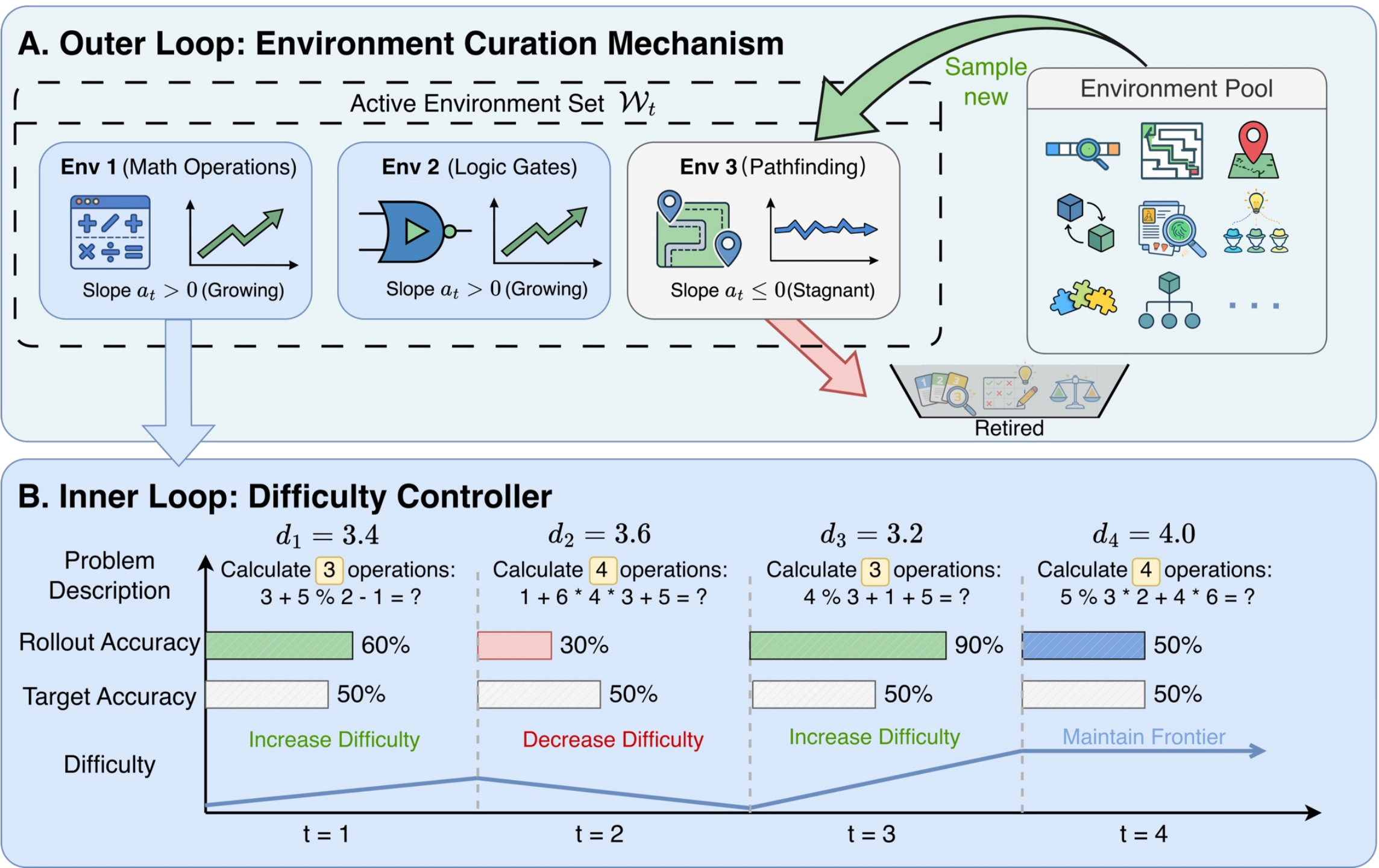
A. Outer Loop: Environment Curation Mechanism
Active Environment Set $\mathcal{W}_t$
Env 1 (Math Operations)
Slope $a_t > 0$ (Growing)
Env 2 (Logic Gates)
Slope $a_t > 0$ (Growing)
Env 3 (Pathfinding)
Slope $a_t \leq 0$ (Stagnant)
Sample new
Environment Pool
Retired
B. Inner Loop: Difficulty Controller
$d_1 = 3.4$
$d_2 = 3.6$
$d_3 = 3.2$
$d_4 = 4.0$
Problem Description
Calculate 3 operations: 3 + 5 % 2 - 1 = ?
Calculate 4 operations: 1 + 6 * 4 * 3 + 5 = ?
Calculate 3 operations: 4 % 3 + 1 + 5 = ?
Calculate 4 operations: 5 % 3 * 2 + 4 * 6 = ?
Rollout Accuracy
60%
30%
90%
50%
Target Accuracy
50%
50%
50%
50%
Increase Difficulty
Decrease Difficulty
Increase Difficulty
Maintain Frontier
Difficulty
t = 1
t = 2
t = 3
t = 4