance planner on BRIDGEWORLD



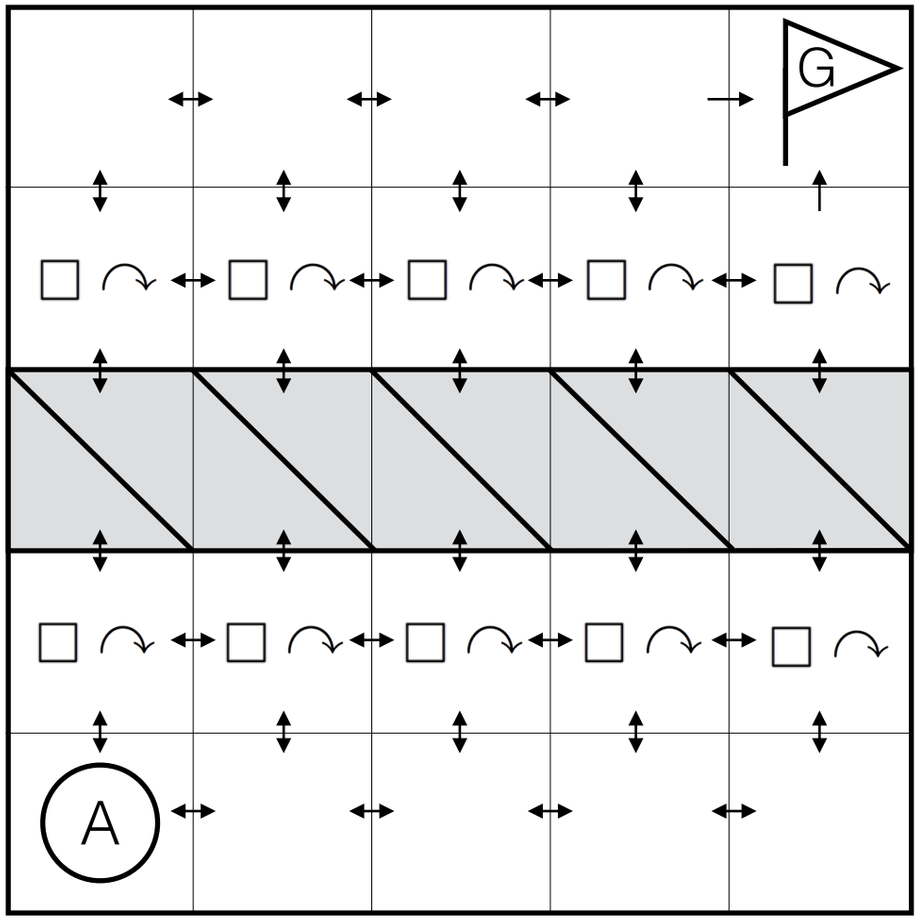
$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \{\leftrightarrow\updownarrow\rightarrow\}$

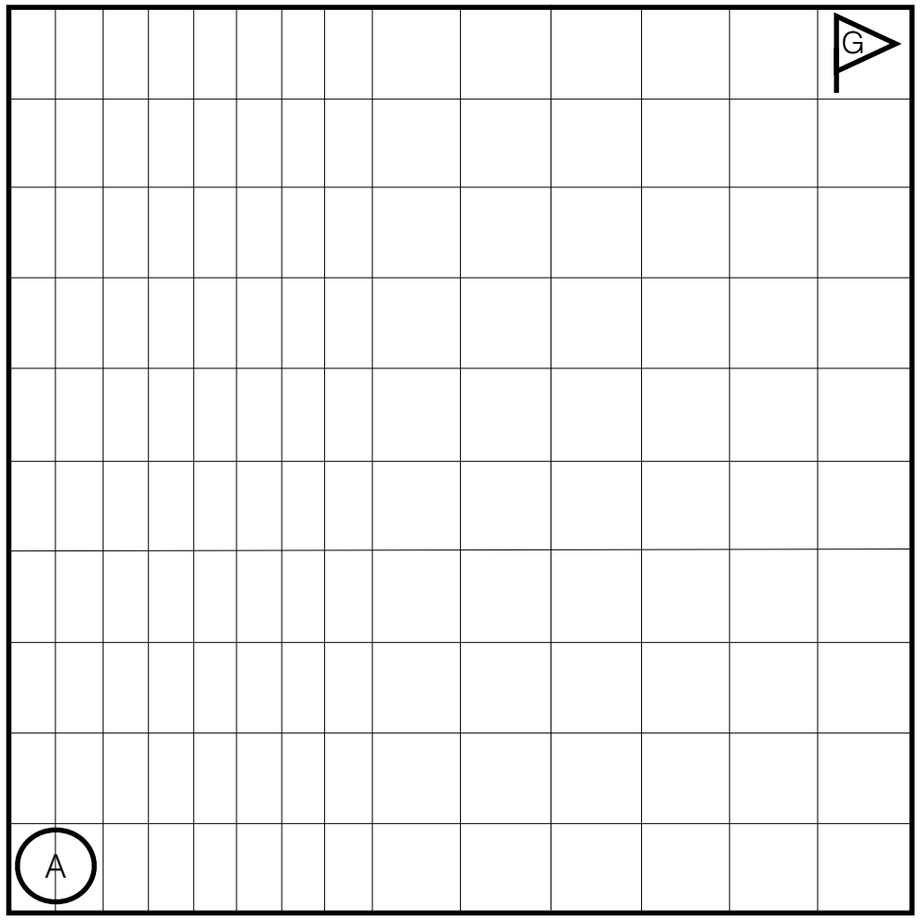
$\Delta_2 := \langle nearTreanch, reachGoal \rangle \implies \{\leftrightarrow\updownarrow\rightarrow, \square, \curvearrowright\}$

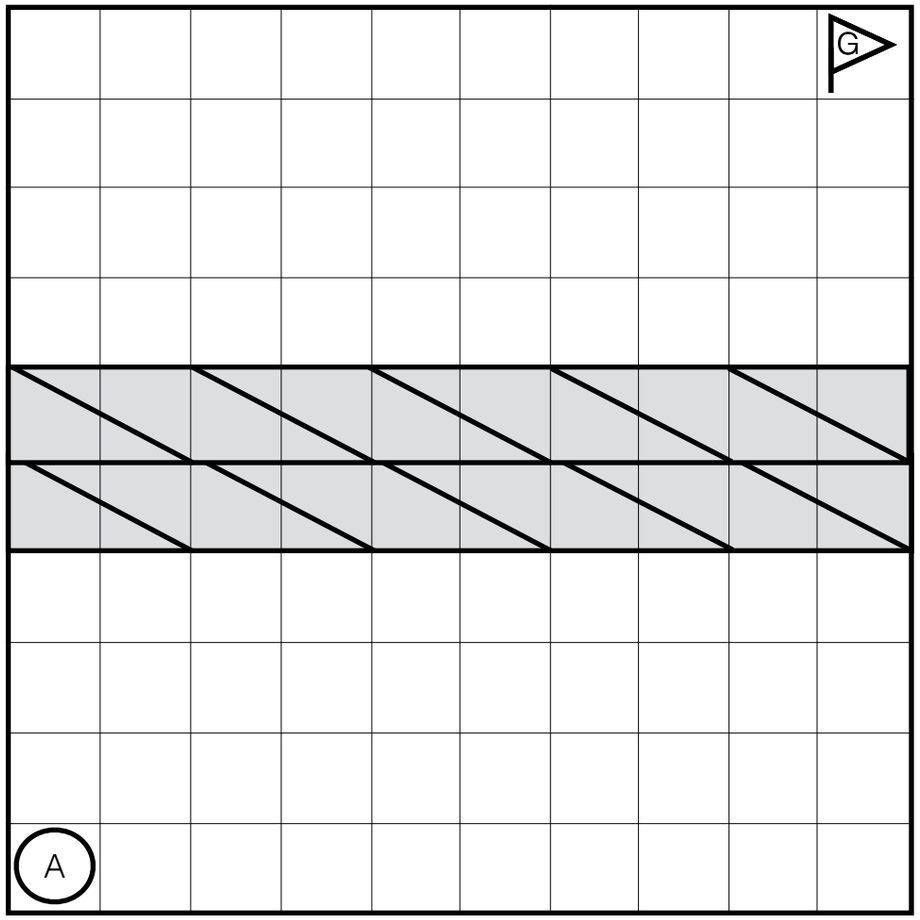
BRIDGEWORLD

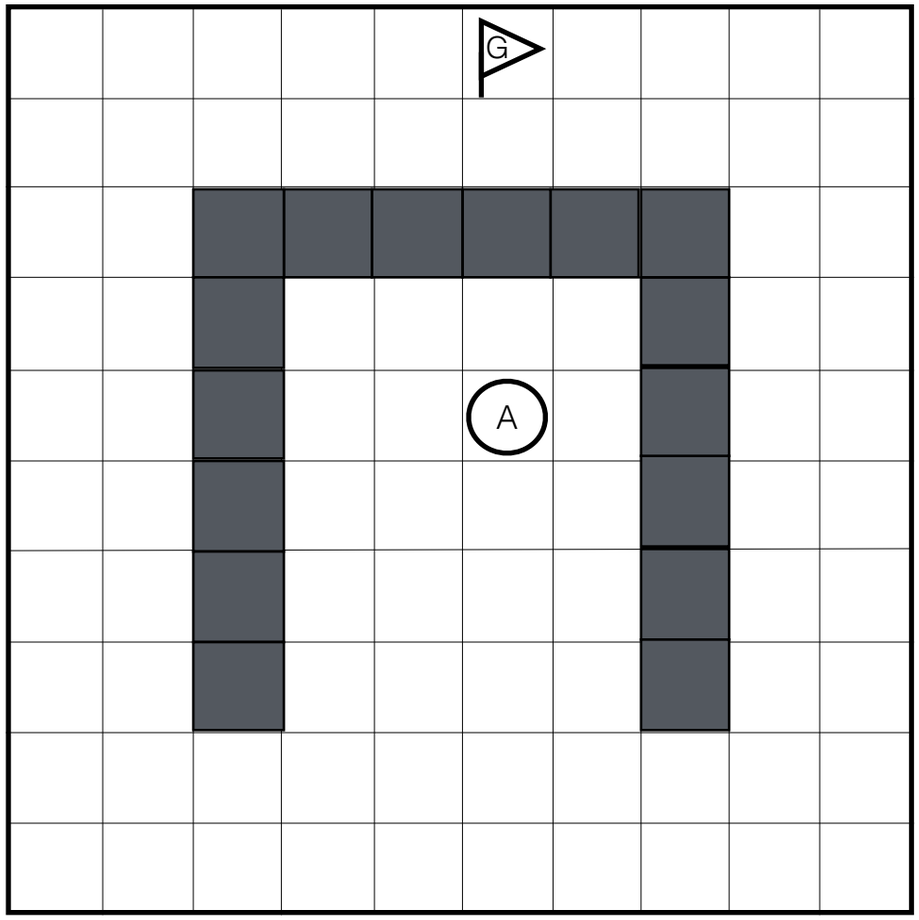


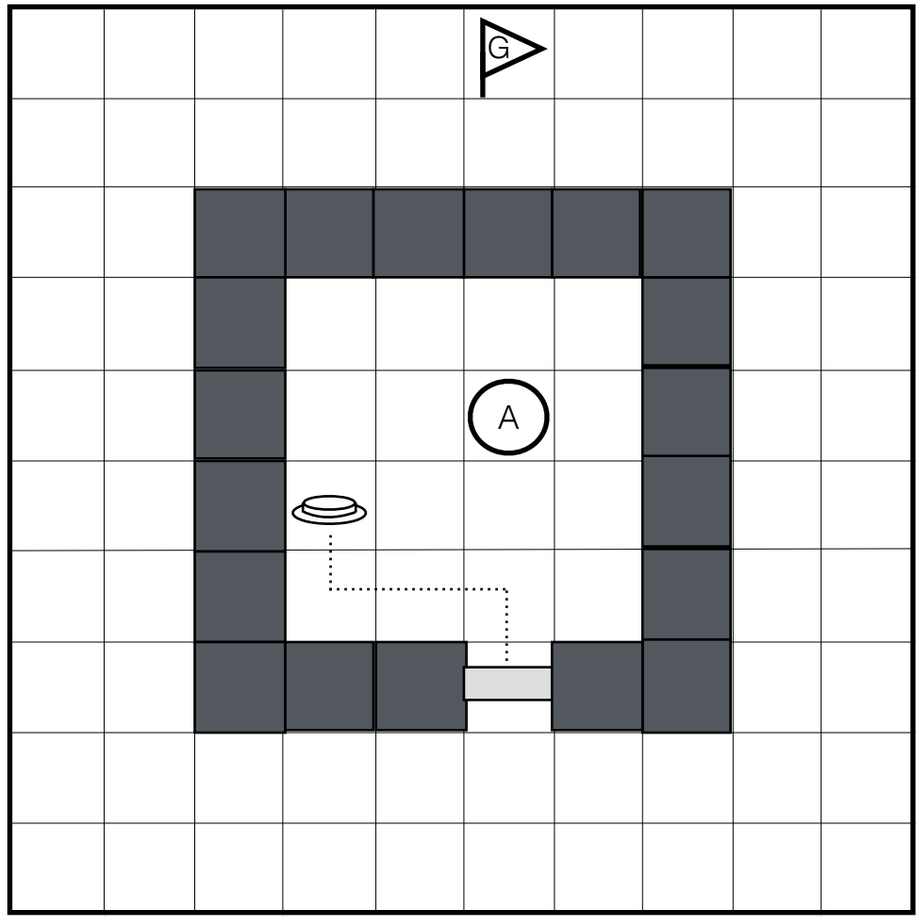
BRIDGEWORLD




G
A


G
A


G
A


G
A

$$\textit{(Move)} \quad \Leftrightarrow = \{\uparrow, \leftarrow, \downarrow, \rightarrow\}$$

$$\textit{(Place)} \quad \square = \{\uparrow \square, \leftarrow \square, \downarrow \square, \rightarrow \square\}$$

$$\textit{(Destroy)} \quad \boxtimes = \{\uparrow \boxtimes, \leftarrow \boxtimes, \downarrow \boxtimes, \rightarrow \boxtimes\}$$

$$\textit{(OpenDoor)} \quad \sqcap = \{\uparrow \sqcap, \leftarrow \sqcap, \downarrow \sqcap, \rightarrow \sqcap\}$$

$$\textit{(Jump)} \quad \curvearrowright = \{\uparrow \curvearrowright, \leftarrow \curvearrowright, \downarrow \curvearrowright, \rightarrow \curvearrowright\}$$

$$\textit{(UseOven)} \quad \odot = \{\uparrow \odot, \leftarrow \odot, \downarrow \odot, \rightarrow \odot\}$$

$$\textit{(Pickup)} \quad \circlearrowleft = \{\cdot \circlearrowleft\}$$

$$\mathcal{A} = \{\Leftrightarrow, \square, \boxtimes, \sqcap, \curvearrowright, \odot, \circlearrowleft\}$$

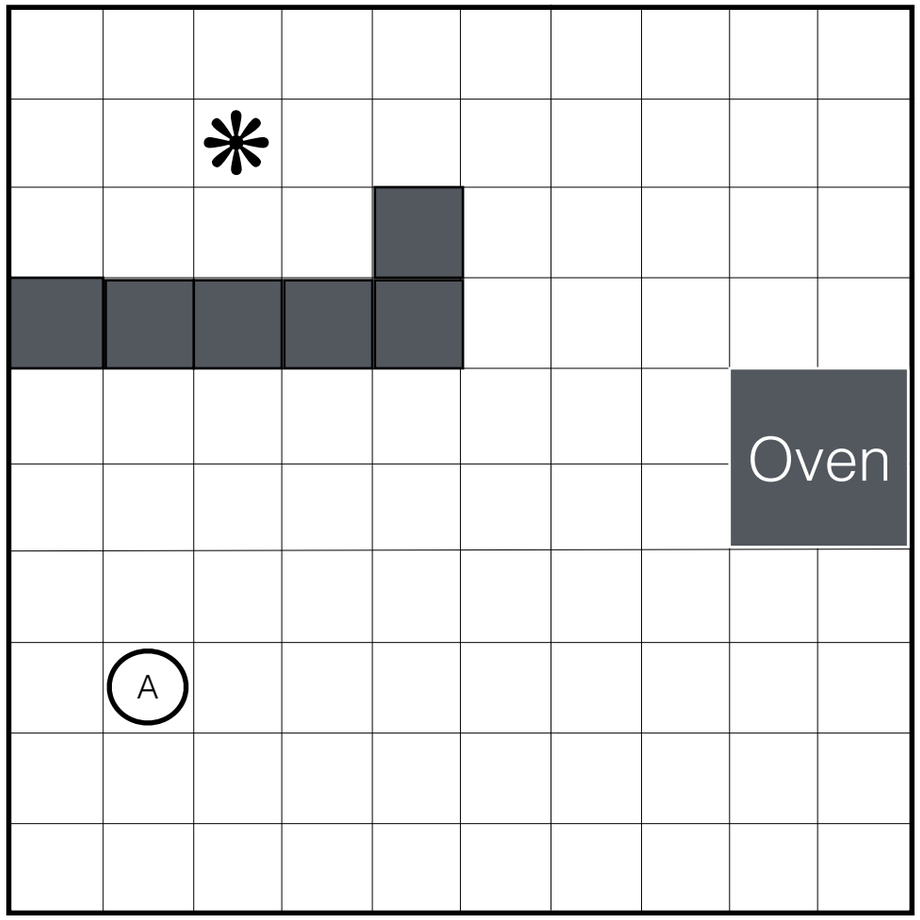
$$\textit{(Move)} \quad \leftrightarrows = \{\uparrow, \leftarrow, \downarrow, \rightarrow\}$$

$$\textit{(OpenDoor)} \quad \sqcap = \{\uparrow \sqcap, \leftarrow \sqcap, \downarrow \sqcap, \rightarrow \sqcap\}$$

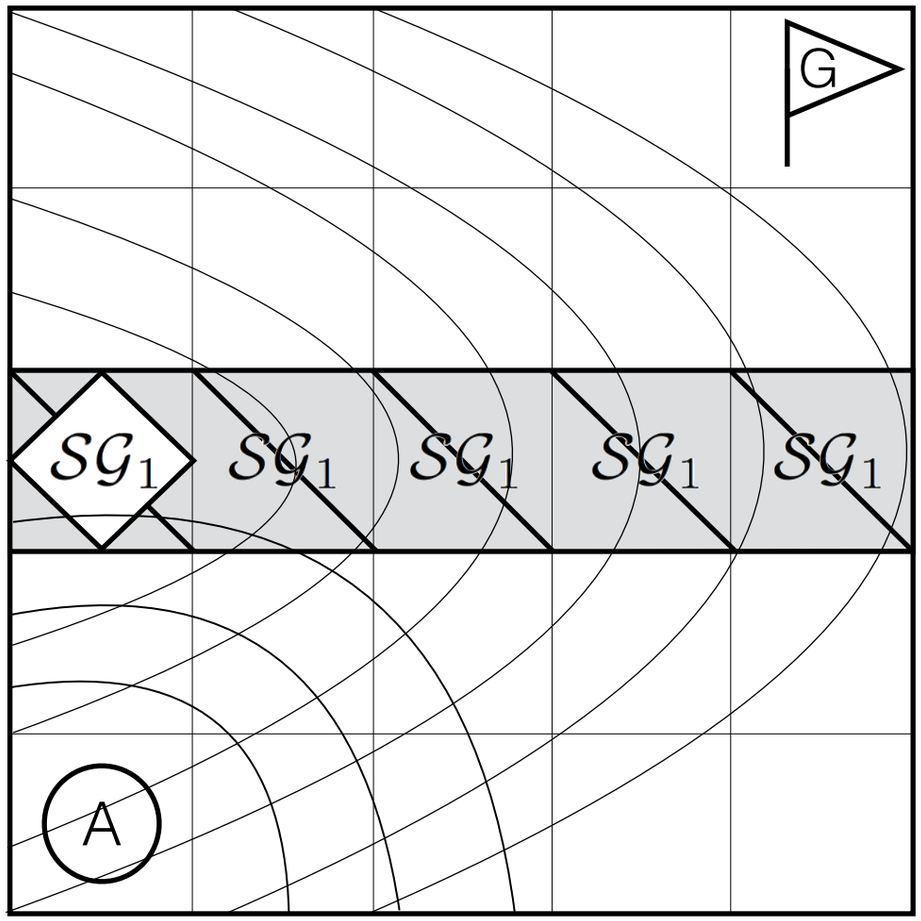
$$\mathcal{A} = \{\leftrightarrows, \sqcap\}$$

$$\textit{(Jump)} \quad \curvearrowright = \{\uparrow\curvearrowright, \leftarrow\curvearrowright, \downarrow\curvearrowright, \rightarrow\curvearrowright\}$$

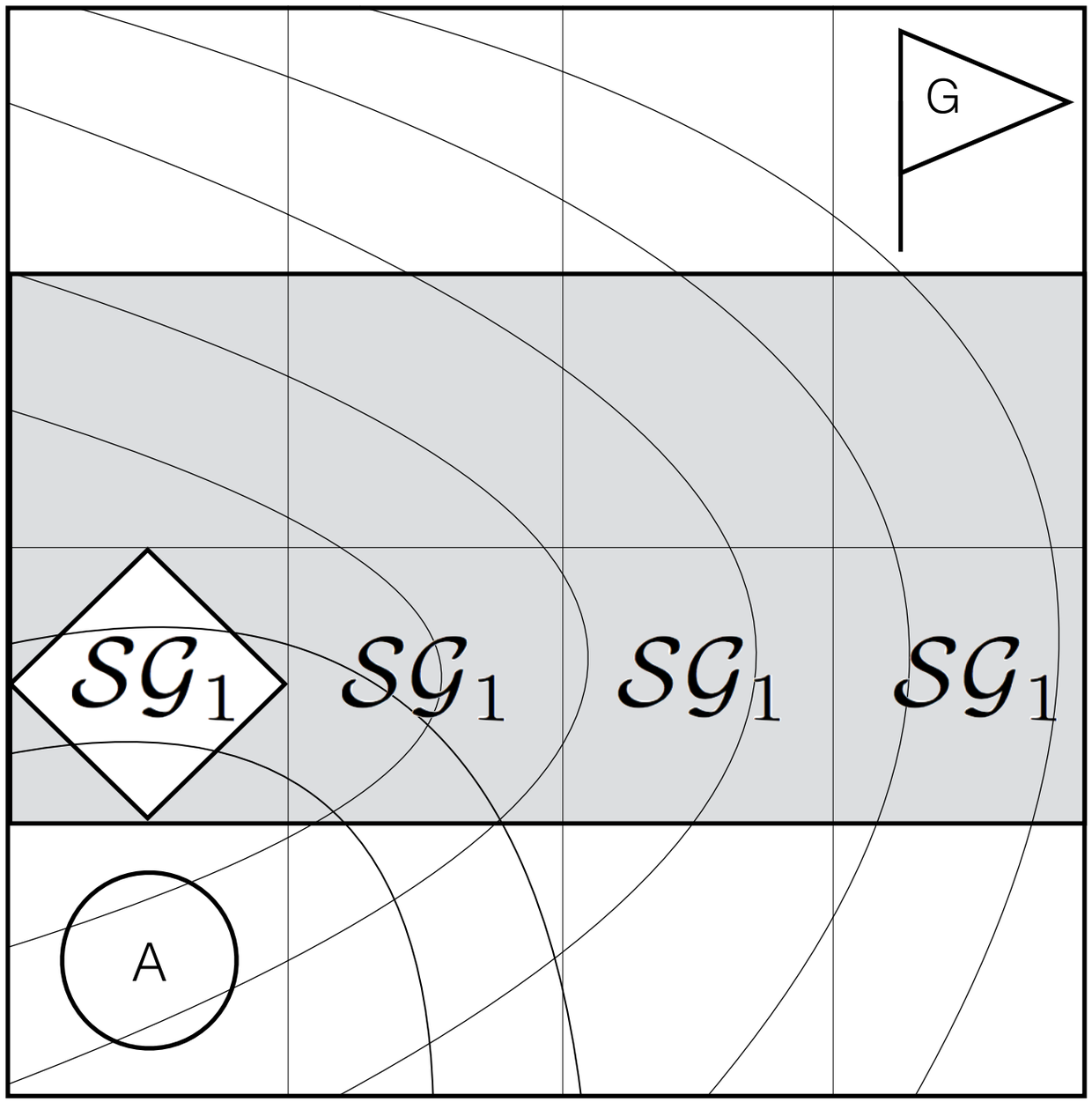
Minecraft Task Group	General Task Group
M1: FLATWORLD M2: BRIDGEWORLD M3: TUNNELWORLD	G1: FEXISTBRIDGEWOR G2: WALLWORLD G3: JUMPWORLD G4: DOOR WORLD G5: LIGHTWORLD G6: BIGWORLD


Oven
A

Subgoal planner on BRIDGEWORLD

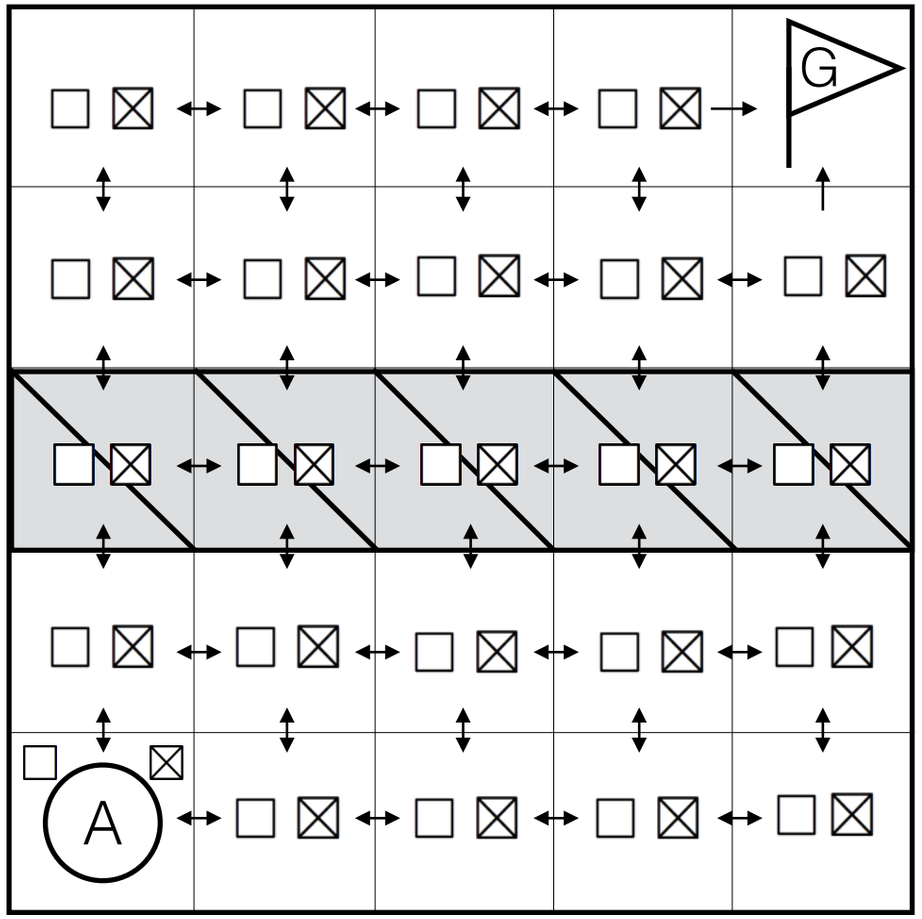


$$\mathcal{SG}_1 := \langle blockInTrench, reachGoal \rangle$$



$$\mathcal{SG}_1 := \langle blockInTrench, reachGoal \rangle$$

BRIDGEWORLD



$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \{\,\}$$

$$\Delta_2 := \langle nearTrench, reachGoal \rangle \implies \{\,, \square\}$$

$$\Delta_3 := \langle nearWall, reachGoal \rangle \implies \{\,, \boxtimes\}$$


aye_priori


aye_priori