

1 Introduction

Δ	A	
	Behavior ($\tau : S^* \rightarrow A^*$)	Policy ($\pi : S \rightarrow A$)
	Desirability ($S^* \times A^* \rightarrow U$)	Reward function ($A \times S \rightarrow U$)

- 1.
- 2.
- 3.
- 4.

2 Notions of Goal-Directedness

Suppose you have a