USER INPUT
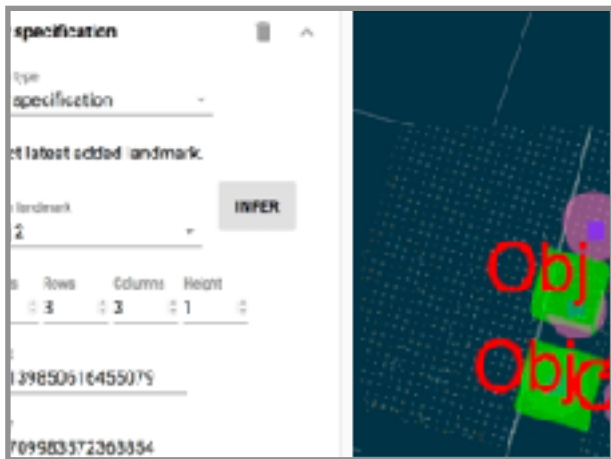
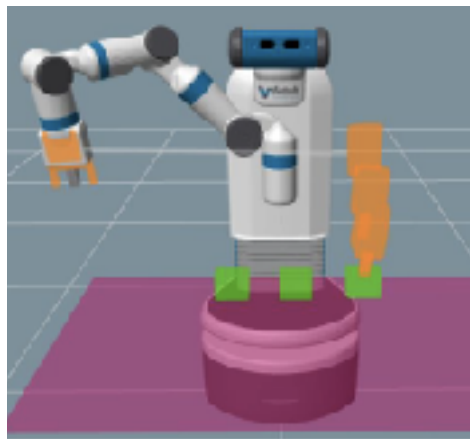Partial task demonstration
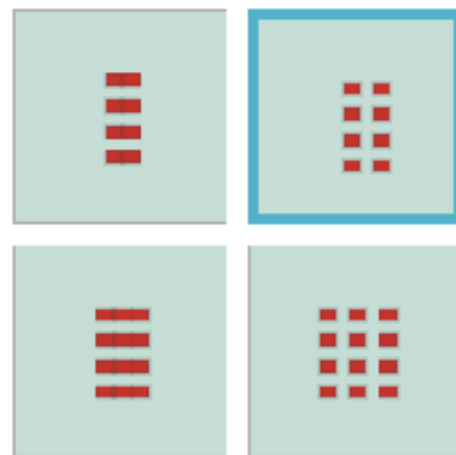
GUI interaction

INFERENCE

Action representation

Task goal representation

EXECUTION

Full task execution