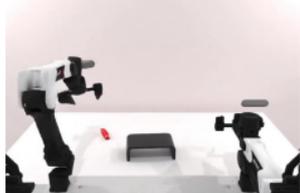


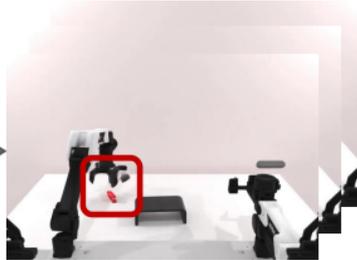
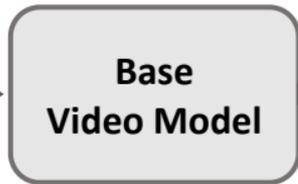
(a) Actionability Gap

Initial observation

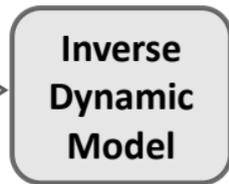


“Place the red stapler on the black rectangular displaystand.”

Text instruction



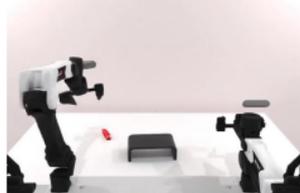
implausible video result



unreliable action

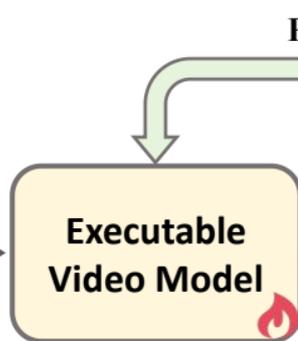
(b) Reward-Aligned Executable World Model (Ours)

Initial observation

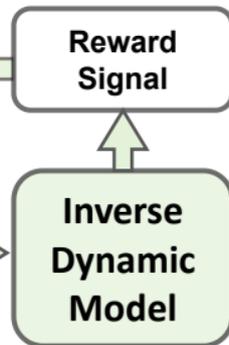


“Place the red stapler on the black rectangular displaystand.”

Text instruction



plausible video sequence



feasible action

Post-Training Alignment

Reward Signal

Inverse Dynamic Model