Instruction A: *Go up the stairs to the right, turn left and go into the room on the left. Turn left and stop near the **mannequins**.*

Instruction B: *Walk up the small set of stairs. Once you reach the top, turn 45 degrees to your left. Walk through the door at the bottom of the large staircase. After you are inside, turn left and wait near the statue.*

Instruction C: *Walk up the stairs Through the doorway on the left. Make a left in the room and stop before the two **manikins**.*
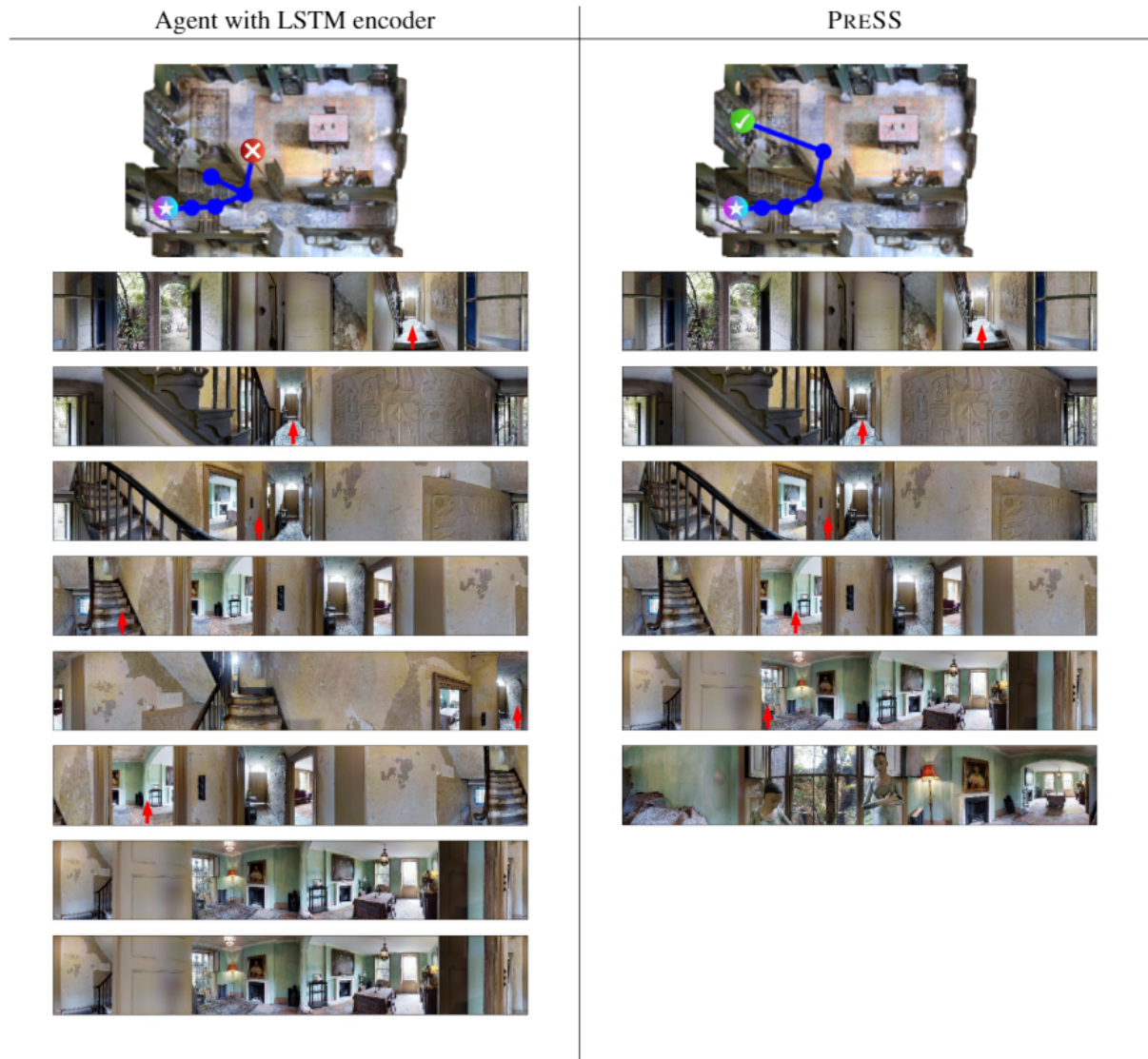

Figure 3: Comparison between the agent equipped with an LSTM instruction encoder and our PRESS agent on a validation unseen environment (path_id: 6632), including top-down trajectory view and step-by-step navigation views. We indicate the start (⭐), target (✓) and failure (✗) of agents in an unseen environment.

Instruction B: *Walk up the stairs. Next, walk inside through the sliding glass doors. Continue straight past the television, towards another set of stairs. Wait near the bottom of stairs.*
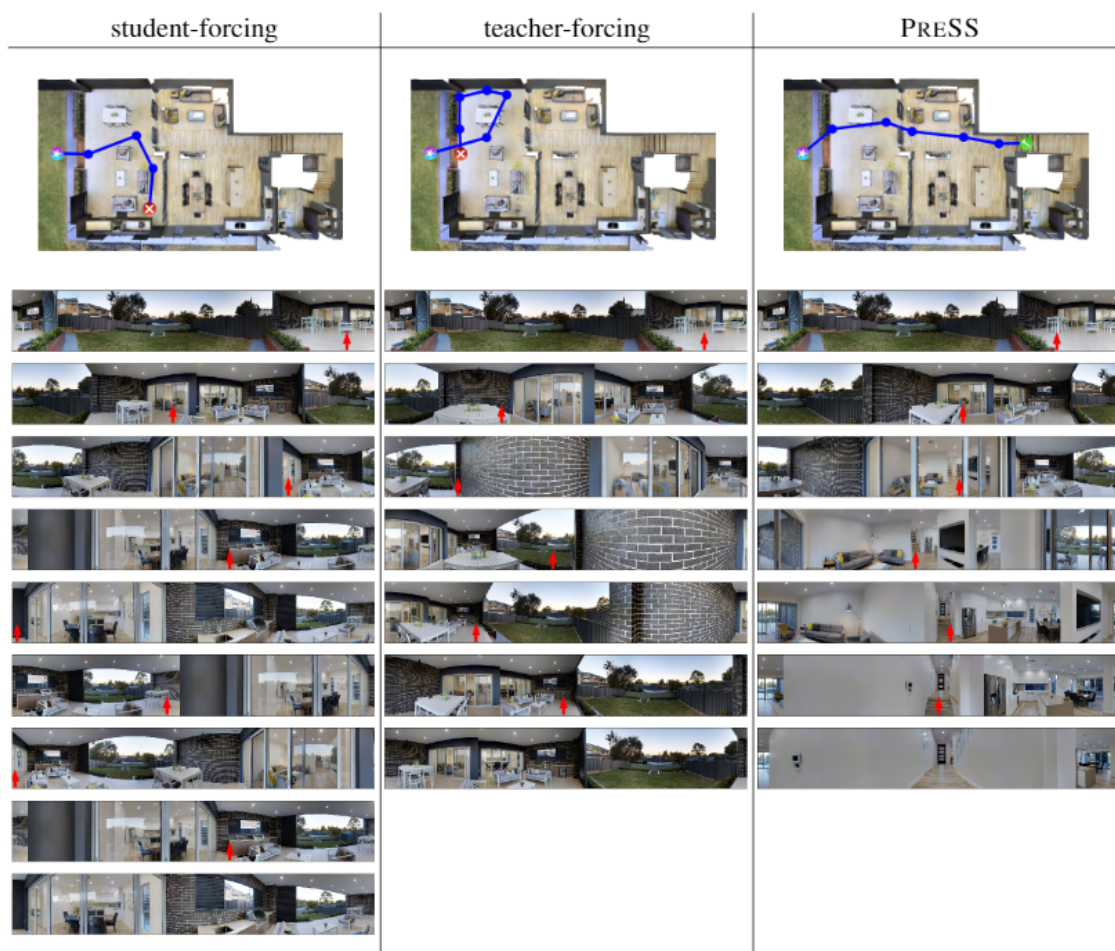

Figure 4: Comparison among the agents trained with teacher-forcing, student-forcing and stochastic sampling strategies on a validation unseen environment (path_id: 7201), including top-down trajectory view and step-by-step navigation views. We indicate the start (⭐), target (✅) and failure (❌) of agents in an unseen environment.