CurricuLLM generated reward for AntMaze

```
def compute_reward_curriculum(self):
    # Calculate the magnitudes
    velocity_magnitude = np.linalg.norm(torso_velocity)
    angular_velocity_magnitude =
        np.linalg.norm(torso_angular_velocity)
# As goal_distance is received as an array but
    expected to be treated as scalar
    goal_distance_magnitude
        = np.linalg.norm(goal_distance)
# Weighting parameters setup reflecting curriculum learning
    velocity_weight = 0.15
# Substantial reduction to focus on goal achievement
    angular_velocity_weight = 0.15
# Maintain orientation control importance
    goal_distance_weight = 0.5
```

Continuing to incentivize movement towards goal,

but with lesser intensity due to the new success condition

LLM-zeroshot generated reward for AntMaze

```
def compute_reward_curriculum(self):
# Define reward for reaching the goal
```

success_reward_weight = 10.0

success_reward = 0.0
if goal_distance < 0.45:</pre>

```
success_reward = 1.0
# Calculate total reward
```

reward = success_reward_weight * success_reward