

Figure 1: Normalized test Performance for ExpGen, IDAAC, ExpGen+IDAAC, and PPO, on all ProcGen games. ExpGen shows state-of-the-art performance on test levels of Maze, Heist, and Jumper and on-par performance in the remaining games.

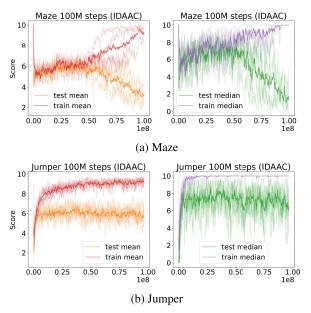


Figure 2: Mean and median accumulated reward for IDAAC trained for 100M steps, computed over 10 runs with different seeds. The curves show that the test-reward stagnates and even decreases beyond 25M steps.