C_{t-1}

Long-Term Memory

Global Task Goal:

Put three cupcake in microwave and switch on microwave.

Global Instruction:

- From actions import walk <obj>, grab <obj>,
 switchon <obj>, switchoff <obj>, open <obj>...
- 2. You have two hands, so you can only hold a maximum of two items at the same time...

Initial Plan:

- 1. find two pancake and put it in microwave
- 2. find another pancake and put it in microwave
- 3. close and switch on the microwave.

Current Summary:

1. you have put two pancake in the microwave.

h_{t-1}

Short-Term Memory

Local Instruction:

- 1. if objects INSIDE a container, open the container first.
- 2. you can not open a cabinet that has been opened

Demonstrations:

```
# task goal: put cupcake in microwave and put milk on table
def task():
    # sub-goal thought: find cupcake; rule thought: ...
    walk('kitchen(id:50)')
    open('kitchencabinet(id:127)')
    grab('cupcake(id:335)')
    # put the cupcake in microwave
    open('microwave(id:158)')
    putin('cupcake(id:335)', 'microwave(id:158)')
    # sub-goal thought: find milk; rule thought: ...
    open('kitchencabinet(id:132)')
    grab('milk(id:332)')
    walk('kitchen(id:50)')
    putback('milk(id:332)', 'table(id:123)')
# done
```

Sub-Goal:

find third pancake and put it in microwave

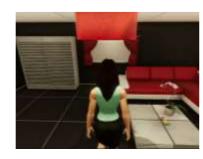
$oldsymbol{O_t}$ Generated Plan

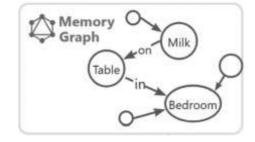
```
def task():
    #sub-goal thought: find third pancake
    #rule thought: I should open fridge first...
    walk('kitchen(id:50)')
    open('fridge(id:103)')
    find('pancake(id:336)')
    grab('pancake(id:336)')
    #sub-goal thought: put third pancakes
    #rule thought: the microwave has been opened...
    walk('microwave(id:158)')
    putin('cupcake(id:336)', 'microwave(id:158)')
    close('microwave(id:158)')
    #done
```

Language-based RNN

$oldsymbol{\mathcal{X}}_{oldsymbol{t}}$ Observation

microwave(id:158)'s state is opened & turnoff





Environment

State Reasoning

C_t

Long-Term Memory

Global Task Goal:

Put three cupcake in microwave and switch on microwave.

Global Instruction:

- From actions import walk <obj>, grab <obj>,
 switchon <obj>, switchoff <obj>, open <obj>...
- 2. You have two hands, so you can only hold a maximum of two items at the same time...

Initial Plan:

- 1. find two pancake and put it in microwave
- 2. find another pancake and put it in microwave
- 3. close and switch on the microwave.

Current Summary:

- 1. you have put two pancake in the microwave.
- 2. you have put the third pancake in the microwave

h_t

Short-Term Memory

Local Instruction:

1. you can not open a cabinet that has been opened

Demonstrations:

```
# task goal: put cupcake in microwave and switch on microwave
def task():
    # sub-goal thought: find cupcake; rule thought: ...
    walk('kitchen(id:50)')
    open('kitchencabinet(id:127)')
    grab('cupcake(id:335)')
    # sub-goal thought: put cupcake in microwave; rule thought: ...
    open('microwave(id:158)')
    putin('cupcake(id:335)', 'microwave(id:158)')
    # sub-goal thought: close and switch on microwave...
    close('microwave(id:158)')
    switchon('microwave(id:158)')
    # done
```

Sub-Goal:

Close and switch on the microwave