

Source			Skill						Condition				Action					
Case Number	Hyperparameter Source	Environment Name	Reach	Fixation	Push	Slide	Pick and Place	Orient	Moving Target	With Collision	Not fully observable	Keep in Position	Continuous Action			Discrete Action		
													Continuous_Acti on_Values	Joint Velocity	Joint Torque	Joint Rotation	Discrete_Action_Values	Gripper
1	Unity ML-Agents	UnityReacher-v0	1	0	0	0	0	0	1	0	0	0	4	0	4	0	0	0
2	Unity ML-Agents	Basic	1	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0
3	Unity ML-Agents	3DBall: 3D Balance Ball	0	1	0	0	0	0	0	0	0	1	2	0	0	2	0	0
4	Unity ML-Agents	GridWorld	1	0	0	0	0	0	0	0	0	0	0	0	0	0	4	0
5	Unity ML-Agents	Push Block	1	0	1	0	0	0	0	0	0	0	0	0	0	0	6	0
6	Unity ML-Agents	VisualPushBlock	1	0	0	0	0	0	0	0	1	0	0	0	0	0	6	0
7	Unity ML-Agents	Hallway	1	0	0	0	0	0	0	0	1	0	0	0	0	0	4	0
8	Unity ML-Agents	VisualHallway	1	0	0	0	0	0	0	0	1	0	0	0	0	0	4	0
9	Unity ML-Agents	WormStatic	1	0	0	0	0	0	0	0	0	0	9	0	0	9	0	0
10	Unity ML-Agents	WormDynamic	1	0	0	0	0	0	1	0	0	0	9	0	0	9	0	0
11	Unity ML-Agents	3DBall: 3D Balance Ball Hard	0	1	0	0	0	0	0	0	0	1	2	0	0	2	0	0
12	SLM-Lab	RoboschoolReacher-v1	1	0	0	0	0	0	1	0	0	0	2	0	2	0	0	0
13	SLM-Lab	UnityReacher-v0	1	0	0	0	0	0	0	0	0	0	4	0	4	0	0	0
14	SLM-Lab	Unity3Dball	0	1	0	0	0	0	0	0	0	1	2	0	0	2	0	0
15	SLM-Lab	UnityPushBlock	1	0	1	0	0	0	0	0	0	0	0	0	0	0	6	0
16	SLM-Lab	Unitybasic	1	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0
17	SLM-Lab	Unity3DBallHard	0	1	0	0	0	0	0	0	0	1	2	0	0	2	0	0
18	kindredai	UR-Reacher-2	1	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0
19	kindredai	UR-Reacher-6	1	0	0	0	0	0	0	0	0	0	6	6	0	0	0	0
20	kindredai	DXL-Reacher	1	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
21	kindredai	DXL-Tracker	1	0	0	0	0	0	1	0	0	0	1	0	1	0	0	0
22	Open AI Baselines	Openai-Gym-Reacher-v1	1	0	0	0	0	0	0	0	0	0	2	0	2	0	0	0
23	RLzoo	(MuJoCo)Reacher-v2	1	0	0	0	0	0	0	0	0	0	2	0	2	0	0	0
24	RLzoo	(Robotics)FetchPickAndPlace-v1	0	0	0	0	1	0	0	0	0	0	4	0	0	0	0	0
25	RLzoo	(Robotics)FetchPush-v1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0
26	RLzoo	(Robotics)FetchReach-v1	1	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0
27	RLzoo	(Robotics)FetchSlide-v1	0	0	0	1	0	0	0	0	0	0	4	0	0	0	0	0
28	RLzoo	(Robotics)HandReach-v0	1	0	0	0	0	0	0	0	0	0	20	0	0	0	0	0
29	RLzoo	(dm_control)ManipulatorBringball-v0	0	0	0	0	1	0	0	0	0	0	5	0	0	0	0	0
30	RLzoo	(dm_control)ReacherHard-v0	1	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0
31	RLzoo	(dm_control)FingerTurn-v0	1	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0
32	RLzoo	(RLBench)ReachAndDrag, ReachTarget, etc	1	0	0	0	0	0	0	0	0	0	8	0	0	0	0	0
33	RLzoo	(RLBench)OpenBox, OpenDoor, etc	0	0	0	0	1	0	0	0	0	0	8	0	0	0	0	0
34	RLzoo	(RLBench)PushButton, etc	0	0	1	0	0	0	0	0	0	0	8	0	0	0	0	0
35	RLzoo	(RLBench)SlideBlockToTarget, etc	0	0	0	1	0	0	0	0	0	0	6	0	0	0	1	1
36	Nestor Gonzalez Lopez	MARA	1	0	0	0	0	0	0	0	0	0	6	0	0	0	0	0
37	Nestor Gonzalez Lopez	MARA Orient	1	0	0	0	0	1	0	0	0	0	6	0	0	0	0	0
38	Nestor Gonzalez Lopez	MARA Collision	1	0	0	0	0	0	0	1	0	0	6	0	0	0	0	0
39	Nestor Gonzalez Lopez	MARA Collision Orient	1	0	0	0	0	1	0	1	0	0	6	0	0	0	0	0
40	Iriondo, Ander	miiwa Pick and Place (test1)	0	0	0	0	1	0	0	0	0	0	10	0	0	0	0	0
41	Iriondo, Ander	miiwa Pick and Place with a wall (test2)	0	0	0	0	1	0	0	1	0	0	10	0	0	0	0	0
42	Kindle, Julien	RoyalPanda	1	0	0	0	0	0	0	1	0	0	0	0	0	0	4	0

				Observation	
Discrete Action				Scalar	Visual 2D
Rotation	Movement in discrete directions	Base accelerations	Joint acceleration		
0	0	0	0	26	0
0	2	0	0	1	0
0	0	0	0	8	0
0	4	0	0	0	1
2	4	0	0	70	1
2	4	0	0	0	1
2	2	0	0	30	0
2	2	0	0	0	1
0	0	0	0	64	0
0	0	0	0	64	0
0	0	0	0	5	0
0	0	0	0	9	0
0	0	0	0	26	0
0	0	0	0	8	0
2	4	0	0	70	1
0	2	0	0	1	0
0	0	0	0	5	0
0	0	0	0	7	0
0	0	0	0	19	0
0	0	0	0	3	0
0	0	0	0	3	0
0	0	0	0	9	0
0	0	0	0	11	0
0	0	0	0	25	0
0	0	0	0	25	0
0	0	0	0	10	0
0	0	0	0	25	0
0	0	0	0	63	0
0	0	0	0	37	0
0	0	0	0	7	0
0	0	0	0	12	0
0	0	0	0	28	1
0	0	0	0	28	1
0	0	0	0	28	1
0	0	0	0	28	1
0	0	0	0	24	0
0	0	0	0	16	0
0	0	0	0	12	0
0	0	0	0	16	0
0	0	0	0	10	0
0	0	0	0	8	0
0	0	3	1	6	2