

Table 4: OGBench Evaluation

Dataset	Methods							
	MQE	TMD	CMD	CRL	QRL	GCIQL	HIQL	n-SAC+BC
pointmaze_giant_navigate	72.8 (± 2.5)	39.9(± 5.2)	45.3(± 3.7)	27.4(± 3.4)	68.5 (± 2.8)	0.0(± 0.0)	45.9(± 3.0)	0.0(± 0.0)
pointmaze_giant_stitch	59.2 (± 3.2)	9.1(± 1.0)	8.1(± 0.6)	0.0(± 0.0)	49.7 (± 2.3)	0.0(± 0.0)	0.0(± 0.0)	0.4(± 0.1)
antmaze_large_explore	67.7 (± 2.8)	0.9(± 0.2)	0.8(± 0.3)	0.3(± 0.1)	0.0(± 0.0)	0.4(± 0.1)	3.9(± 1.8)	0.2(± 0.1)
antmaze_giant_stitch	35.1 (± 1.7)	2.7(± 0.6)	2.0(± 0.5)	0.0(± 0.0)	0.4(± 0.2)	0.0(± 0.0)	1.8(± 0.6)	9.2(± 2.1)
antmaze_colossal_navigate	48.6 (± 2.4)	22.3(± 1.1)	22.5(± 3.1)	14.6(± 1.8)	0.0(± 0.0)	0.0(± 0.0)	0.0(± 0.0)	0.3(± 0.1)
antmaze_colossal_stitch	27.6 (± 2.9)	0.0(± 0.0)	0.2(± 0.1)	0.0(± 0.0)	0.0(± 0.0)	0.0(± 0.0)	0.0(± 0.0)	0.5(± 0.3)
humanoidmaze_giant_navigate	46.5 (± 2.5)	9.2(± 1.1)	5.0(± 0.8)	0.7(± 0.1)	0.4(± 0.1)	0.5(± 0.1)	12.5(± 1.5)	3.2(± 0.5)
humanoidmaze_giant_stitch	26.5 (± 1.3)	6.3(± 0.6)	0.2(± 0.1)	1.5(± 0.5)	0.4(± 0.1)	1.5(± 0.1)	3.3(± 0.7)	1.7(± 0.1)
cube_double_play	40.8 (± 1.2)	13.1(± 2.3)	0.2(± 0.1)	1.5(± 0.5)	0.4(± 0.1)	40.2 (± 1.7)	6.4(± 0.7)	19.1(± 0.3)
cube_triple_noisy	18.3 (± 2.2)	2.1(± 0.6)	1.5(± 0.5)	2.7(± 0.5)	3.4(± 0.4)	1.8(± 0.2)	2.6(± 0.4)	1.4(± 0.3)
puzzle_4x4_play	18.7(± 2.3)	10.0(± 1.4)	0.2(± 0.1)	1.5(± 0.5)	0.4(± 0.1)	25.7 (± 1.1)	7.4(± 0.7)	11.4(± 0.9)
scene_play	76.8 (± 2.1)	21.9(± 1.9)	1.2(± 0.4)	18.6(± 0.8)	5.4(± 0.3)	51.3(± 1.5)	38.2(± 0.9)	17.6(± 1.4)
scene_noisy	30.8 (± 1.6)	19.6(± 1.7)	4.0(± 0.7)	1.2(± 0.3)	9.1(± 0.7)	25.9(± 0.8)	25.2(± 1.3)	19.1(± 2.2)
visual_scene_play	38.1(± 3.2)	20.7(± 2.5)	16.1(± 2.2)	9.6(± 0.6)	5.4(± 0.3)	12.2(± 0.8)	49.9 (± 0.6)	7.1(± 1.2)
visual_cube_triple_play	19.8 (± 0.9)	17.9 (± 1.3)	18.9 (± 1.1)	16.9(± 1.1)	16.3(± 0.3)	15.2(± 0.6)	21.0 (± 0.2)	21.1 (± 2.4)
visual_cube_double_noisy	25.9(± 1.6)	14.2(± 1.3)	0.3(± 0.3)	6.0(± 1.4)	6.1(± 1.2)	21.6(± 0.9)	59.4 (± 1.6)	22.7(± 1.1)
visual_cube_triple_noisy	25.0 (± 1.2)	17.7(± 0.7)	16.1(± 0.7)	15.6(± 0.6)	8.6(± 2.1)	12.5(± 0.6)	21.0(± 0.7)	17.1(± 0.3)
visual_puzzle_4x4_play	17.9(± 1.6)	9.8(± 3.6)	7.2(± 0.4)	9.6(± 3.2)	0.0(± 0.0)	16.2(± 2.2)	60.1 (± 20.4)	10.3(± 2.6)
visual_antmaze_giant_stitch	26.9 (± 3.1)	14.5(± 2.5)	22.3 (± 1.9)	0.1(± 0.1)	0.0(± 0.0)	0.0(± 0.0)	0.2(± 0.1)	7.6(± 1.1)
Overall	36.3 (± 0.6)	13.0(± 0.5)	8.7(± 0.3)	6.2(± 0.3)	9.8(± 0.3)	11.8(± 0.2)	18.7(± 1.2)	8.5(± 0.3)

We **bold** the best performance. Success rate (%) is presented with the standard error across eight seeds for state-based environments and four seeds for pixel-based environments. All datasets contain 5 separate tasks each. We record the aggregate across all 5 tasks.