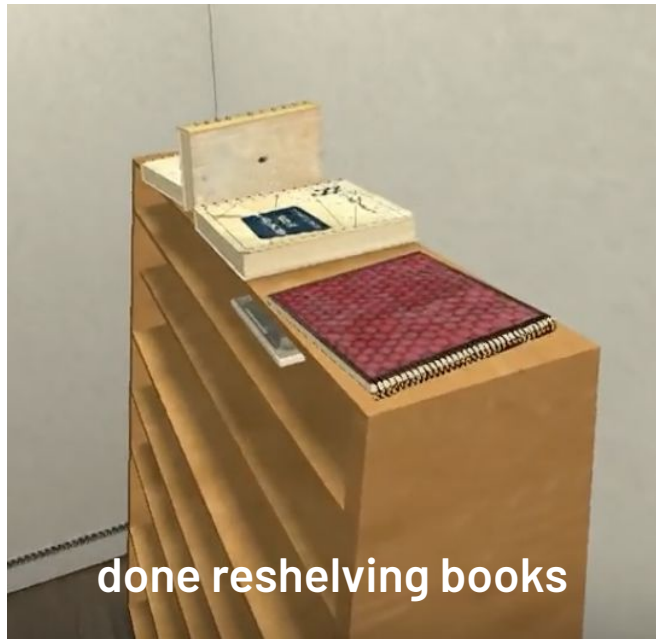


BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

BEHAVIOR feedback: a benchmark for social perception

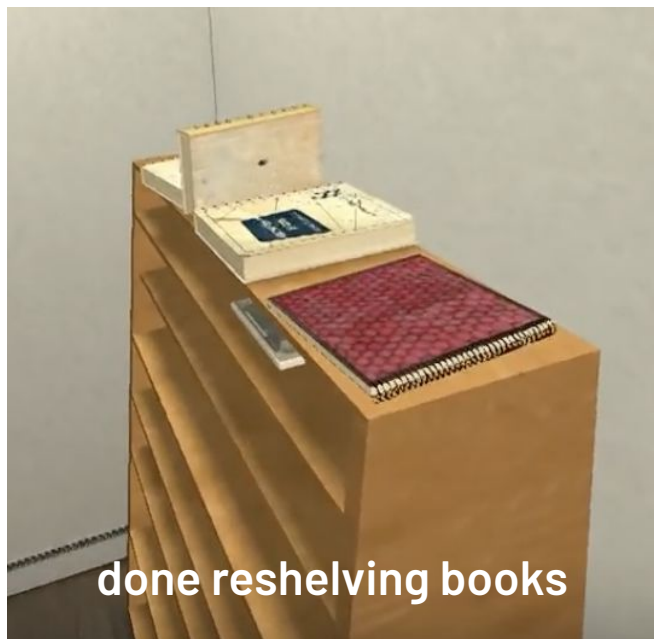
goal specification via interactive generation



done reshelving books

BEHAVIOR feedback: a benchmark for social perception

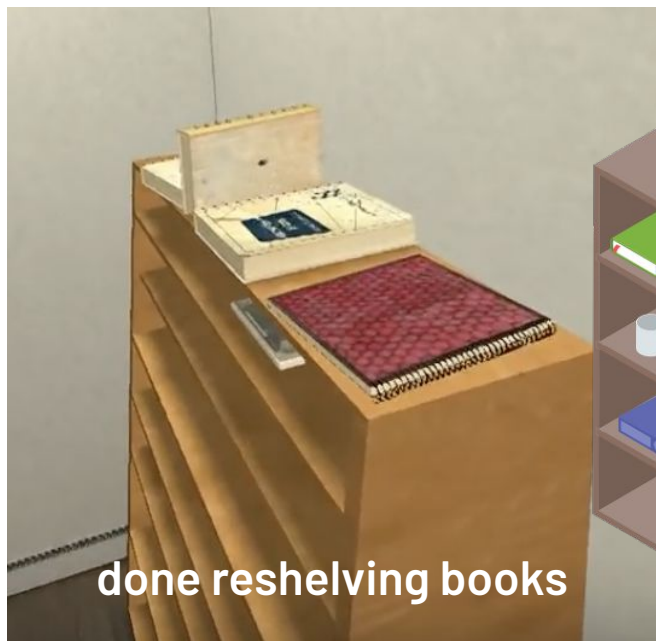
goal specification via interactive generation



for all book.n.02 book.n.02 is on top of shelf.n.01_1

BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation

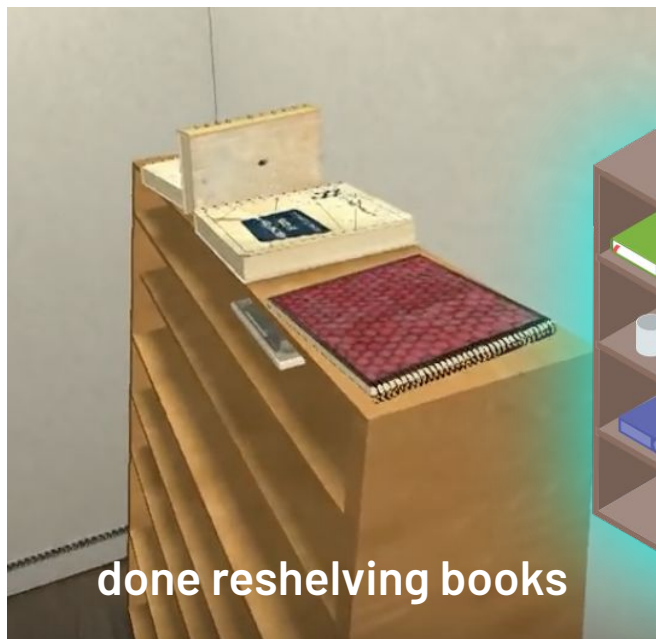


done reshelving books



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



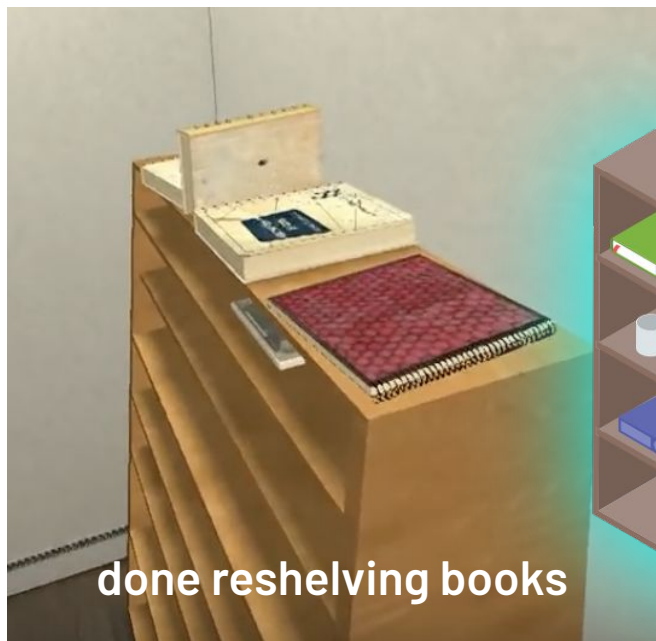
done reshelving books



foundation model

BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



done reshelving books



foundation model

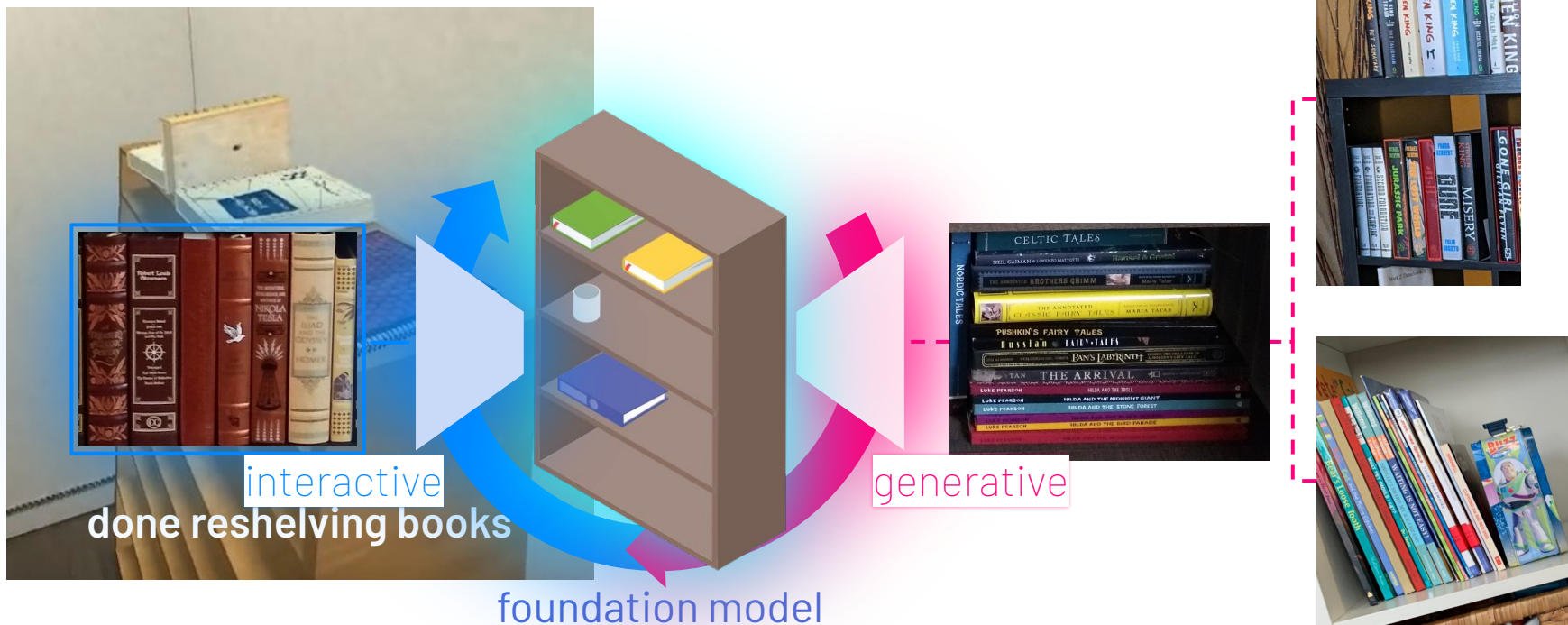


generative



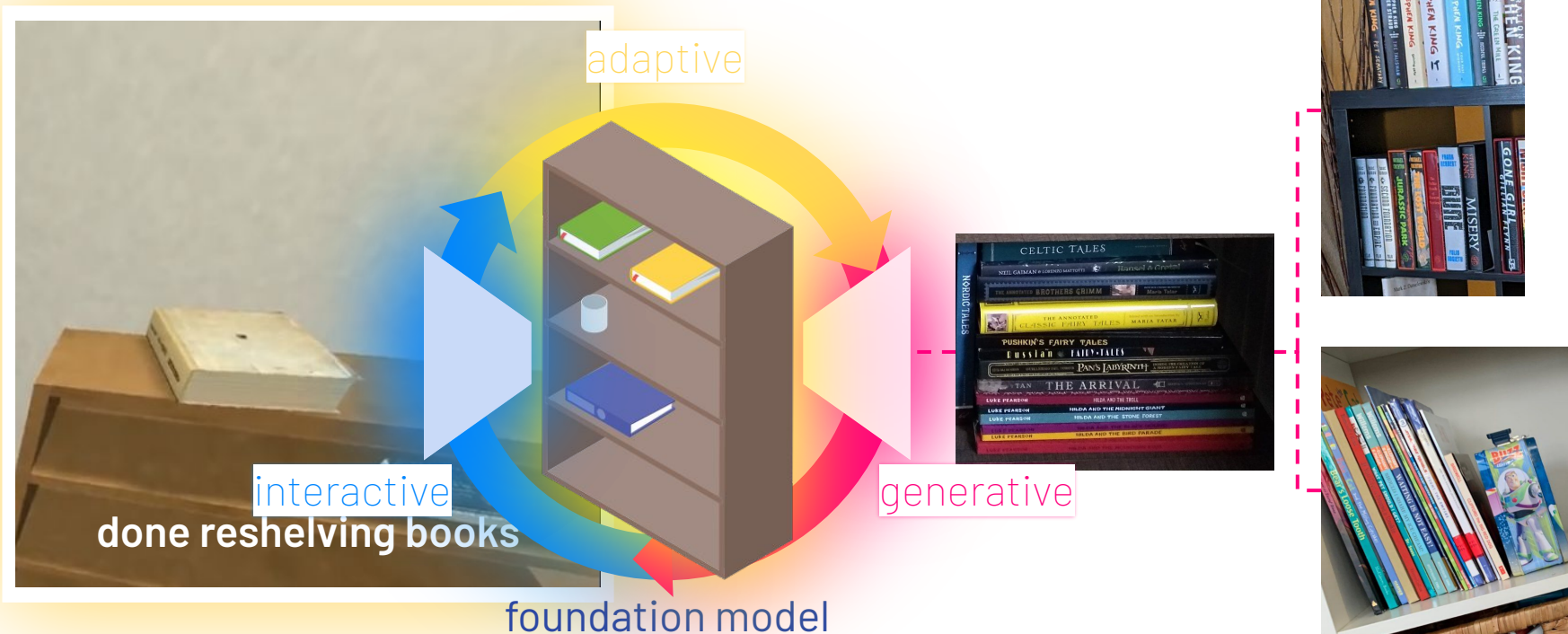
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



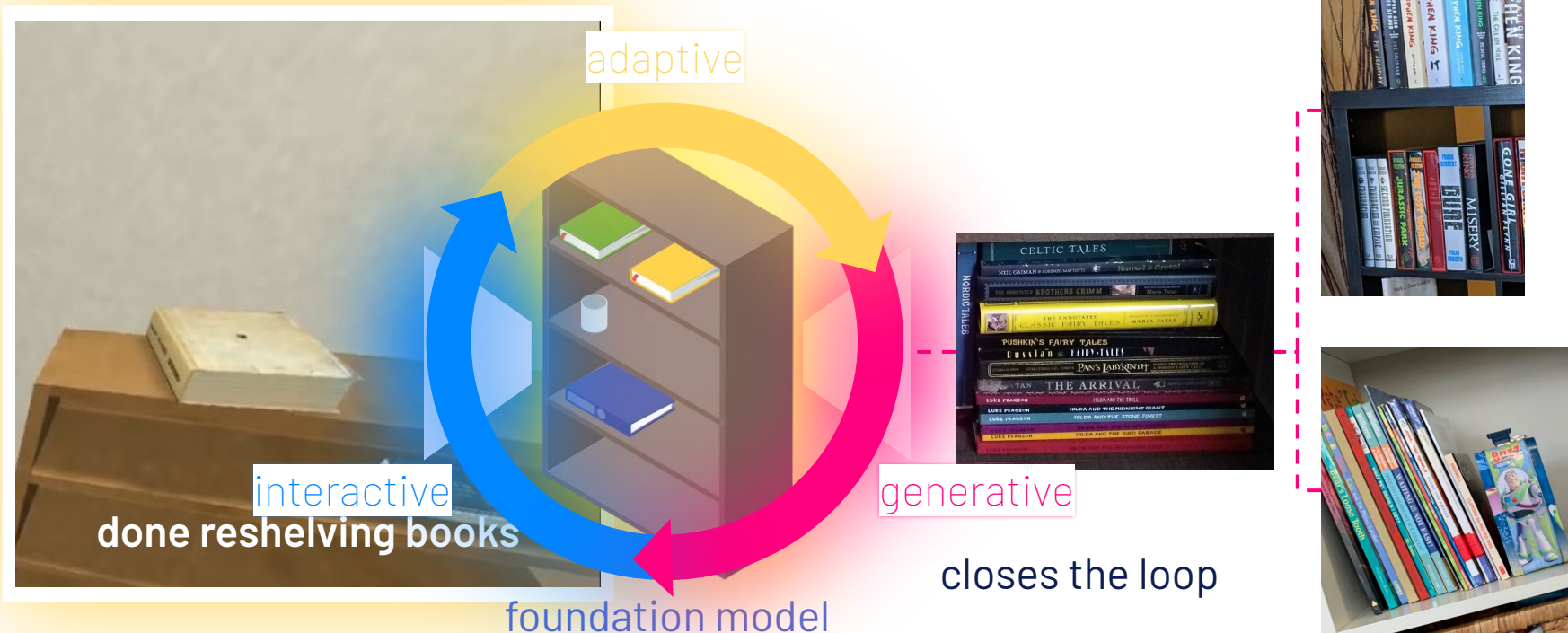
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



smart agent



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

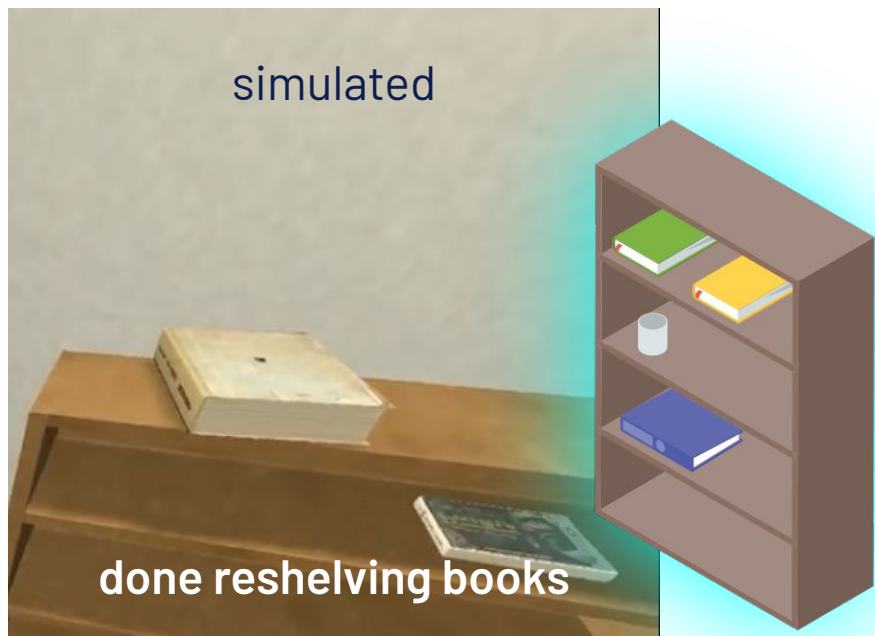


smart agent



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



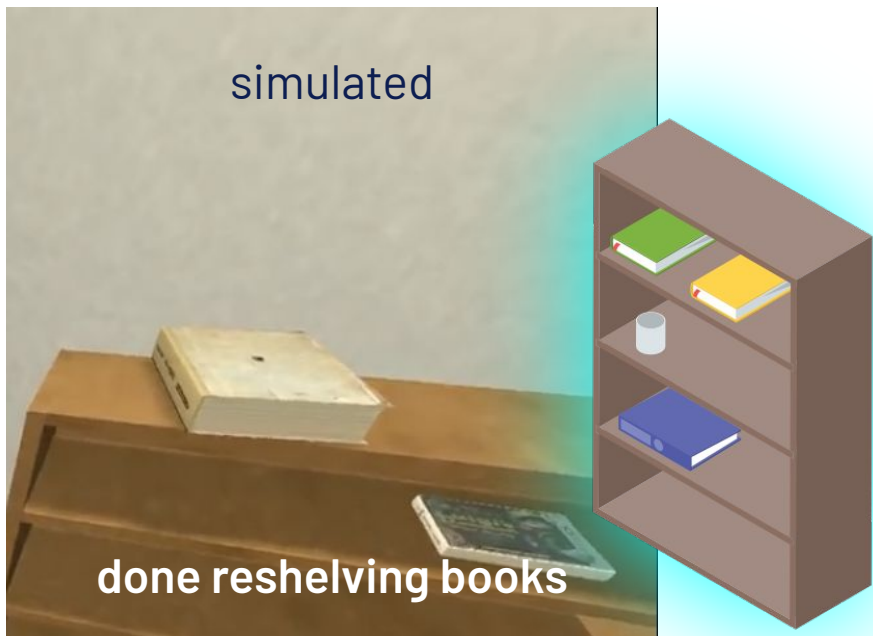
smart agent



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation

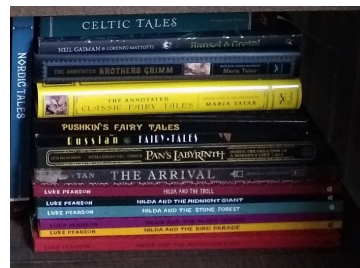
simulated



done reshelving books

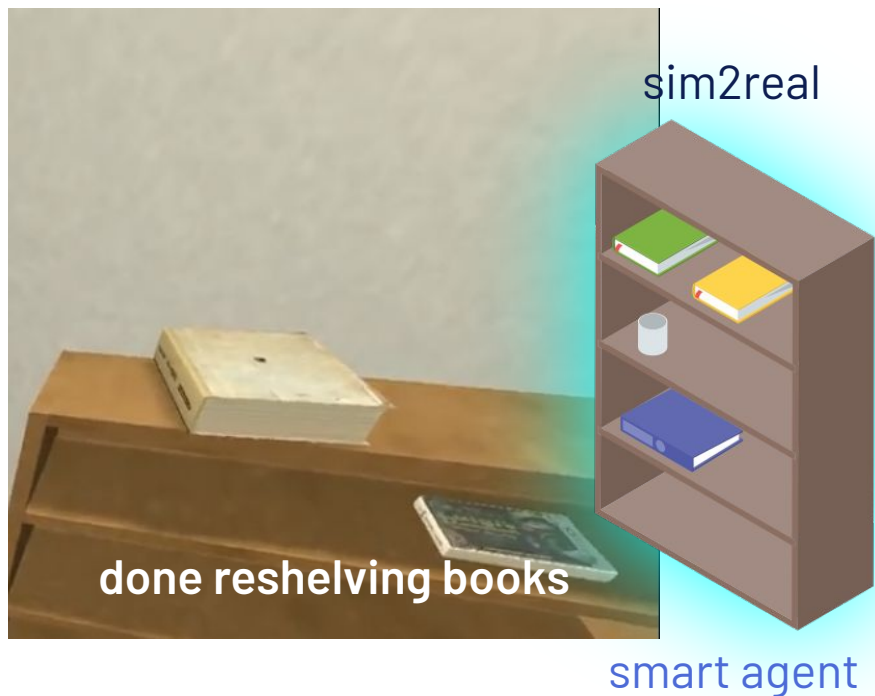
smart agent

realistic



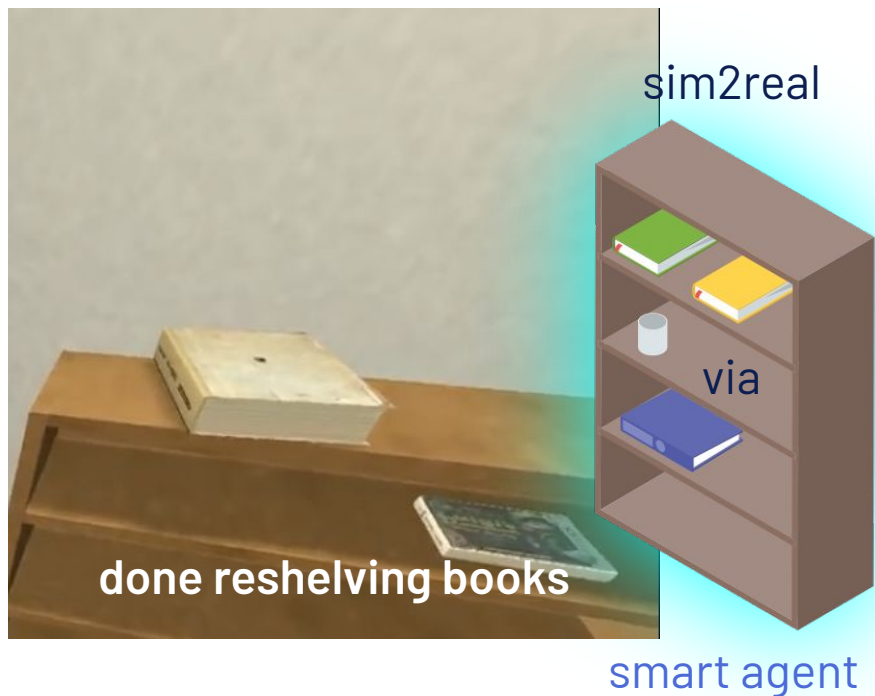
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



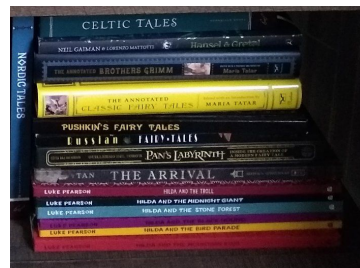
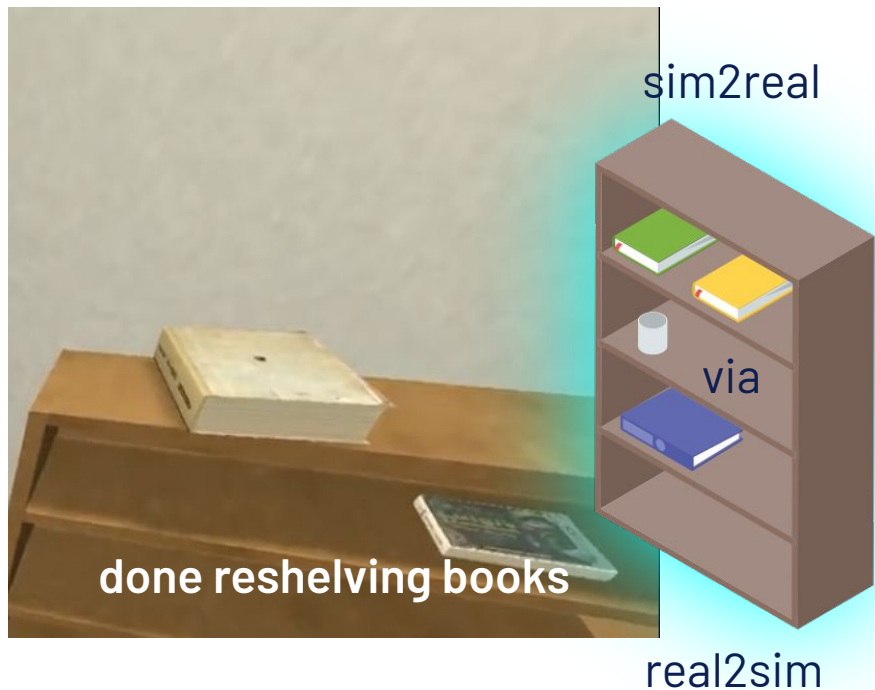
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



smart agent







Into The Forest Dark

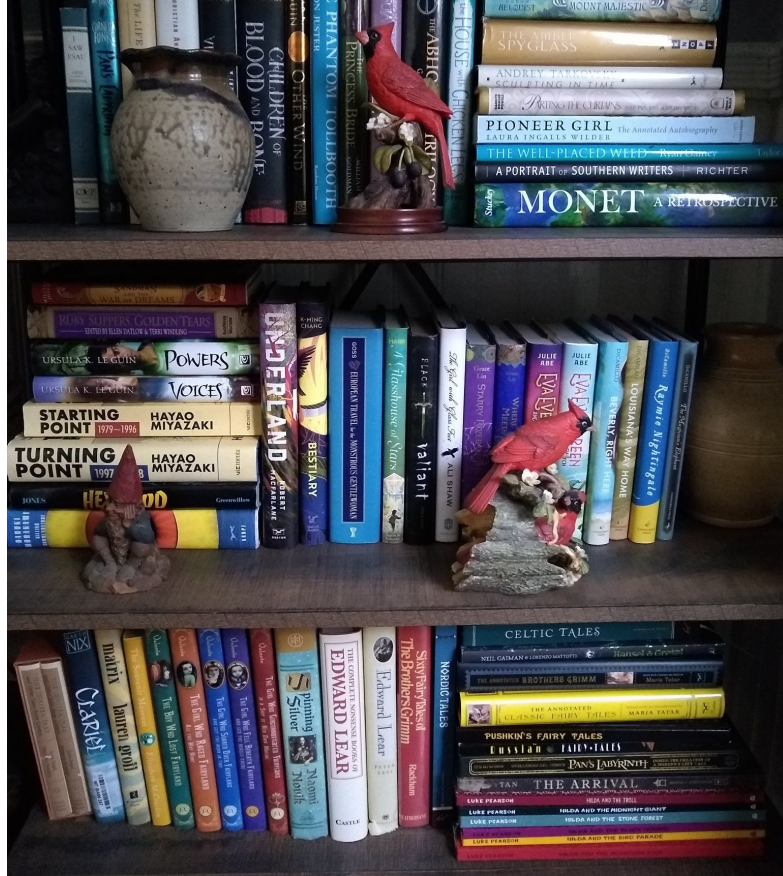
@ElliottBlackwe3





Into The Forest Dark

@ElliottBlackwe3

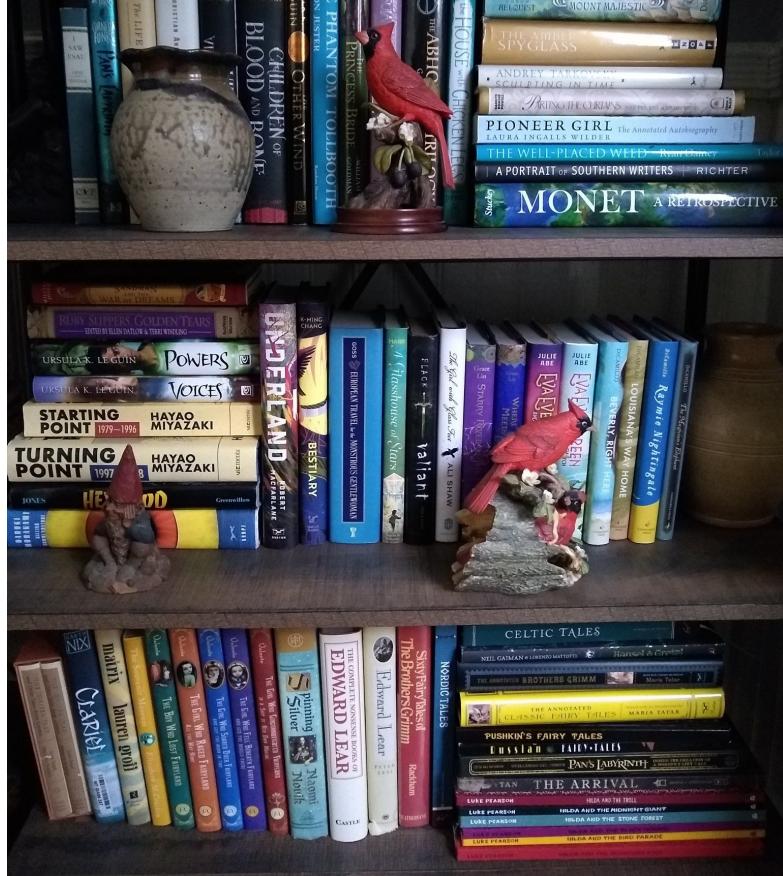




Into The Forest Dark

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Fairy Tales, Folktales, Fantasy, & Myth



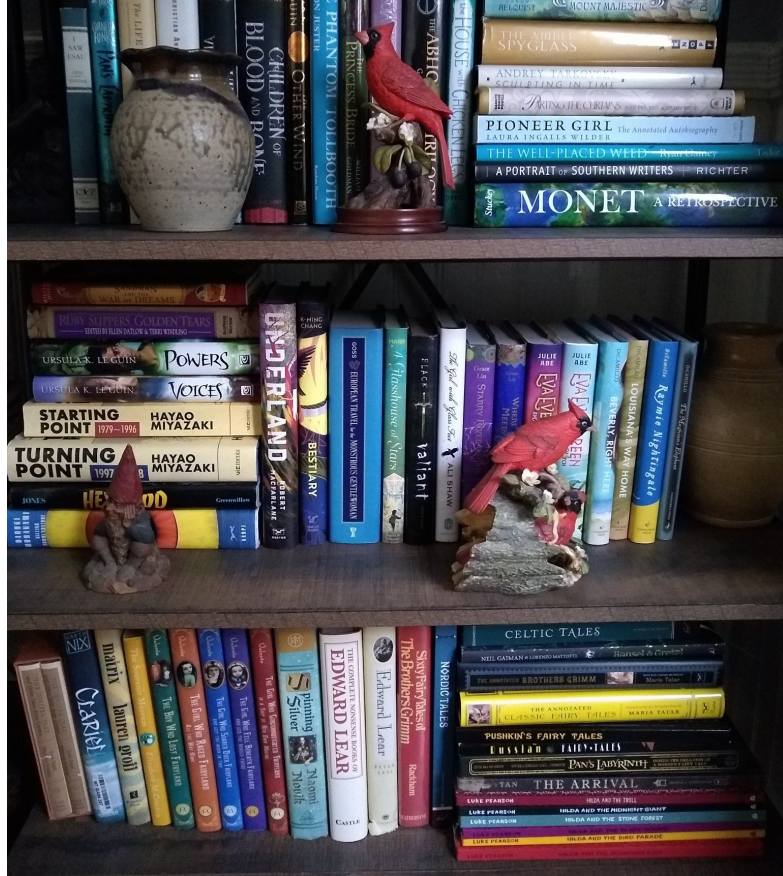


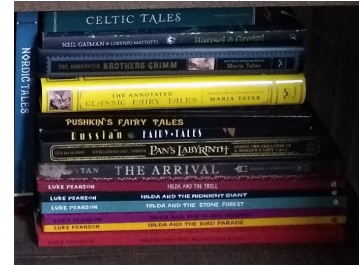
Into The Forest Dark

@ElliottBlackwe3

Fairy Tales, Folktales, Fantasy, & Myth

📍 My imagination 🌐 [instagram.com/intotheforestdark](https://www.instagram.com/intotheforestdark) 📅 Joined Octo









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@AlanDistro

Moved and reorganized my book





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My debut thriller *FACE THE NIGHT* comes out March 2022. Preorder now!
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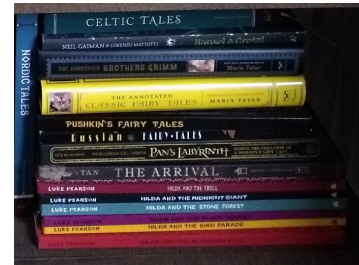
Moved and reorganized my book



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My debut thriller FACE THE NIGHT comes out March 2022. Preorder now!
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Janine Espo

@j9_espo

PARP KICKOFF!!! #shelfie #P
#football #NeverGiveUp #per
@NorthsidePta @MrsLagnese





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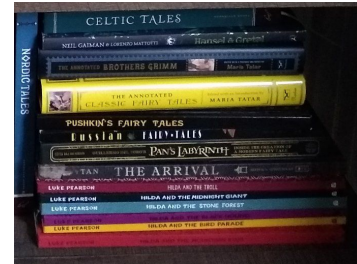
Janine Espo

@j9_espo

PARP KICKOFF!!! #shelfie #P
#football #NeverGiveUp #per
@NorthsidePta @MrsLagnese

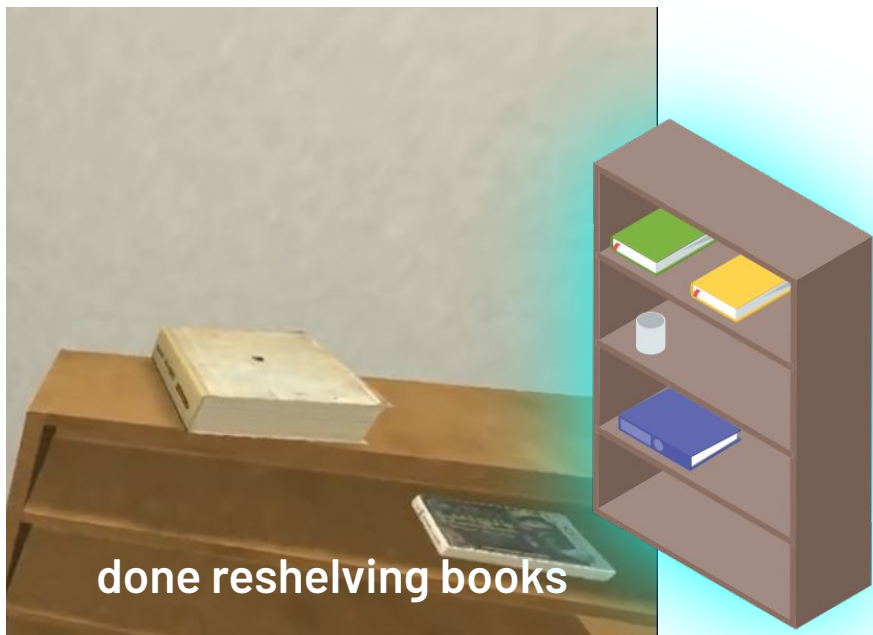


social perception



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



done reshelving books

smart agent



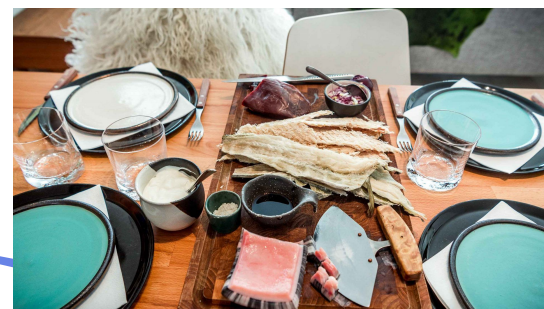
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation





real



Inuit: A Greenlandic tapas tray with dried cod, cured reindeer, and pieces of narwhal blubber.
"Every family has their own way of cutting blubber"



Mediterranean mezze spreads for a dinner party



BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



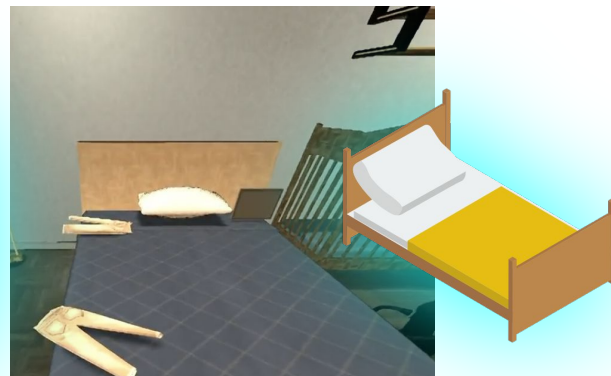
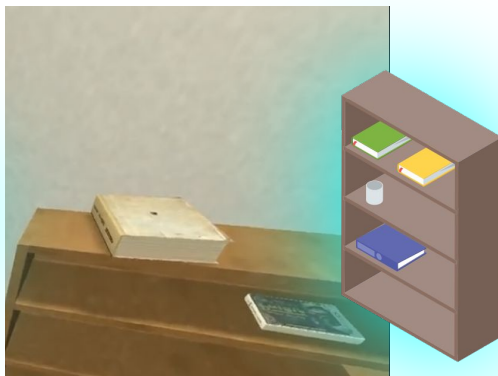
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



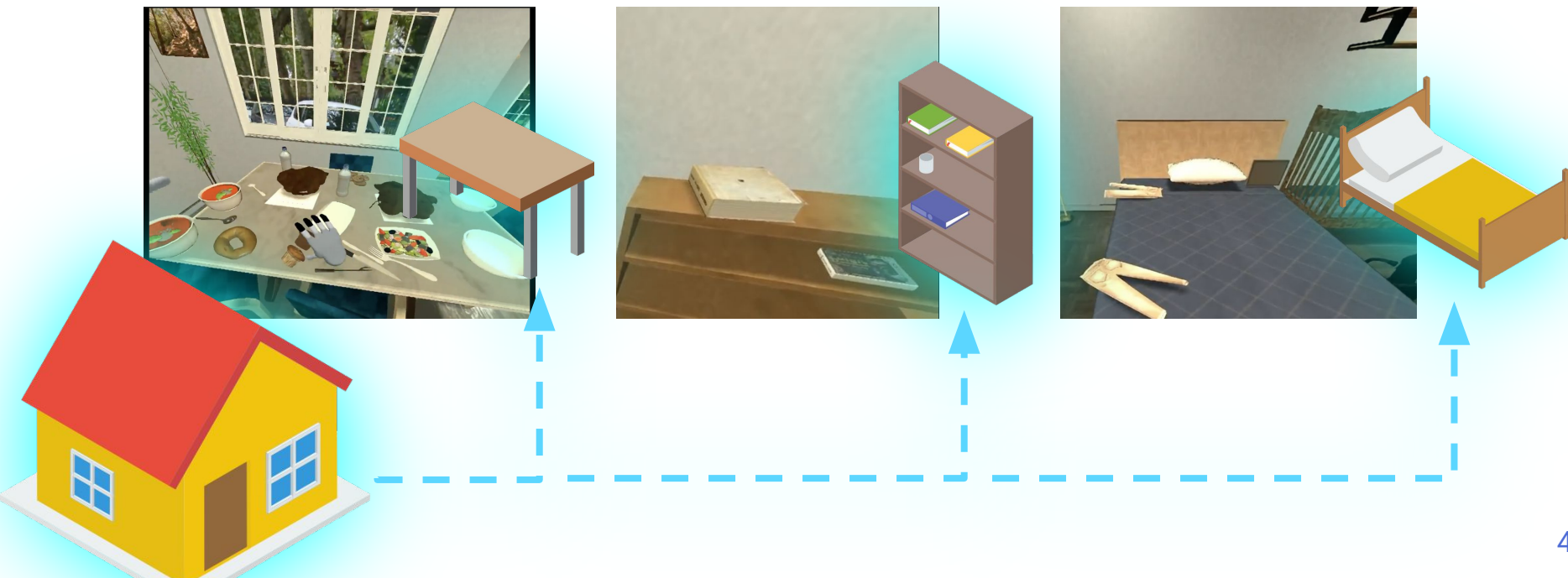
BEHAVIOR feedback: data annotation for social perception

goal specification via interactive generation



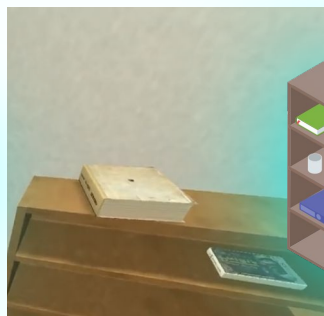
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



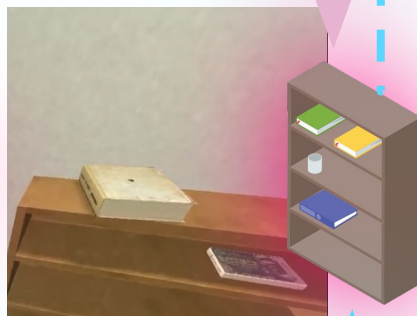
BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception

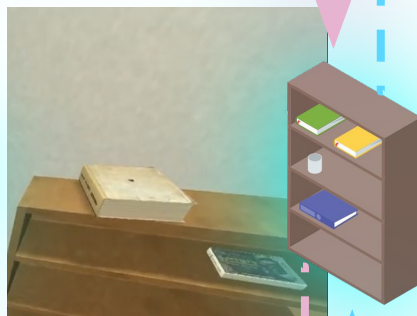
goal via interactive generation
specification



BEHAVIOR feedback: a benchmark for social perception



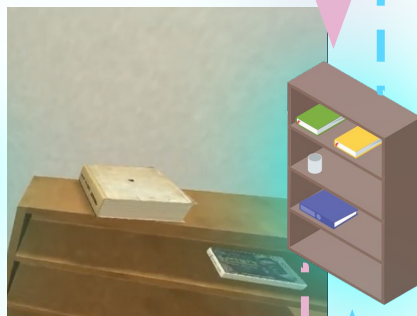
goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception



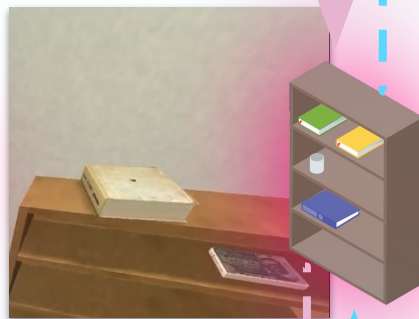
goal specification via interactive generation



BEHAVIOR feedback: a benchmark for social perception



goal
specification via interactive
generation



BEHAVIOR feedback: a benchmark for social perception

