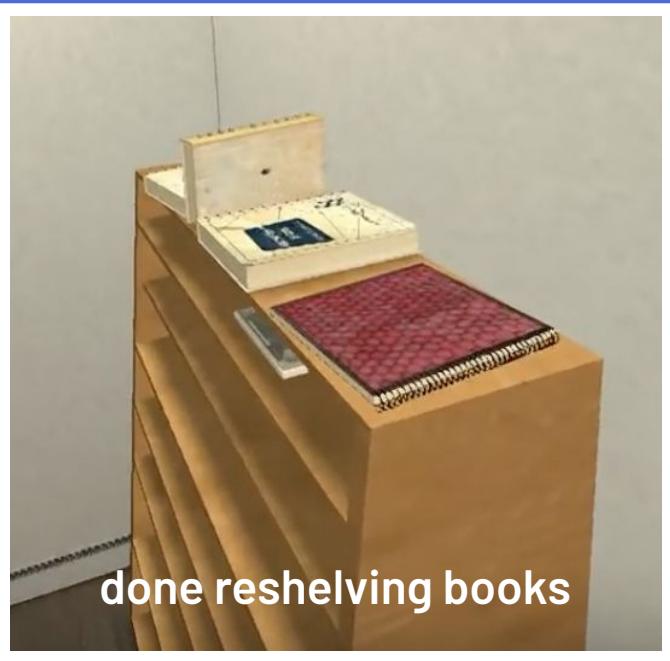


BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

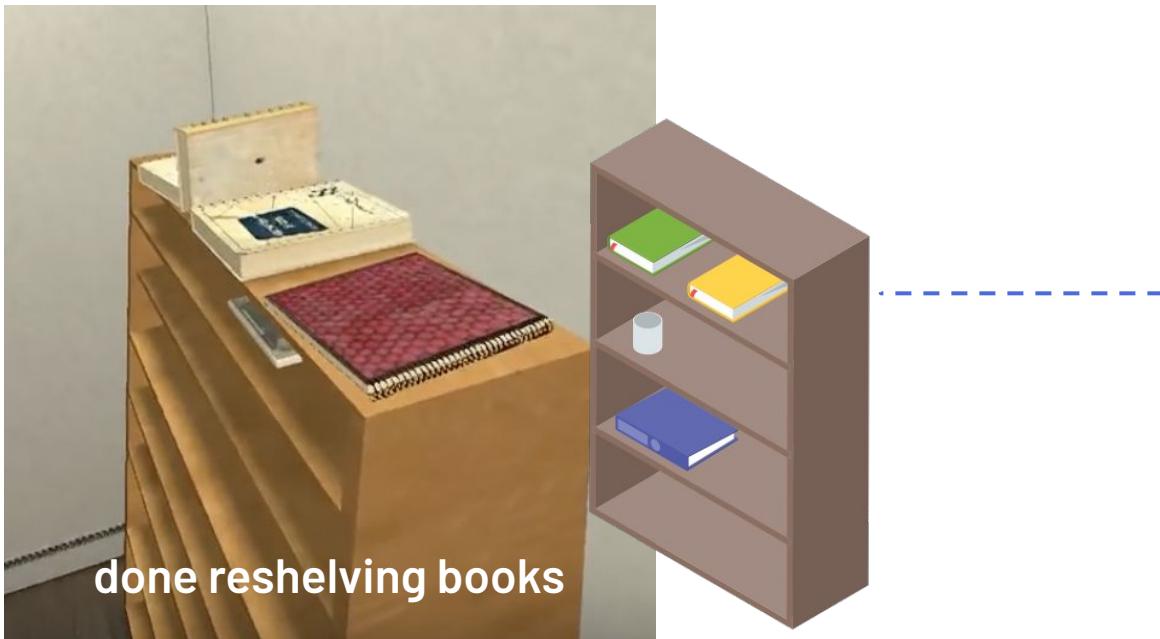


done resheling books

for all book.n.02 book.n.02 is on top of shelf.n.01_1

BEHAVIOR feedback: a benchmark for social perception

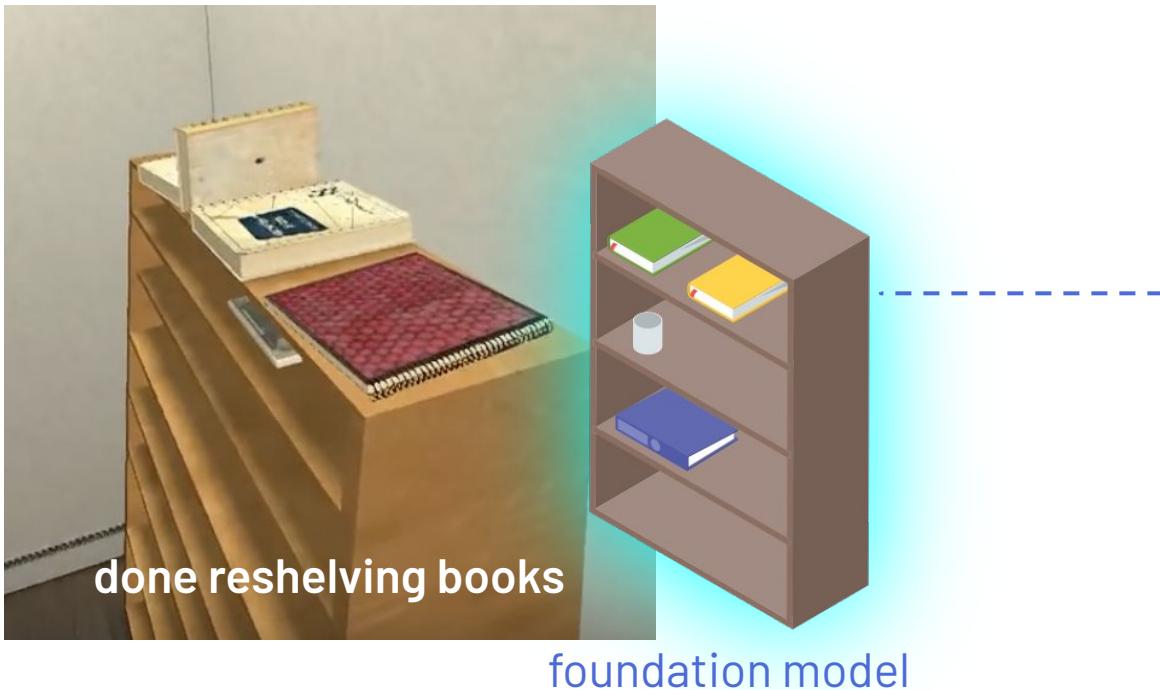
goal specification via interactive generation



done resheling books

BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

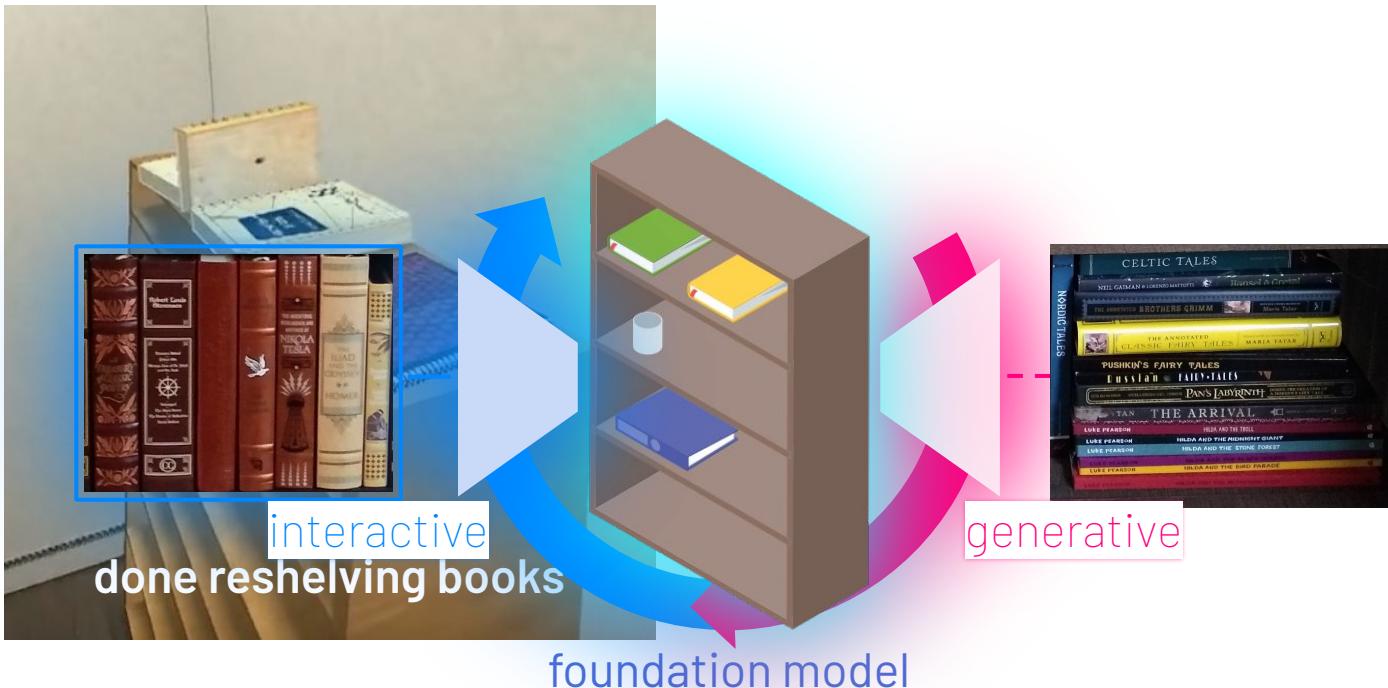


foundation model



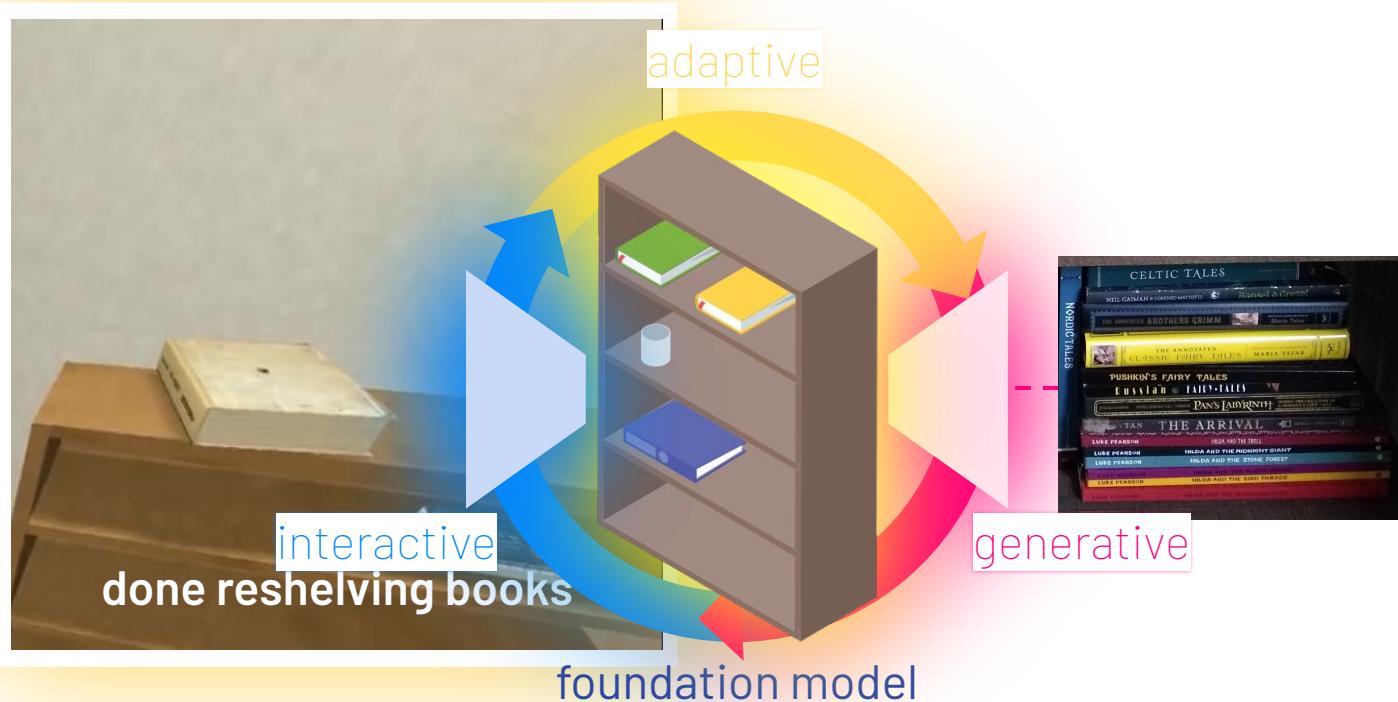
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



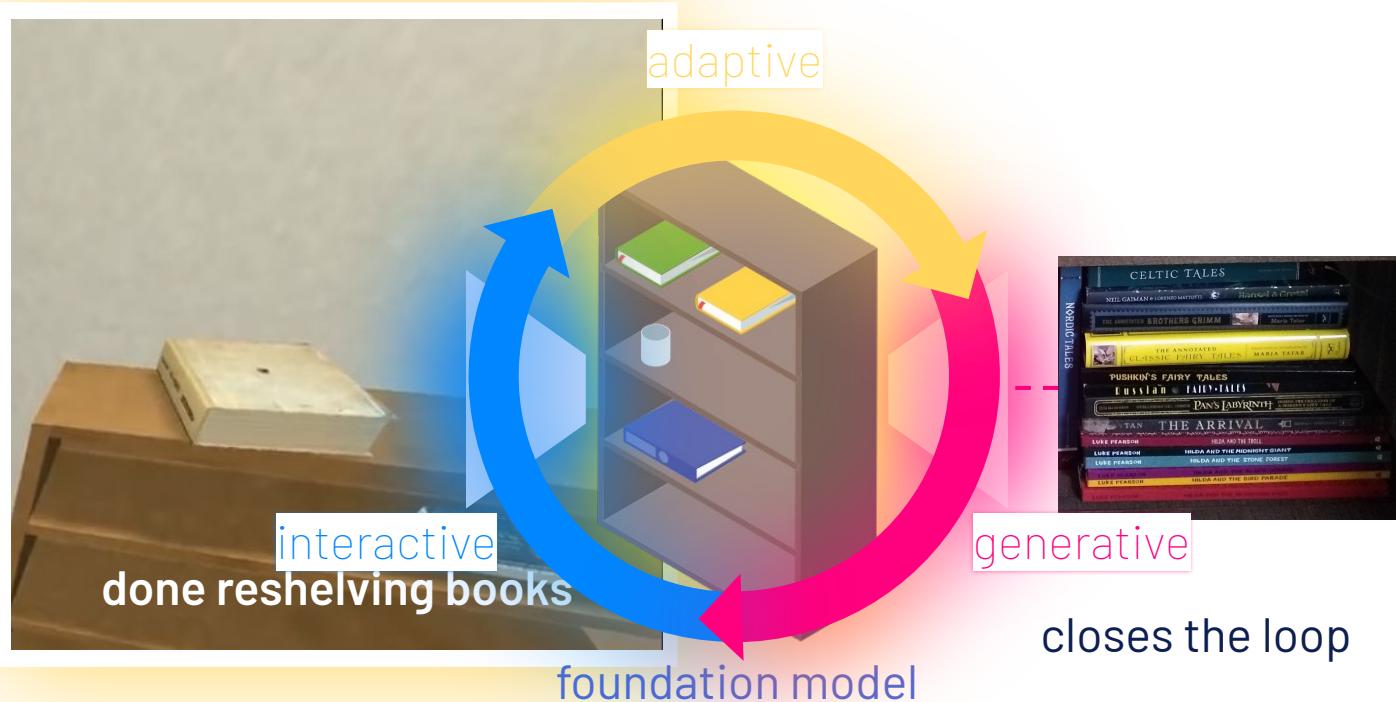
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



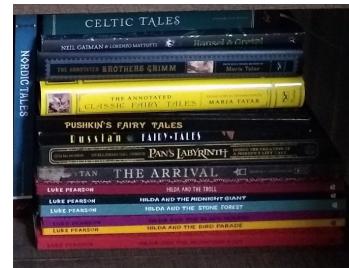
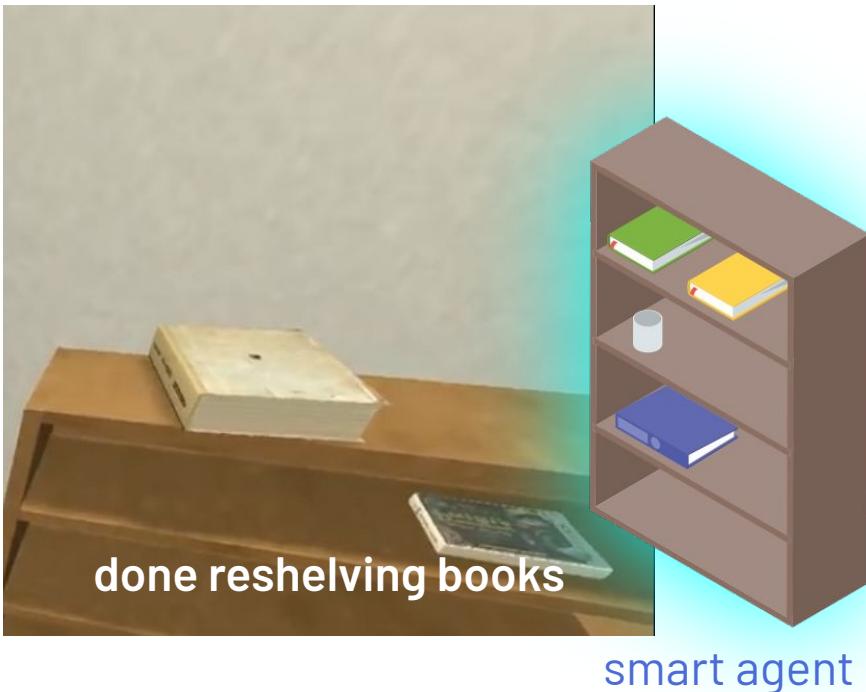
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goal specification via interactive generation



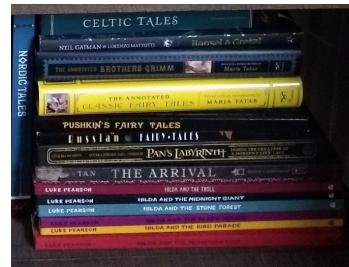
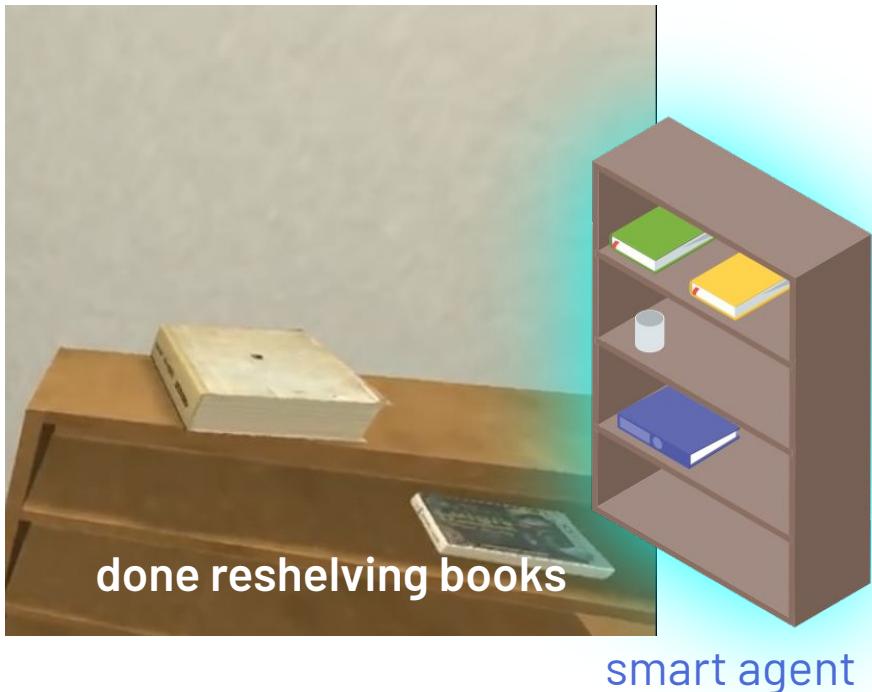
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



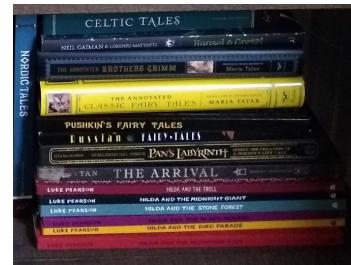
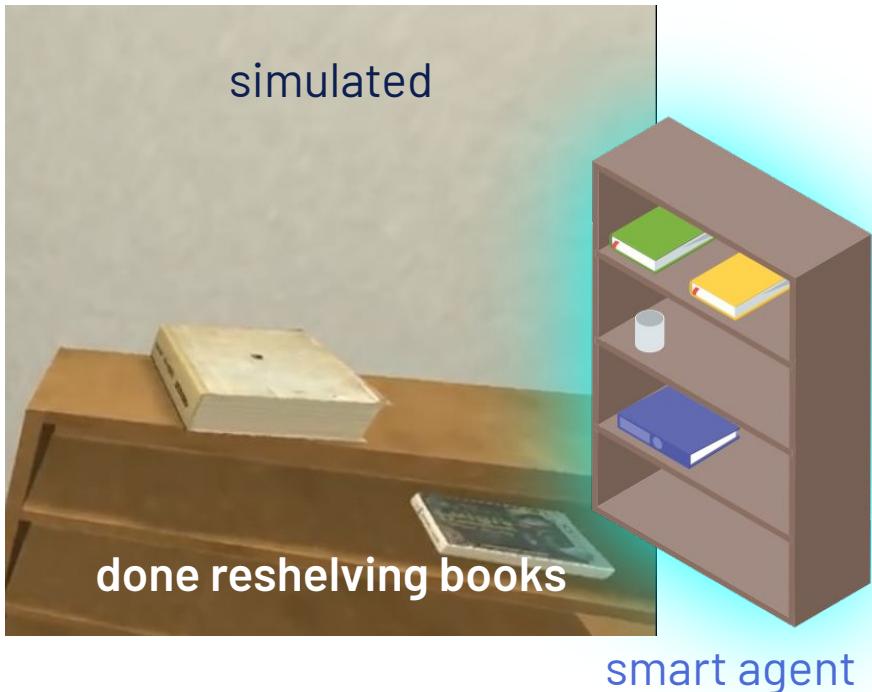
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



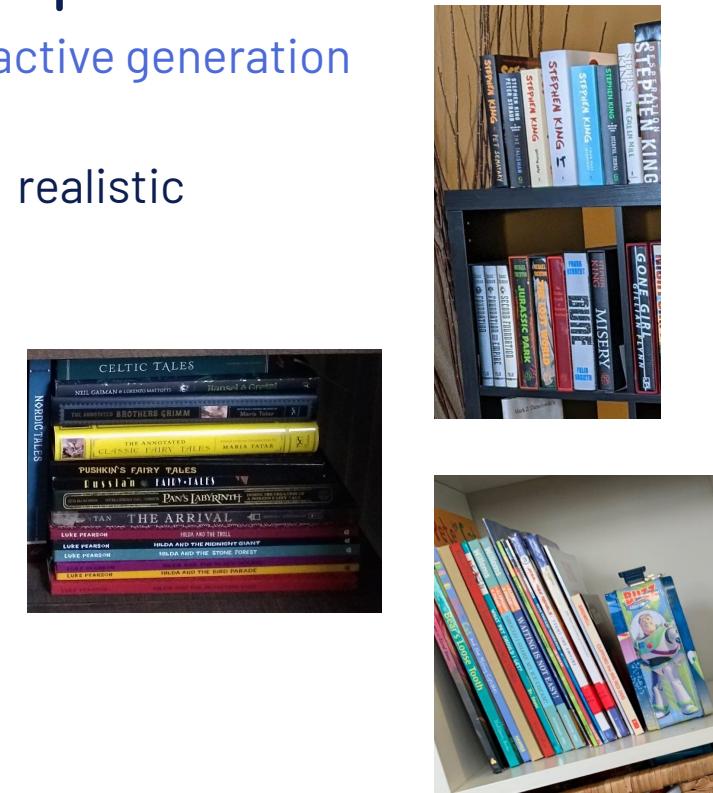
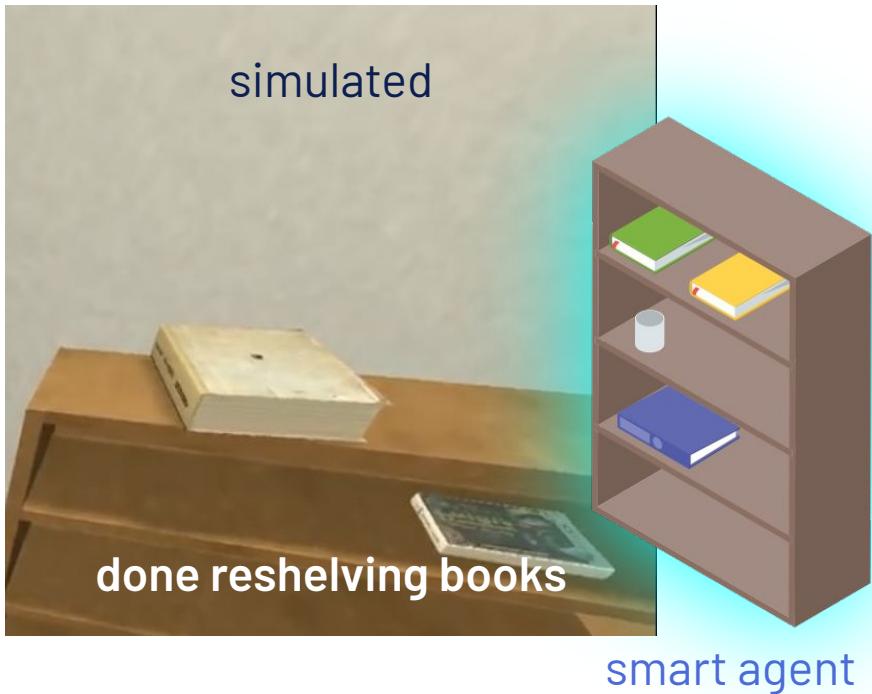
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



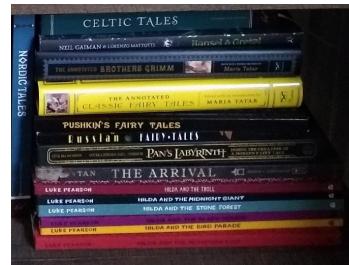
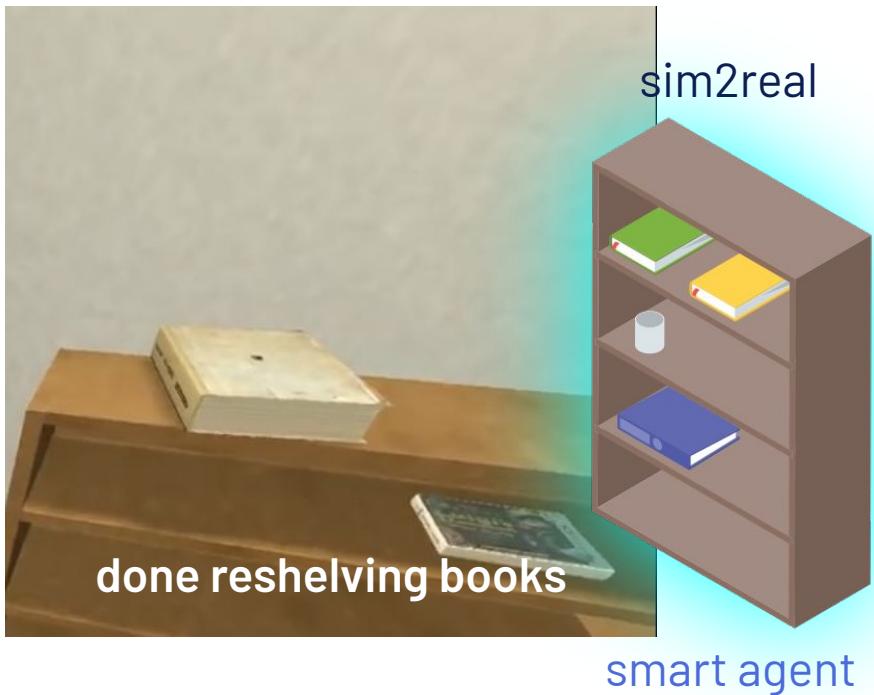
BEHAVIOR feedback: data annotation for social perception

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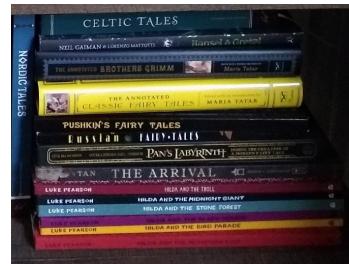
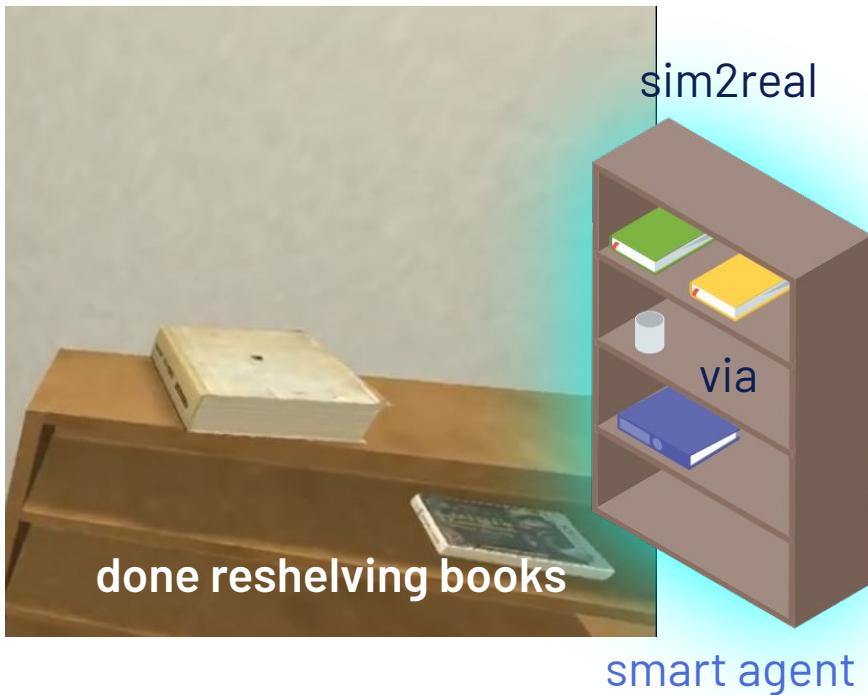
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



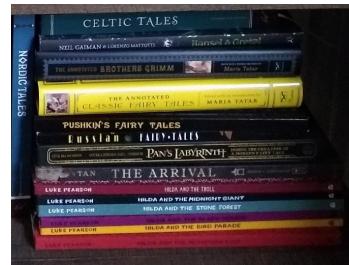
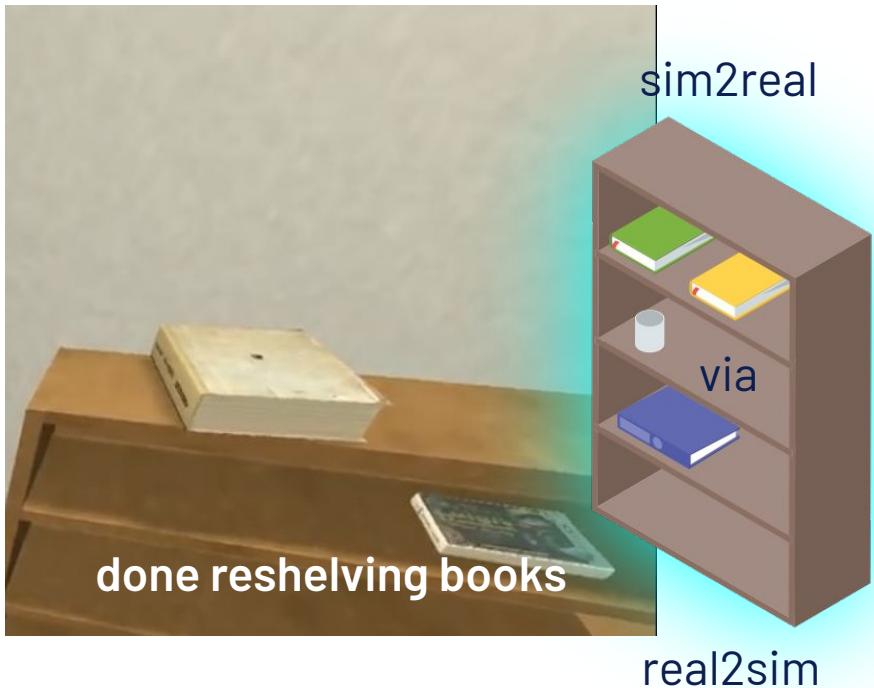
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



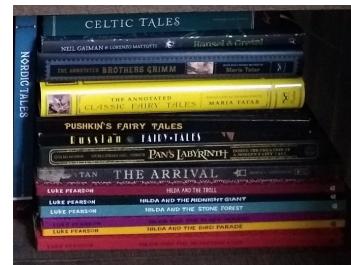
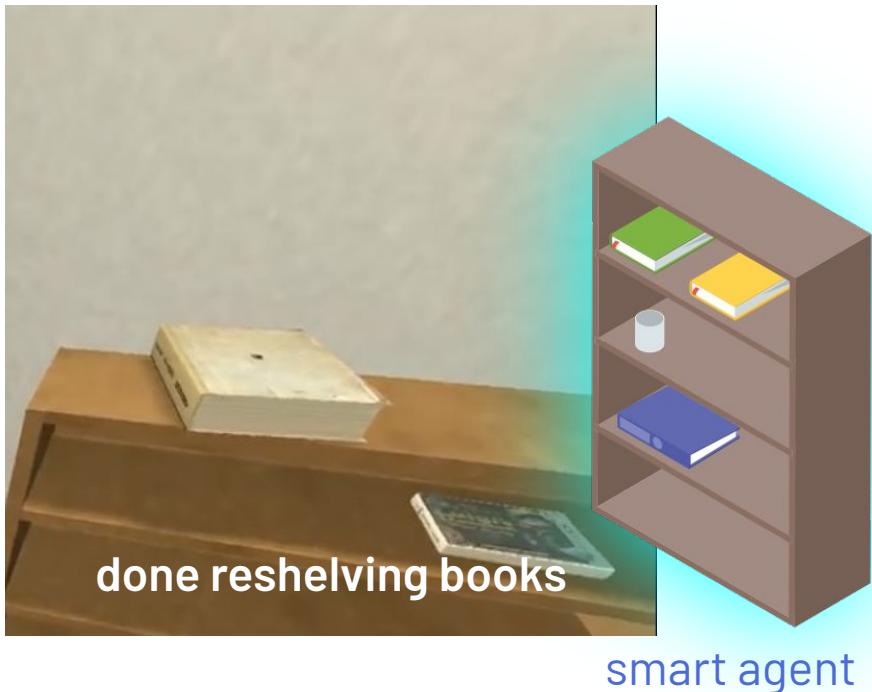
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

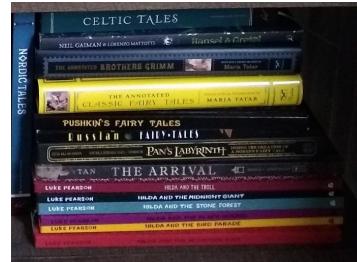


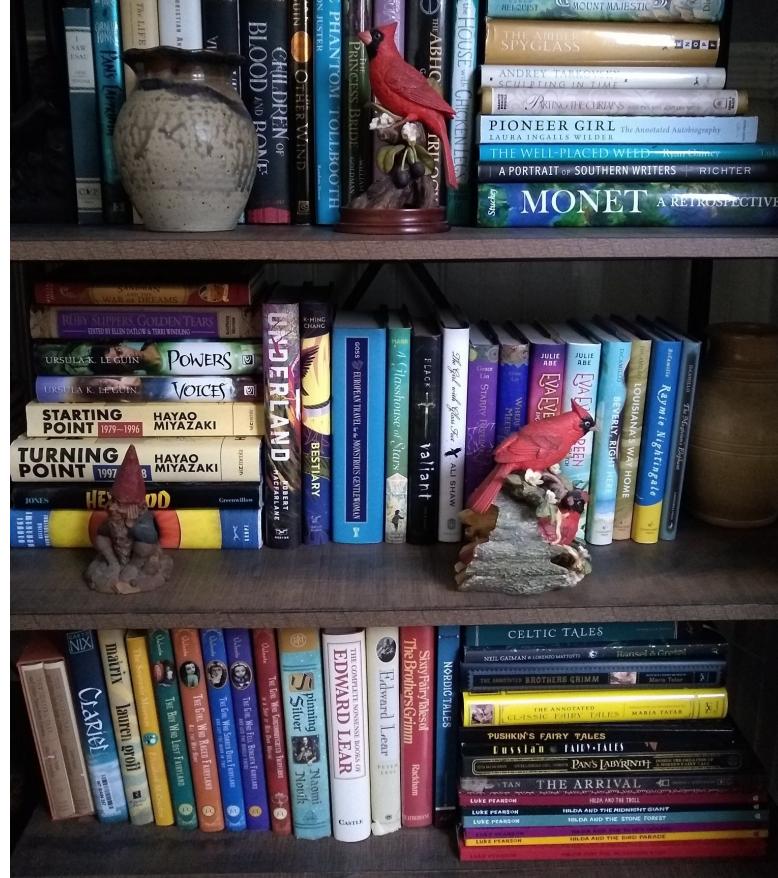
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



social perception

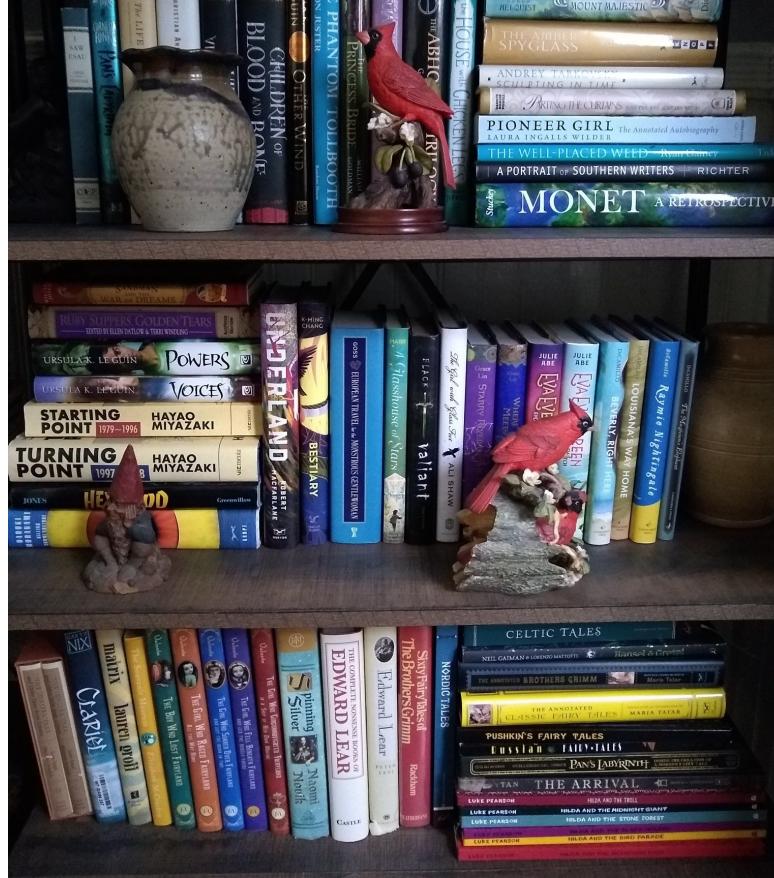






Into The Forest Dark

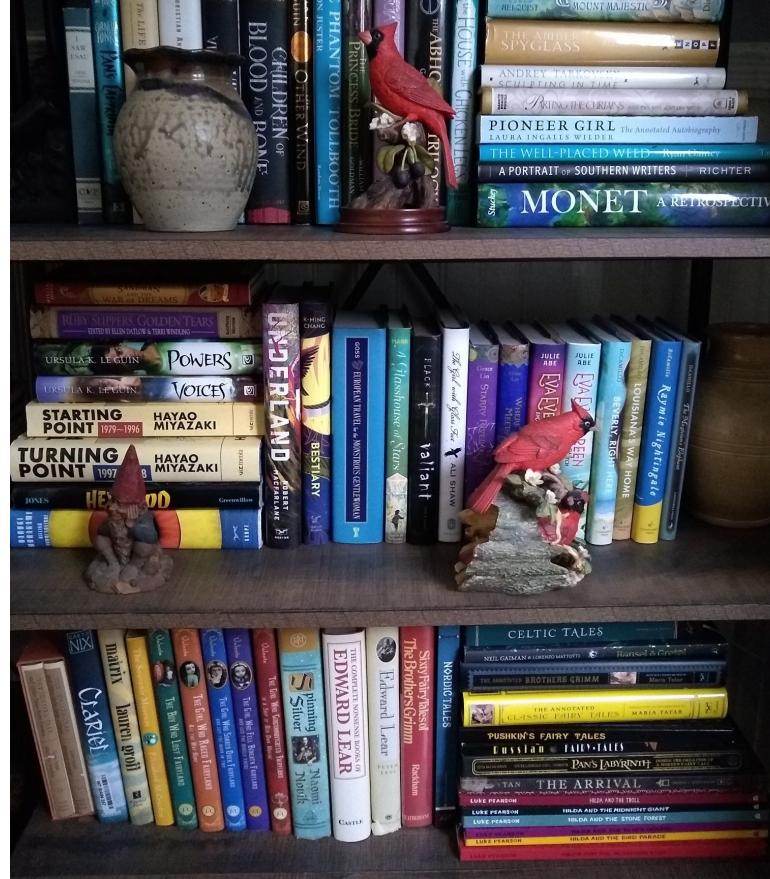
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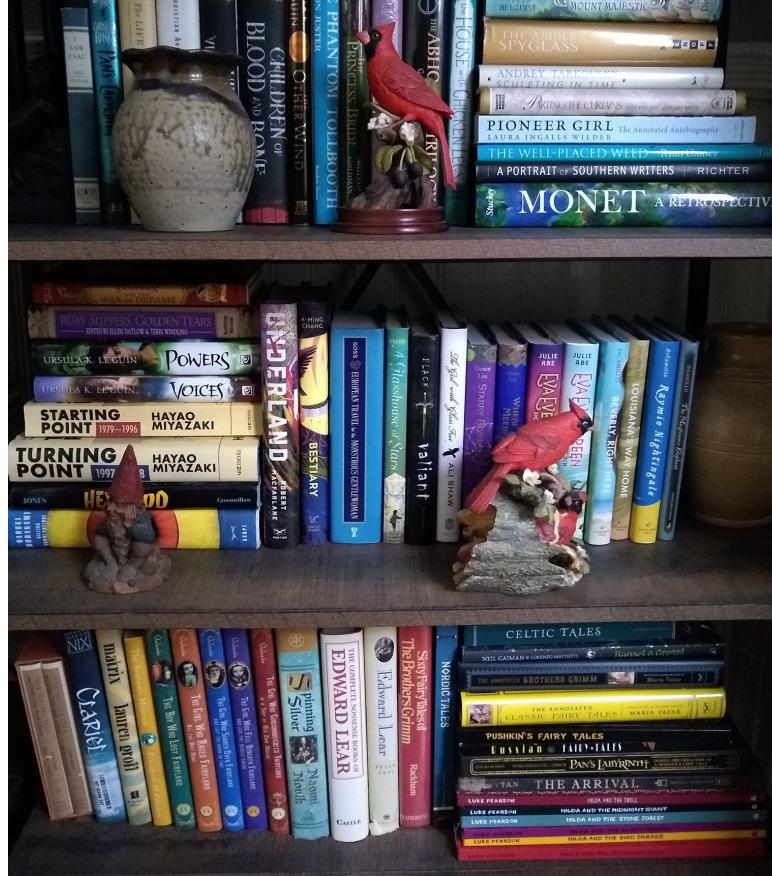




Into The Forest Dark

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Fairy Tales, Folktales, Fantasy, & Myth



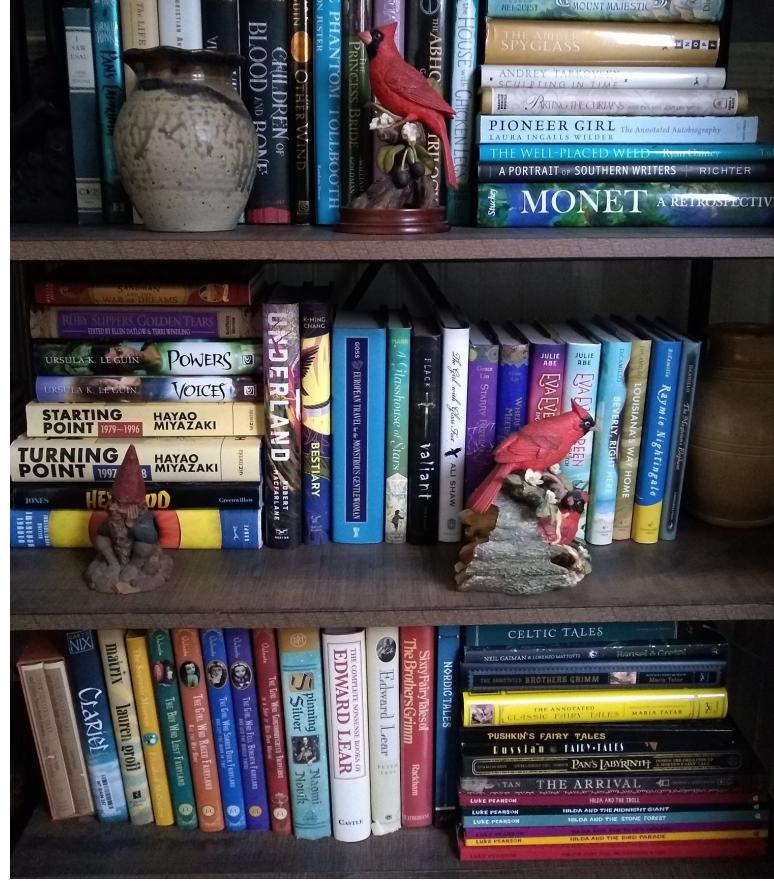


Into The Forest Dark

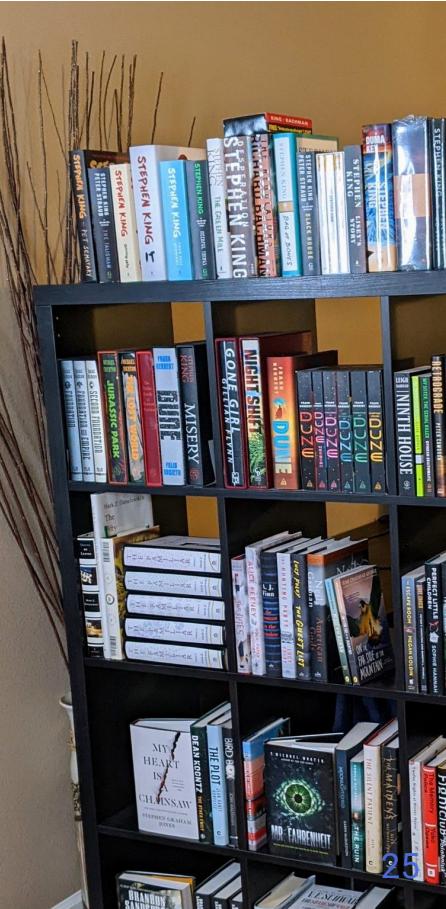
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Fairy Tales, Folktales, Fantasy, & Myth

⌚ My imagination ⌚ instagram.com/intotheforestd... 📅 Joined Octo









Alan Lastufka
@AlanDistro

Moved and reorganized my book





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"An impressive, complex horror tale—two (rotting) thumbs up."
—Kirkus Review, starred

"Like a grown-up version of *Stranger Things*."
—Edward Sung, IndieReader

"The perfect tale to ride out a thunderstorm or get lost in the covers with."
—Chris Adams, San Francisco Book Review

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Janine Espo

@j9_espo

PARP KICKOFF!!! #shelfie #P
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@NorthsidePta @MrsLagnese





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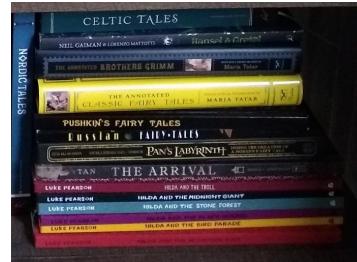
Janine Espo

@j9_espo

PARP KICKOFF!!! #shelfie #PA
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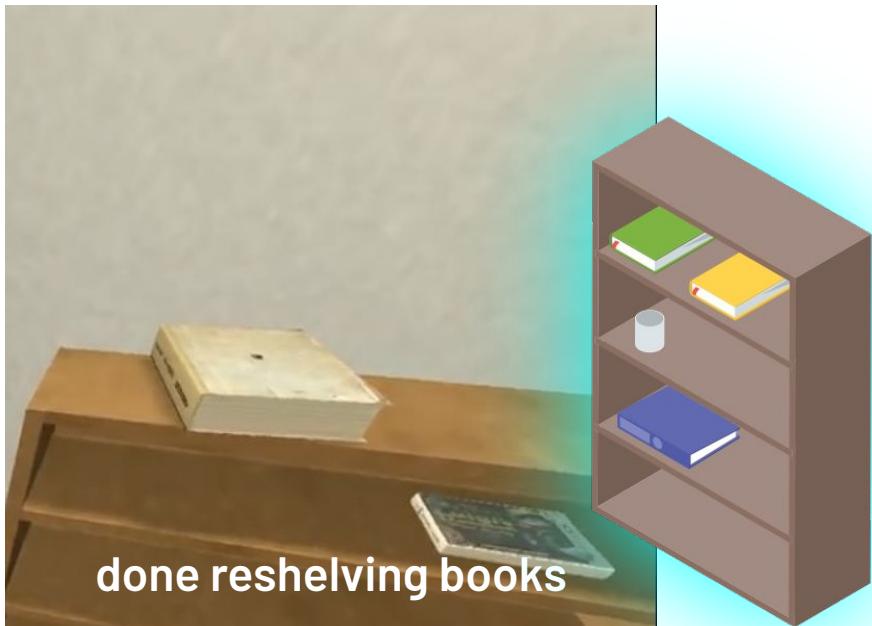


social perception



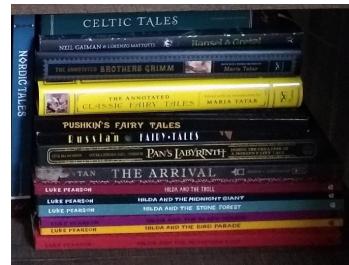
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



done resheling books

smart agent



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation





real



Inuit: A Greenlandic tapas tray with
dried cod, cured reindeer, and
pieces of narwhal blubber.
"Every family has their own way of
cutting blubber"



done setting the table



Mediterranean mezze spreads for a
dinner party

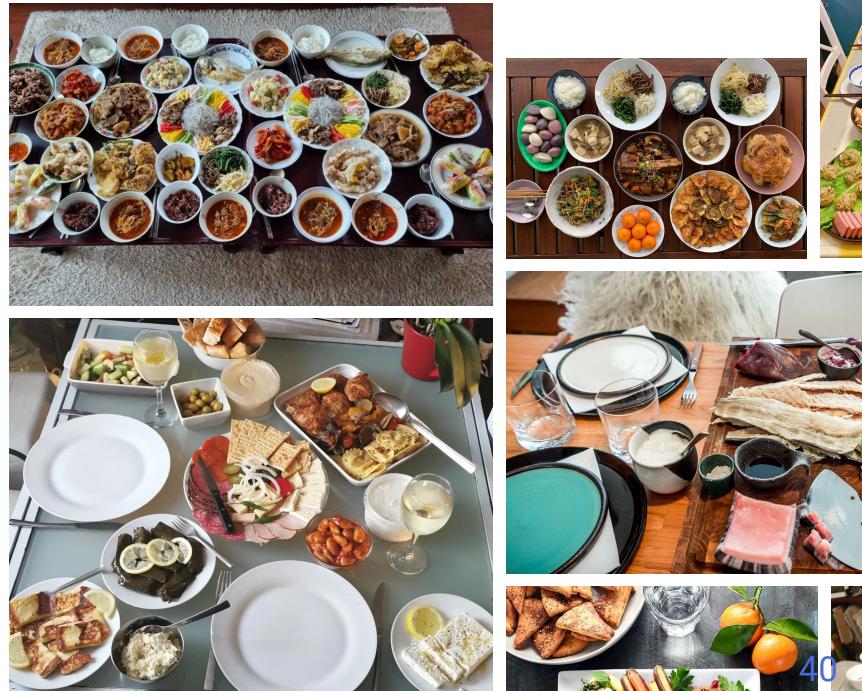


BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



real



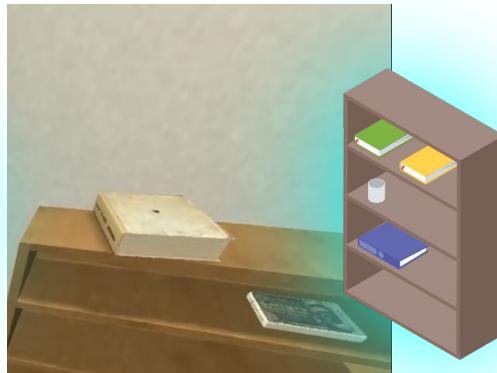
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



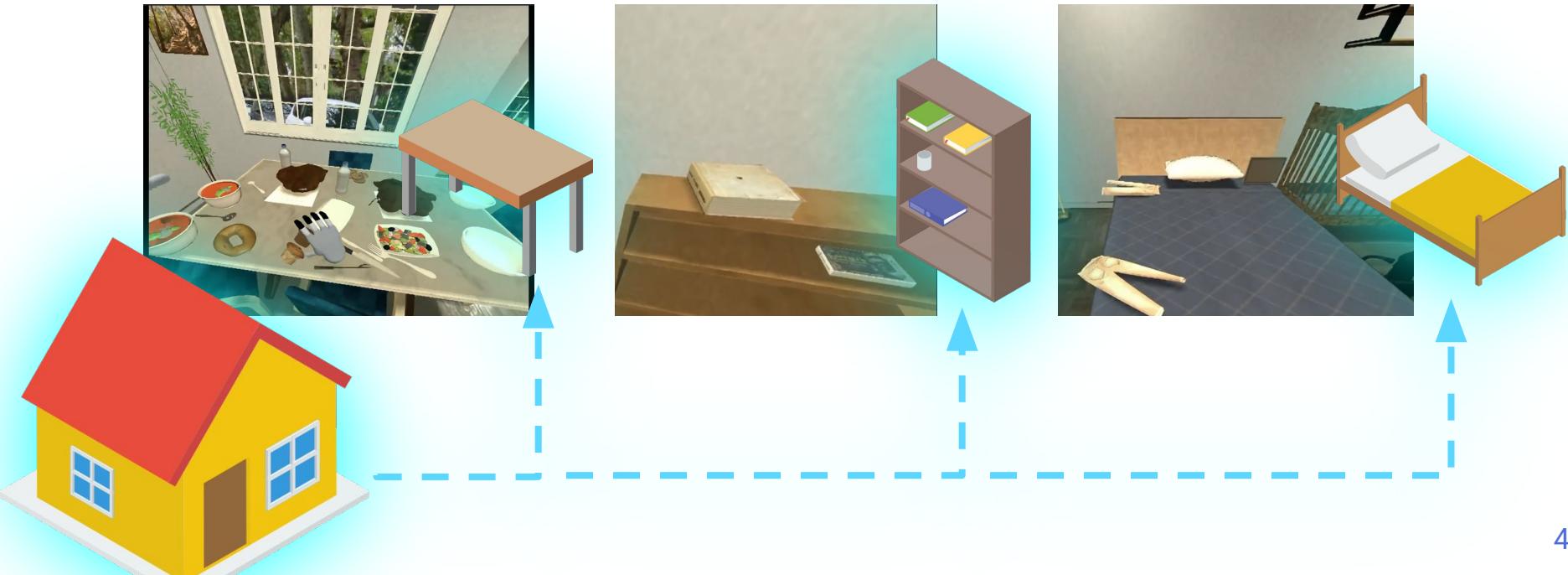
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



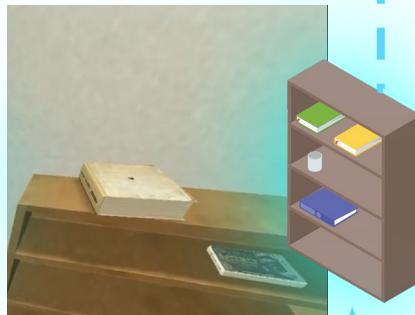
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



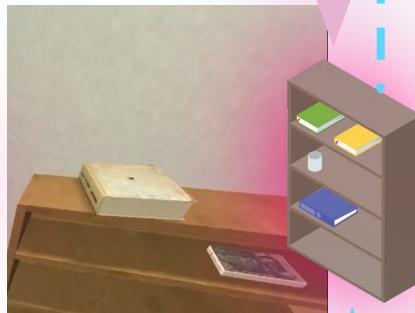
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal via interactive generation
specification



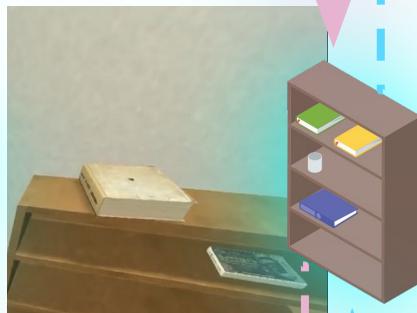
BEHAVIOR feedback: a benchmark for social perception

goal
specification via interactive
 generation



BEHAVIOR feedback: a benchmark for social perception

goal
specification via interactive
 generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification ∞ interactive generation

