

An embodied agent learning affordances with intrinsic motivations and solving extrinsic tasks with attention and one-step planning

SUPPLEMENTARY MATERIAL

Gianluca Baldassarre^{1,*}, William Lord², Giovanni Granato¹, and Vieri Giuliano Santucci¹

¹Laboratory of Computational Embodied Neuroscience, Institute of Cognitive Sciences and Technologies, National Research Council of Italy, Rome, Italy

²School of Engineering Sciences, KTH Royal Institute of Technology, Stockholm, Sweden

Correspondence*:
Gianluca Baldassarre
gianluca.baldassarre@istc.cnr.it

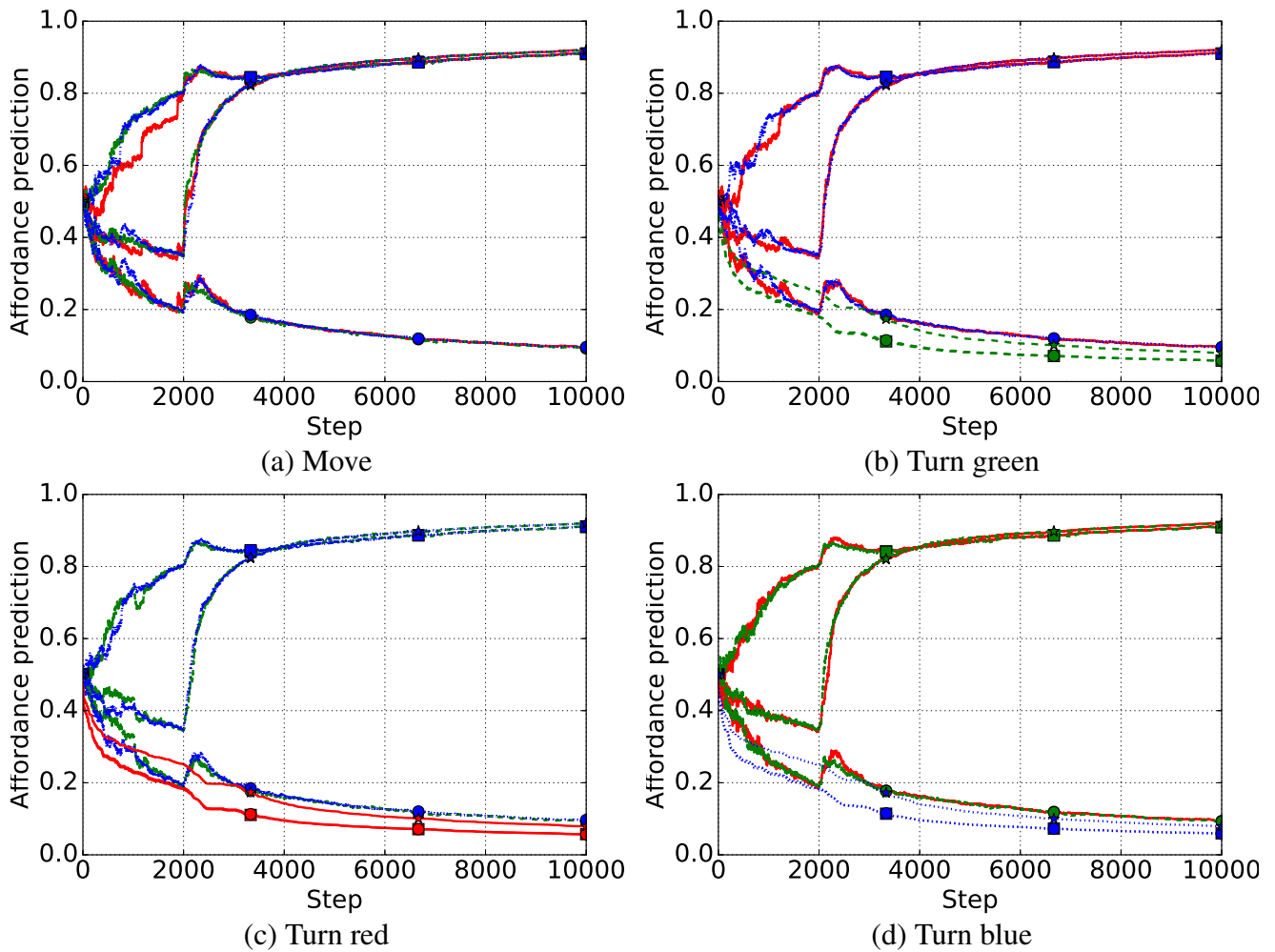


Figure 1. IGN model average affordance predictions in the second late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

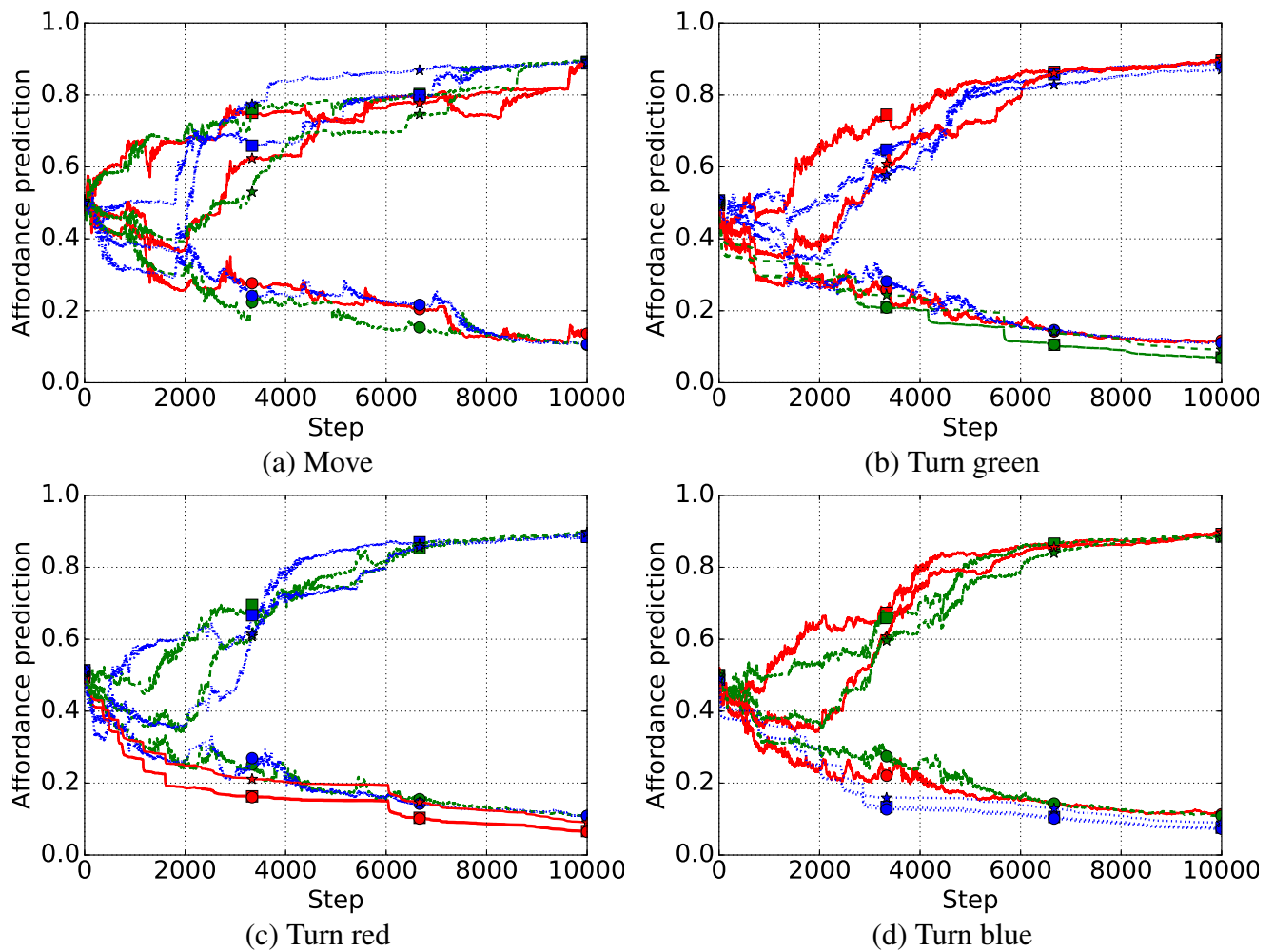


Figure 2. IMP model average affordance predictions in the second late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

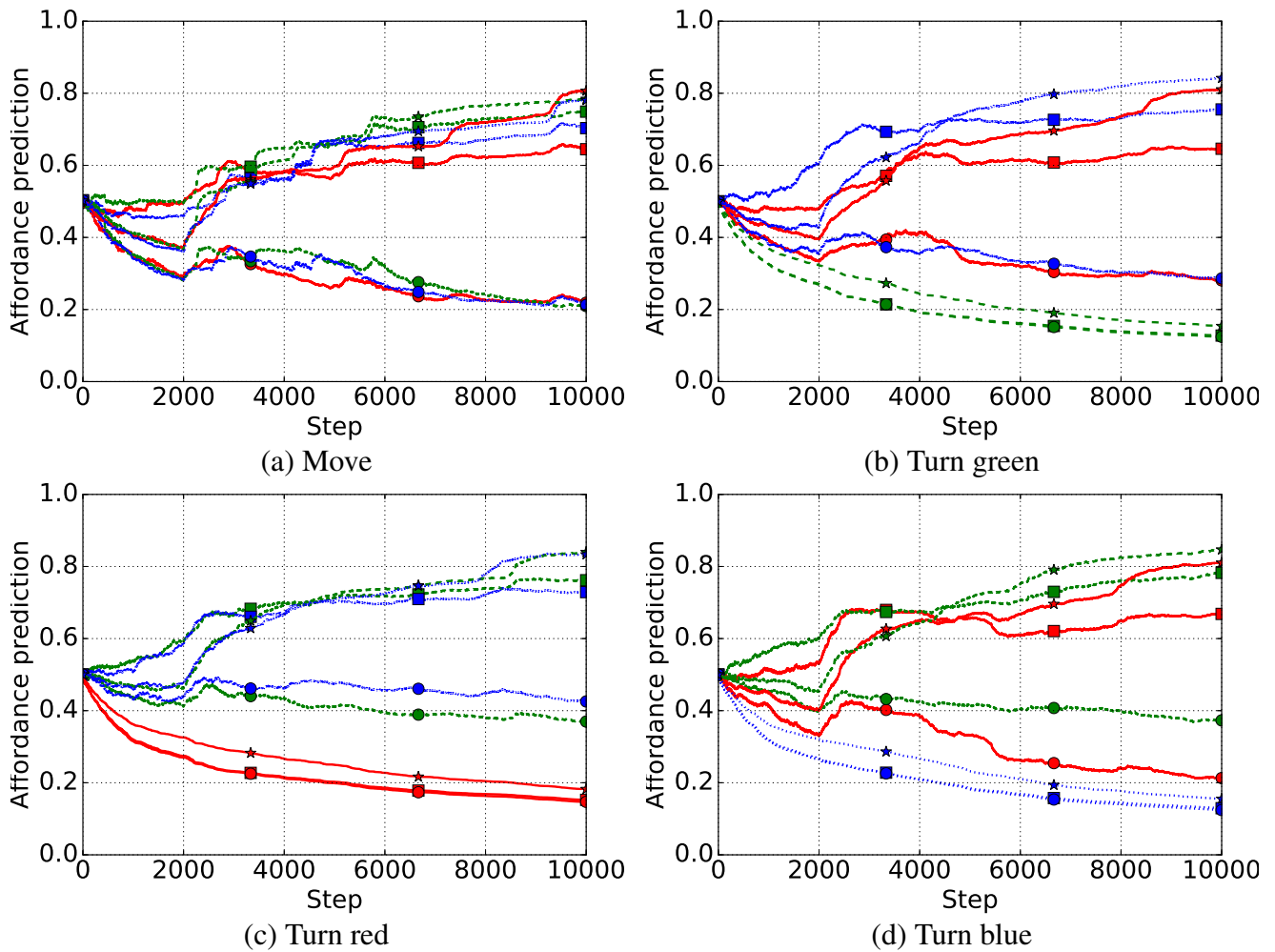


Figure 3. FIX model average affordance predictions in the second late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

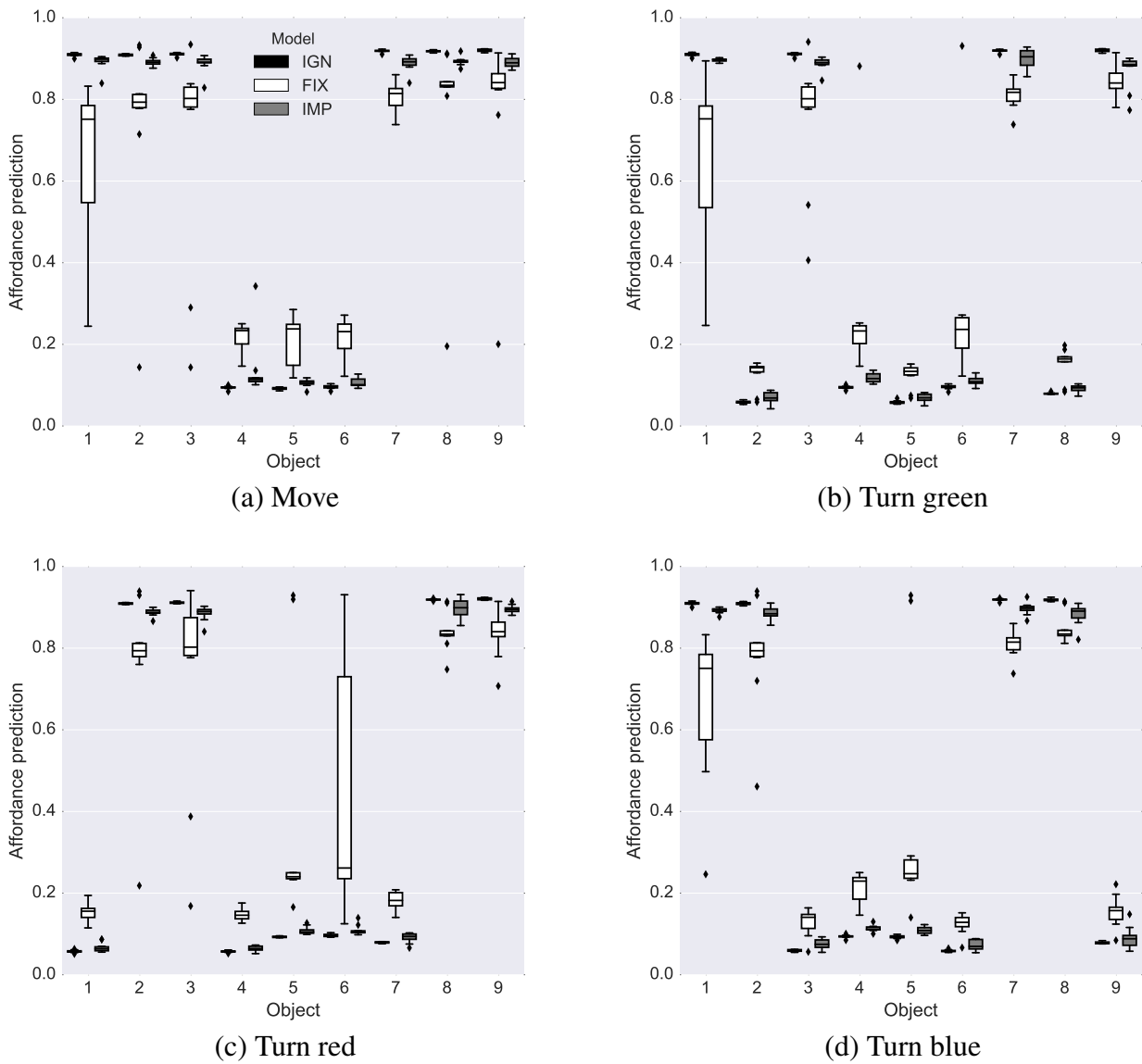


Figure 4. Second late objects test, affordance predictions for all four actions (a, b, c, d) on all nine objects for the 10 simulations after 10000 steps of intrinsic phase.

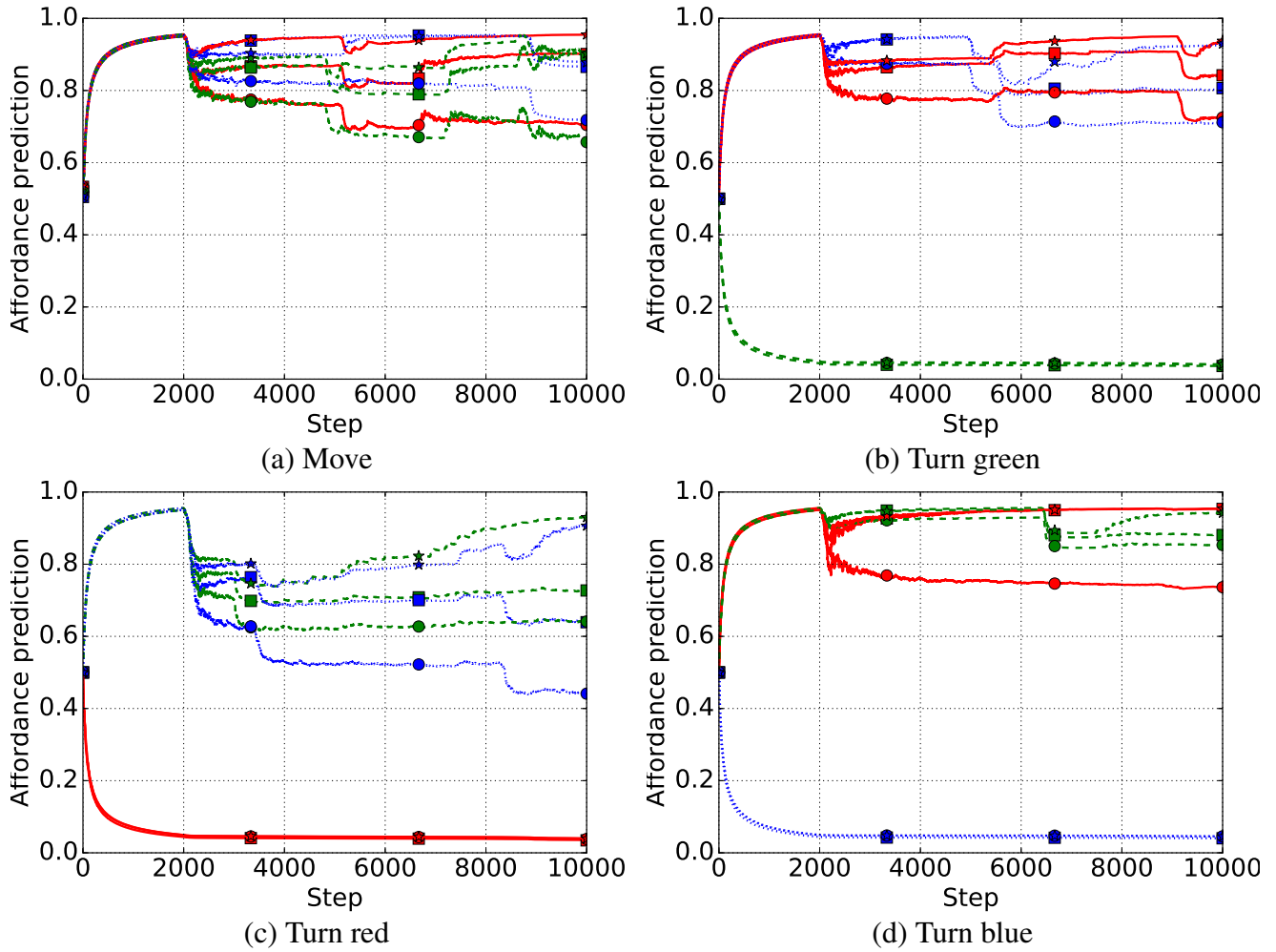


Figure 5. IGN model average affordance predictions in the third late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

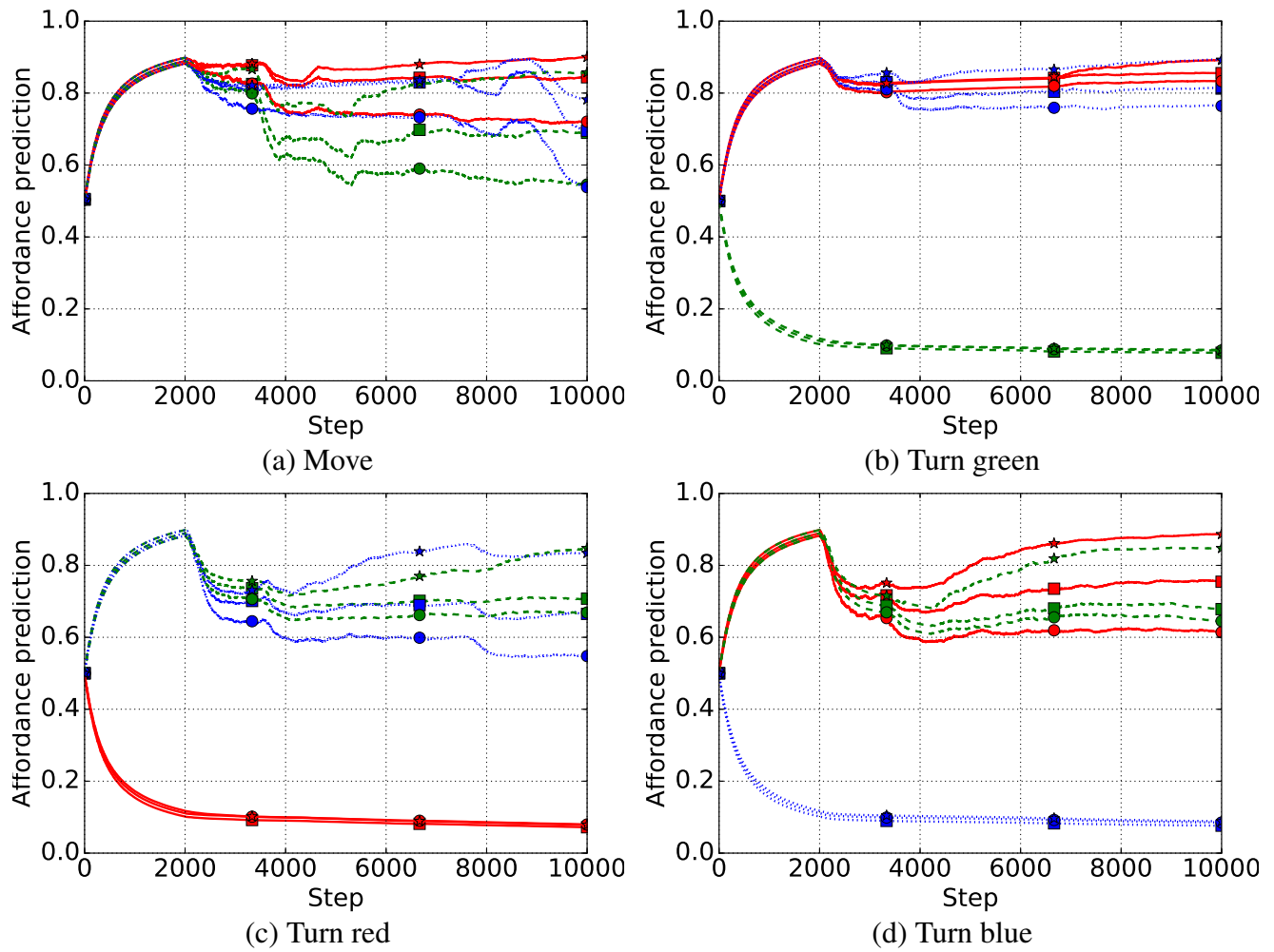


Figure 6. FIX model average affordance predictions in the third late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

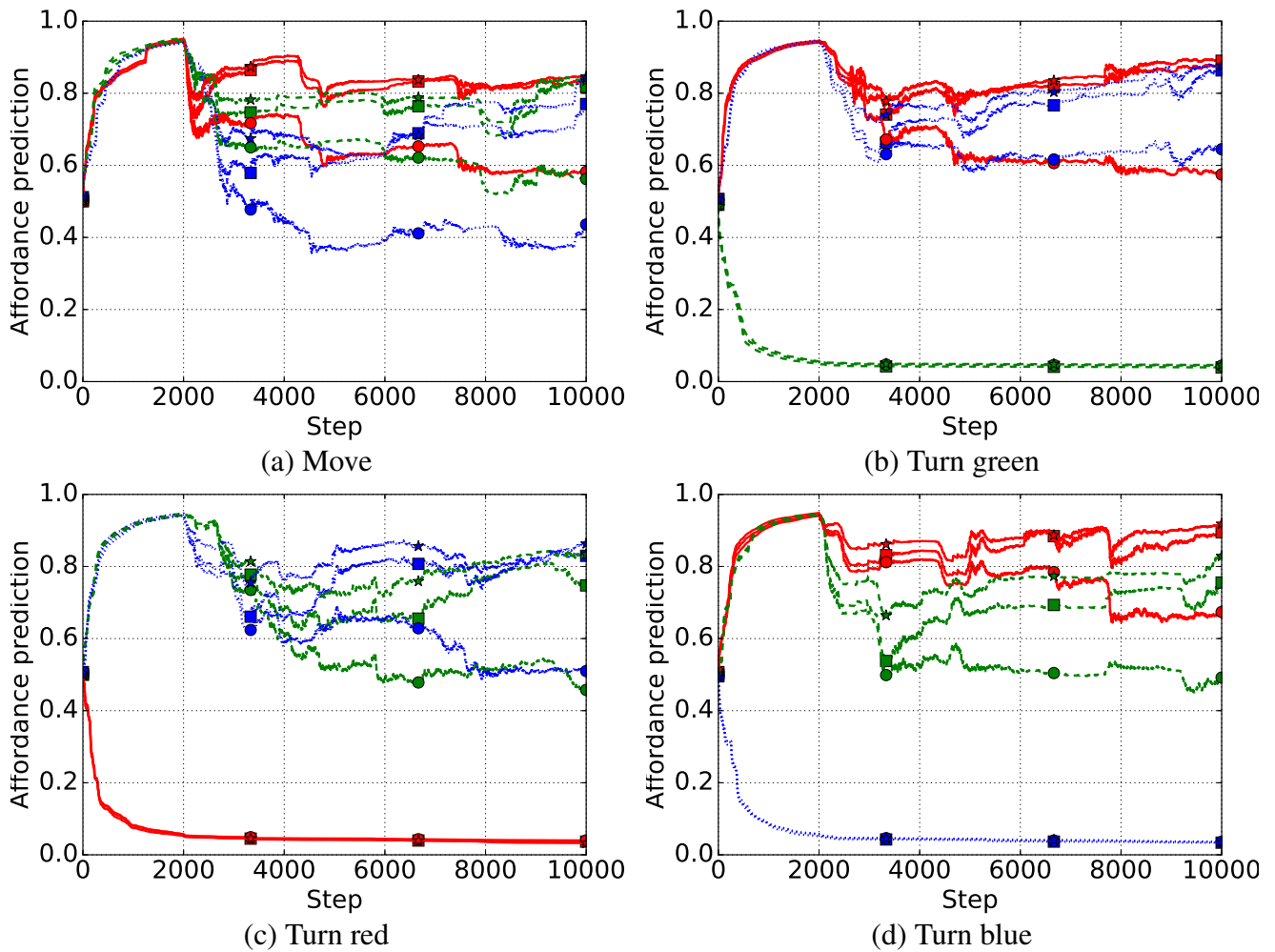


Figure 7. IMP model average affordance predictions in the third late objects experiment intrinsic phase, for all four actions (a, b, c, d) on all nine objects (red, green and blue; squares marked as squares, circles marked as circles and rectangles marked as stars).

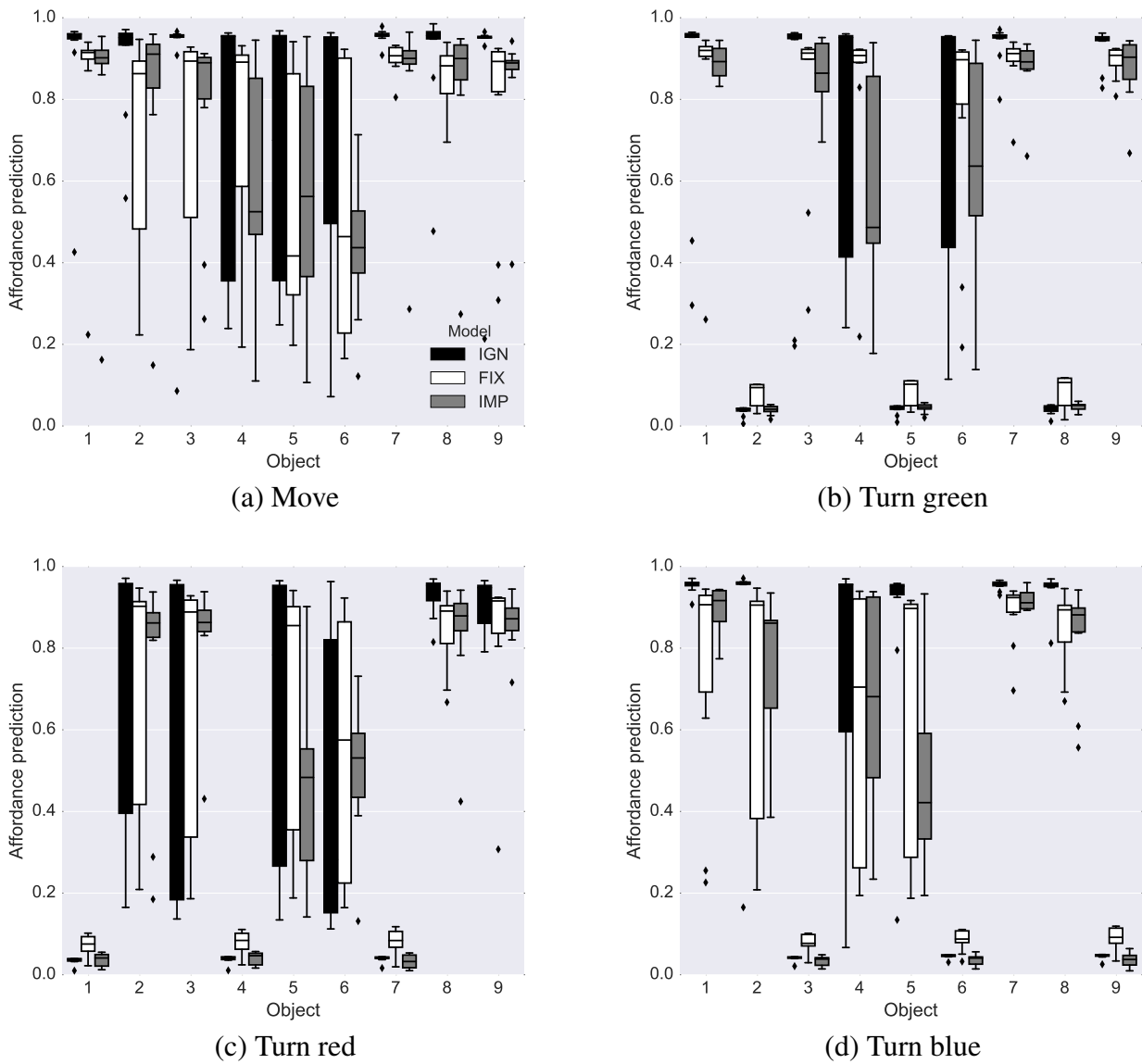


Figure 8. Third late objects test, affordance predictions for all four actions (a, b, c, d) on all nine objects for the 10 simulations after 10000 steps of intrinsic phase.