

System Prompt:

You are a planner that generates a plan in response to a language instruction. Describe the plan with a high-level Task Description, break it into Subtasks as needed, and list ALL objects required to perform the subtasks. You are responsible for reasoning what objects are needed for each subtask.

Constraints:



System Prompt:

You are a high-level controller in a simulation environment.

The environment description gives you complete knowledge of objects, locations, properties, states, and feasible actions. Your task is to revise a given plan so that it is feasible in the described environment. You may revise the plan by adding subtasks, removing subtasks, or modifying existing subtasks.

Constraints:

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System Prompt:

You are a Python programming specialist.

A simulation environment is described to you with full knowledge of objects, locations, actionable properties, current states, and feasible actions.

You will implement a given plan as a Python program so it is feasible in this environment. While implementing, you may revise the plan by

While implementing, you may revise the plan by adding, removing, or modifying subtasks as needed.

Produce the Puther code for the revised plan.

Produce the Python code for the revised plan.

Constraints:

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System Prompt:

You get a Python script and a list of action dicts plus agent dicts.

Revise each function so actions are executed by the agent with the higher affordance for that action, and update calls accordingly.

Constraints:

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Sec. III-A) Task Description +Subtask

Task Description: Make a meal with egg, tomato, and bread.

SubTask 1: Fry the egg in a pan.
SubTask 2: Prepare tomato and bread.
SubTask 3: Serve the egg, tomato and

bread on the plate.

needed_objects = ['Egg', 'EggCracked',

'Tomato', '...'Knife', 'Pan', 'Plate',

'StoveBurner']



Code Generation (Sec. III-B)

def fry_egg():

def prep_ingredients():

Subtasks Translated

into Python Code

Feedback

Current State



Code Execution in Al2-THOR (Sec. III-C)

Refined Code

Task
Allocation
(Sec. III-D)



Executable Code With Allocated Skills

Language instruction FloorPlan Type Instruction Kitchen I feel hungry