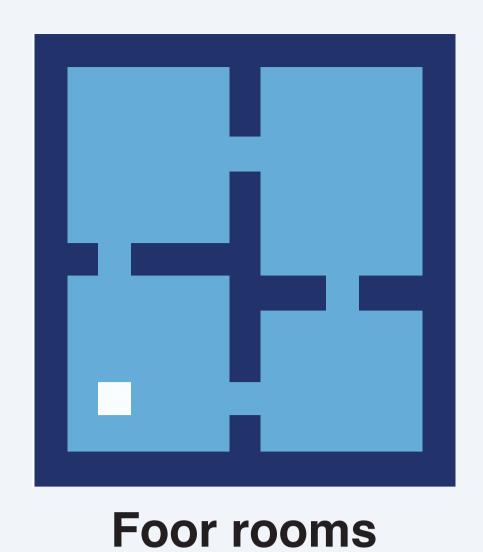
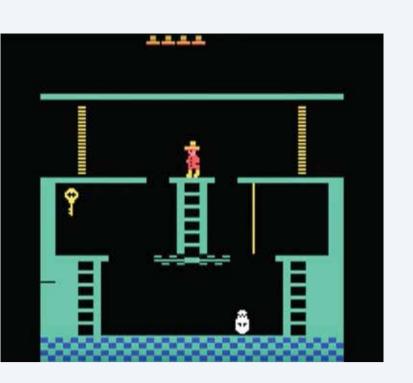
Toy Environments

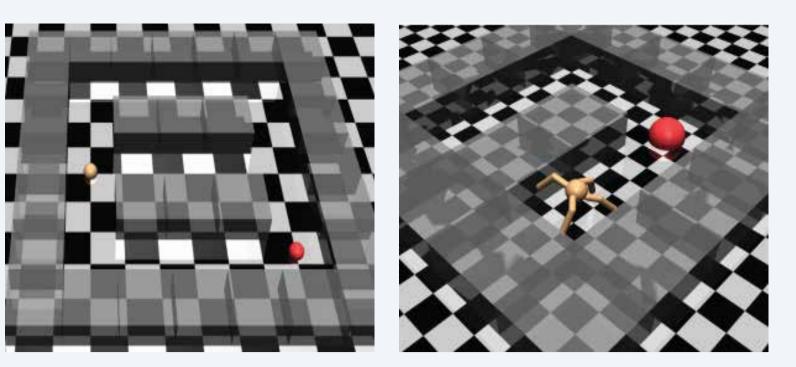




Hard-Exploration Environments

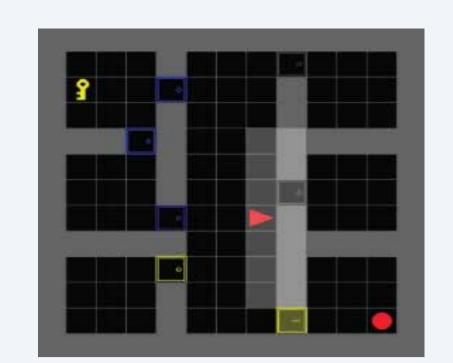


Montezuma's Revenge
DISCERN (Warde-Farley et al. 2018)
GO-EXPLORE (Ecoffet et al. 2020)
AGENT57 (Badia et al. 2020b)



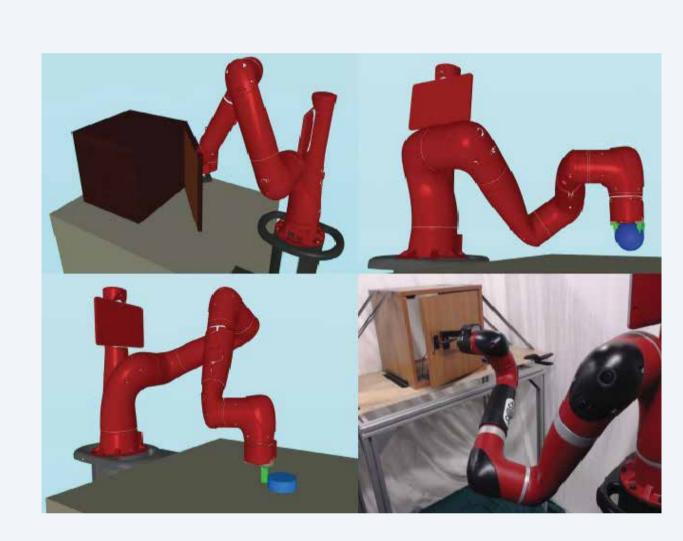
Ant Maze
GOALGAN (Florensa et al. 2018)

A

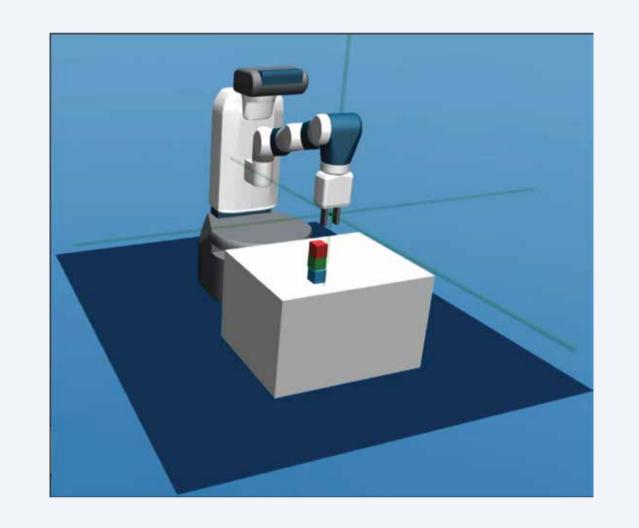


Minigrid
AMIGO (Campero et al. 2018)

Object Manipulation Environments

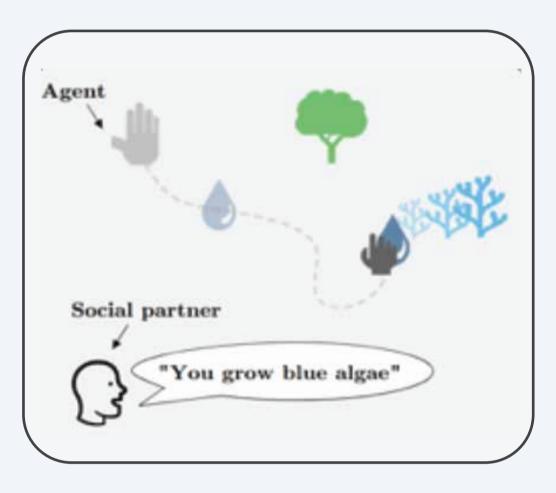


Robot-arm
SKEW-FIT (Pong et al. 2019)



Fetch
CURIOUS (Colas et al. 2019)
RIG (Nair et al. 2018)
DESCTR (Akakzia et al. 2020)

Interactive Environment with Language Supervision

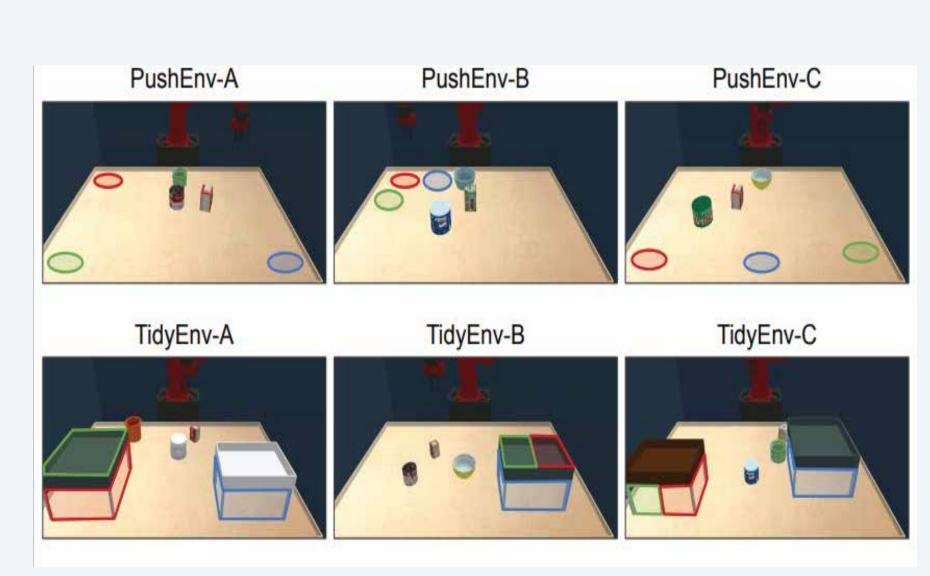


Playground IMAGINE (Colas et al. 2020c)

Procedurally Generated Environments



XLand
XLAND OEL (Team et al. 2021)



Task Env Suite
SLIDE (Fang et al. 2021)