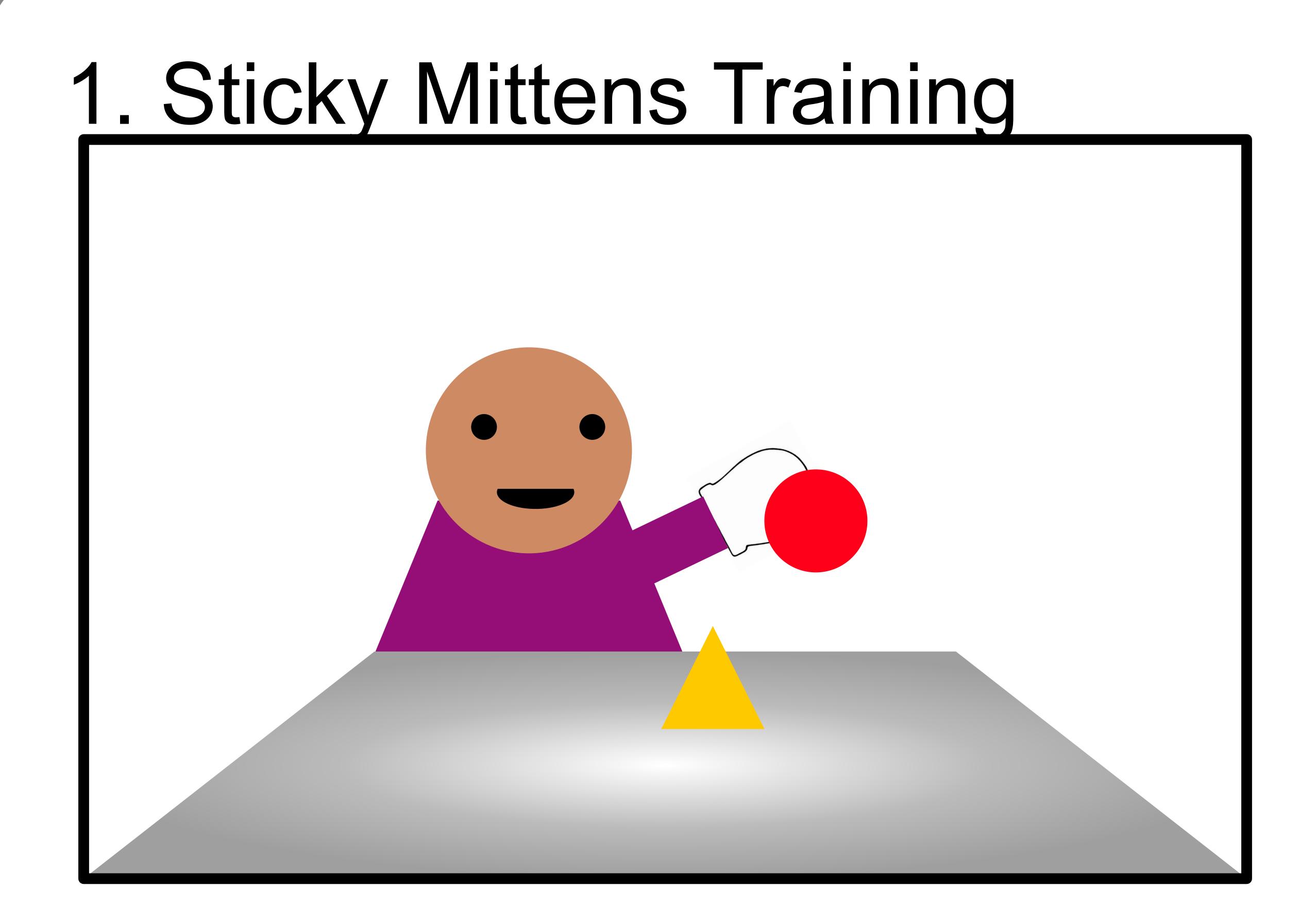
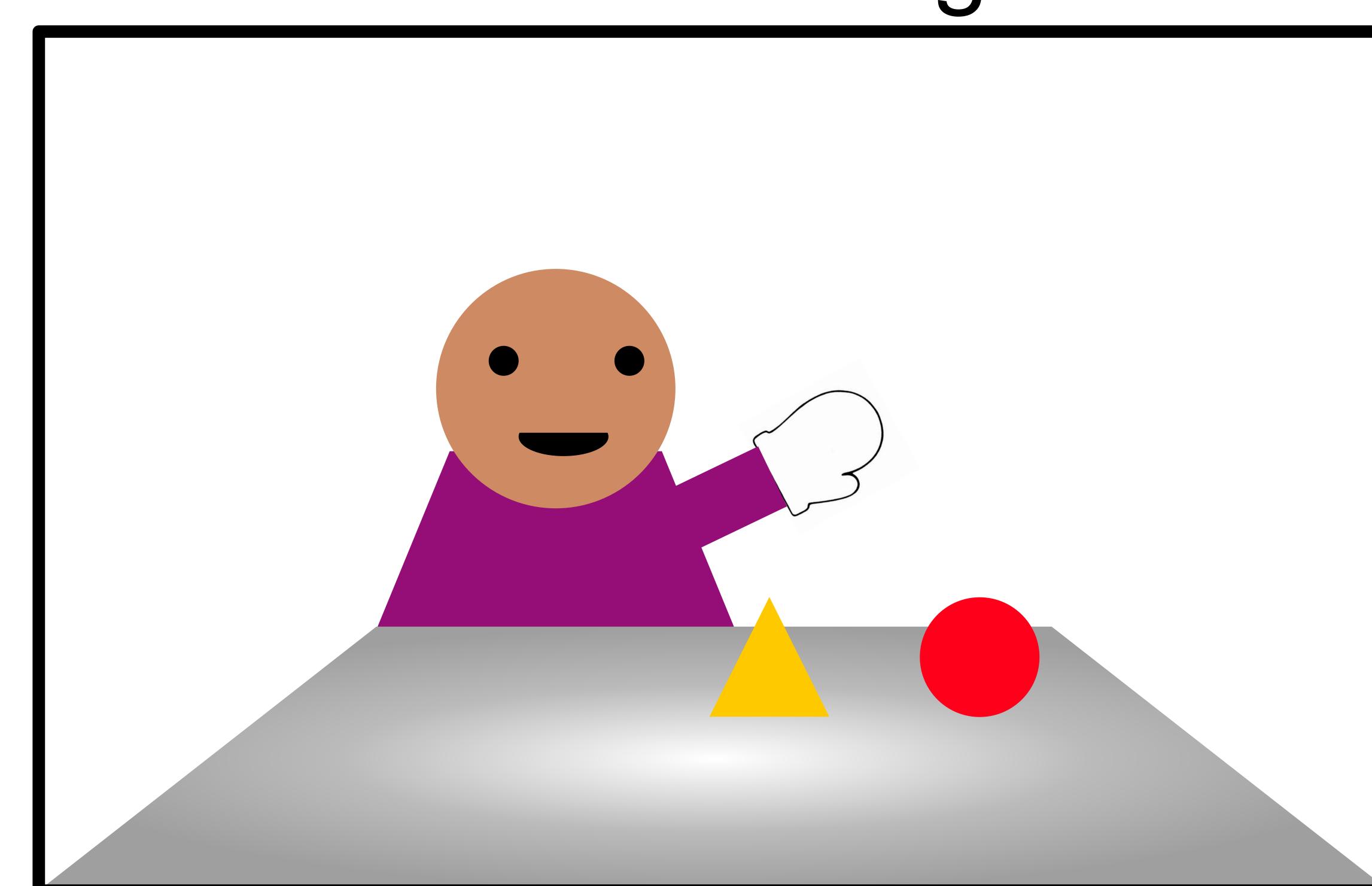
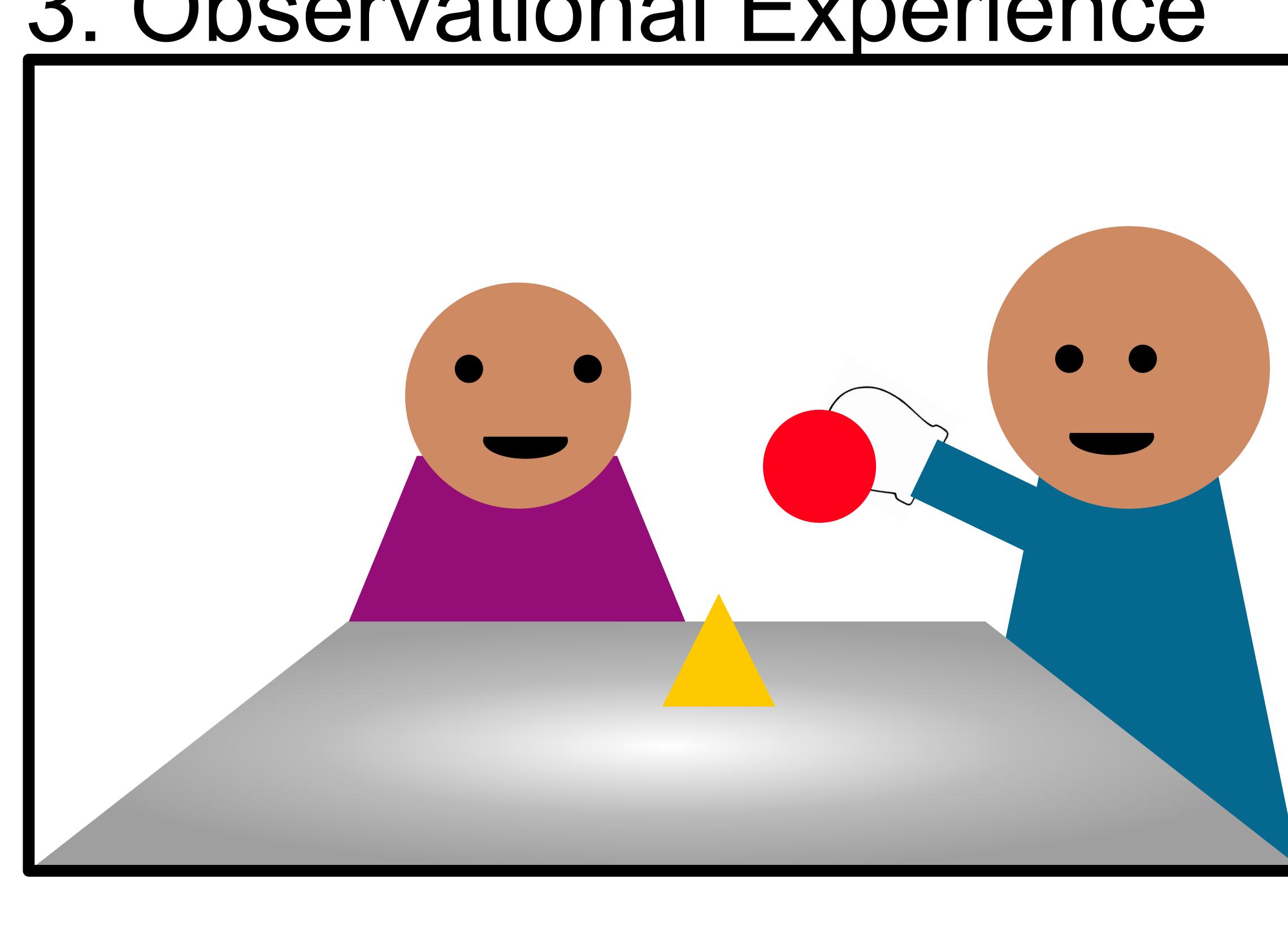
A. Sticky mittens



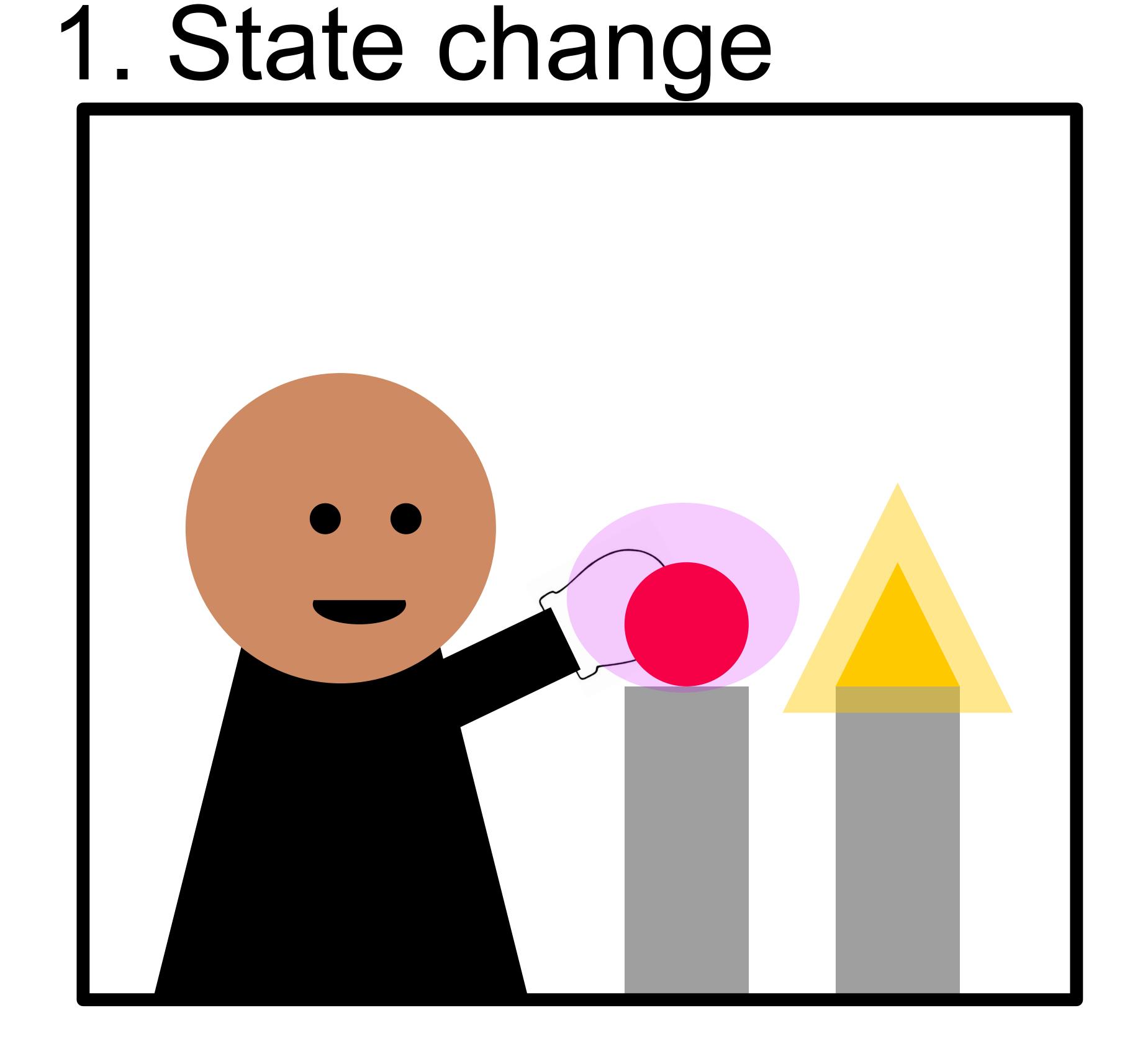
2. Ineffective Training



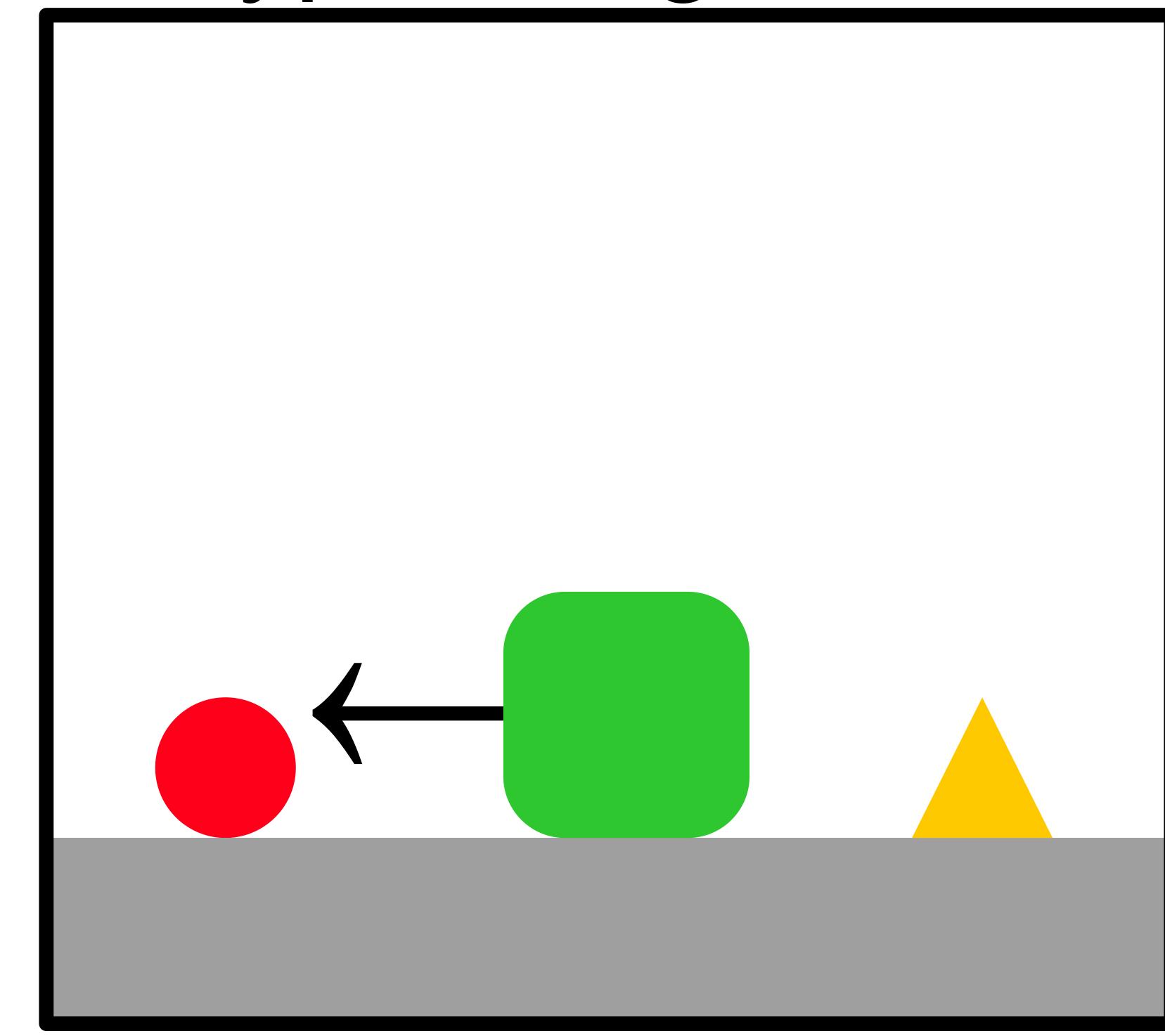
3. Observational Experience



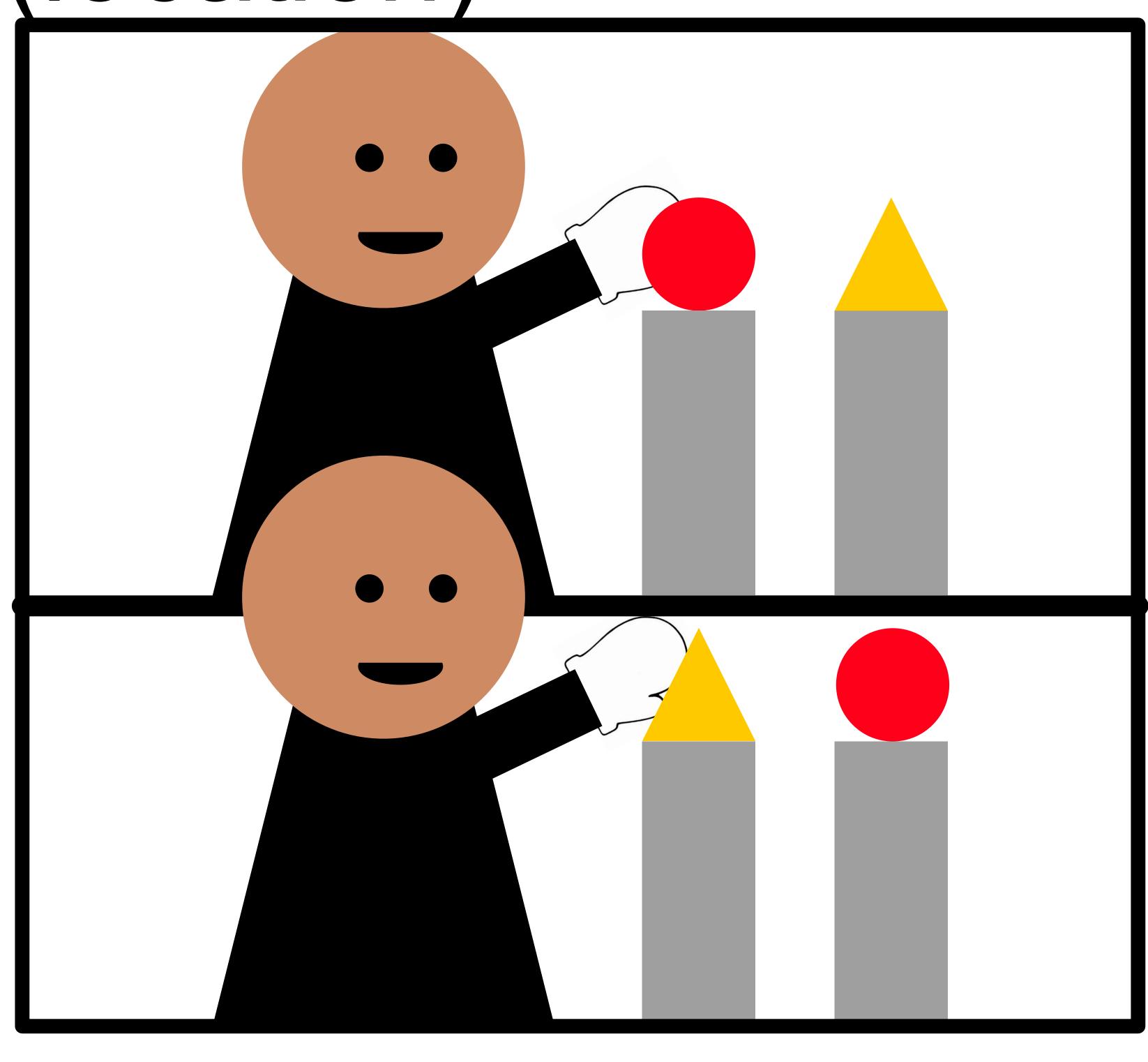
Goals



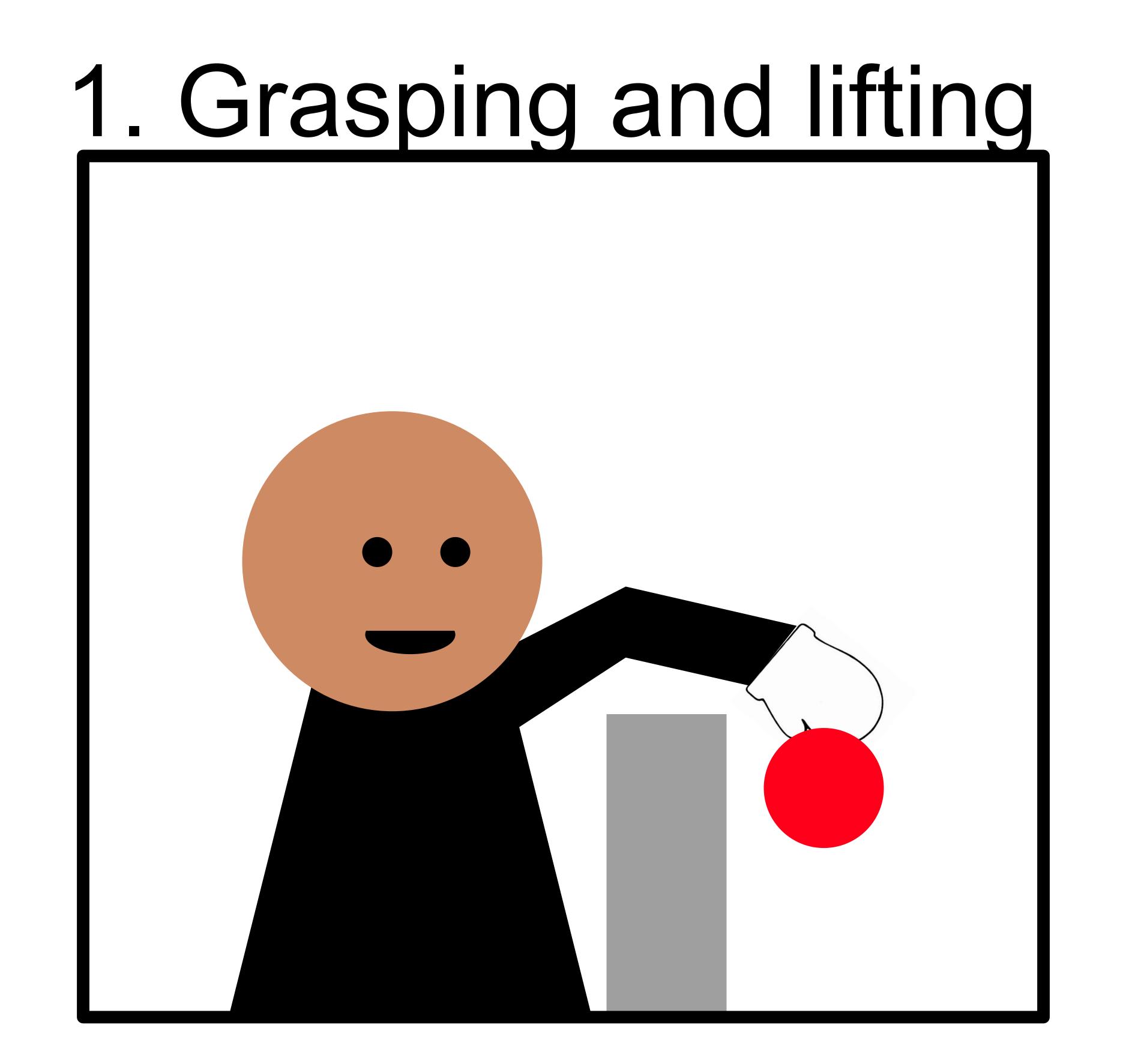
2. Type of agent



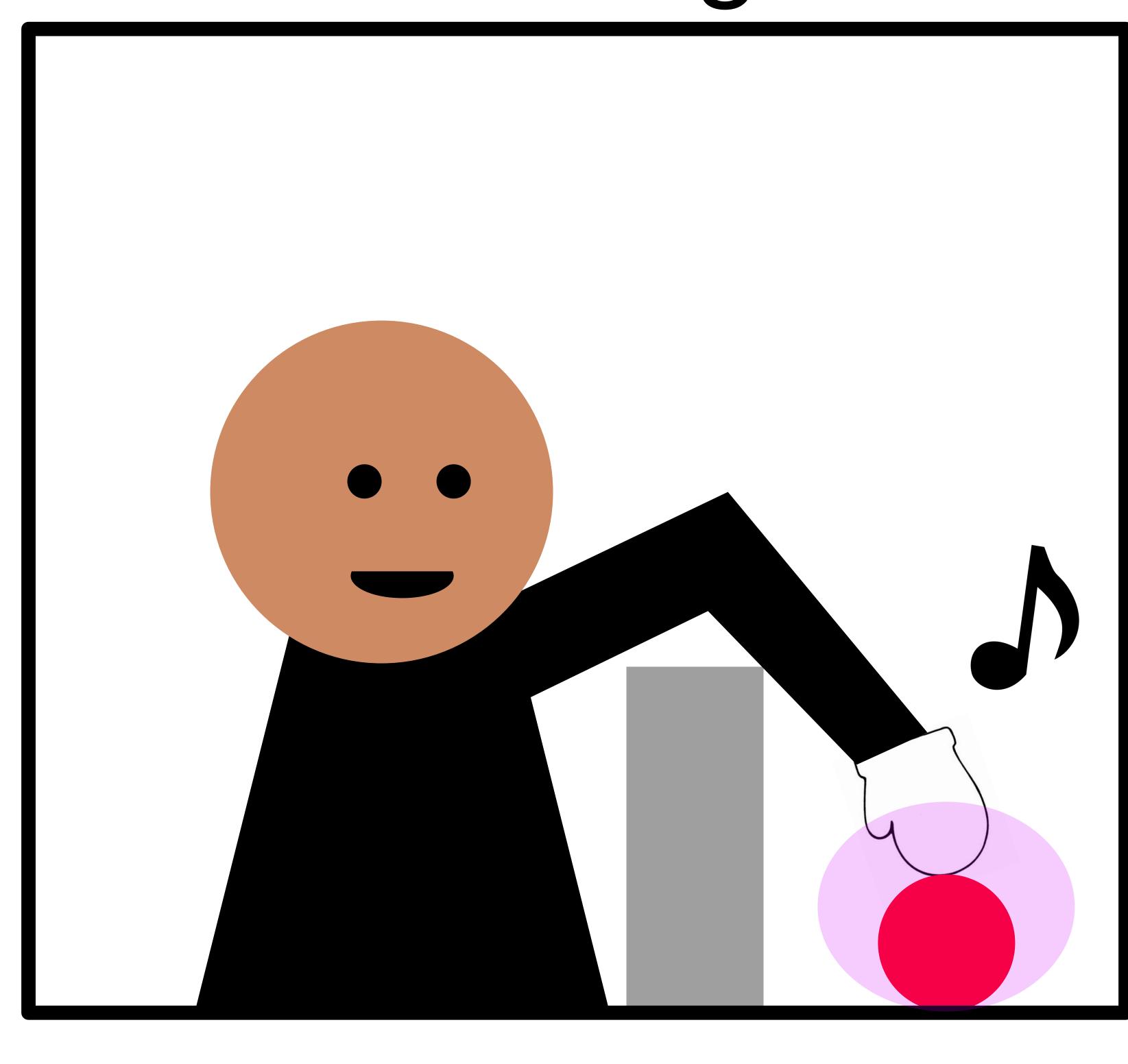
3. Unambiguous goal



C. Constraints



2. State change



3. Not causal (spatiotemporal gap)

