

Failed Trajectory with Valuable Experience

Observation & Task Goal

You are in the middle of a room, you see ...
Your task is to : put a clean knife in countertop.

Task Plan

- > Open drawer 1
 - You see nothing in drawer 1.
- > ...
- > Open drawer 6
 - You see a knife in drawer 6.

STATUS: FAIL

(Failed reason: Found the object, but exhausted permitted exploration steps for further operations.)

Failed Trajectory with Core Logical Error

Observation & Task Goal

You are in the middle of a room, you see ...
Your task is to : put two peppershakers in drawer.

Task Plan

- > ...
- > Put peppershaker 1 in drawer 1
- > Put peppershaker 2 in drawer 2
 - Nothing happens.

STATUS: FAIL

(Failed reason: Violated constraints, the two objects should be put into the same container.)

The Reflection Template with Fixed Intensity

In this environment, my plan was ...
However, I made mistake when I...
In the next trial, I will ...

Reflection Result with Fixed Intensity

Reflection Content

In this environment, my plan was to...
I did not account for the possibility of not finding a dirty knife.
In my new plan, I'll **first check the garbagecan** for a dirty knife.

New Task Plan

- > Go to garbage 1
 - You see nothing.
- > Open drawer 1
- > ...
- > Open drawer 5

STATUS: FAIL ❌ 😞

Discards valuable experience, exhausts more steps for exploration

Reflection Result with Fixed Intensity

Reflection Content

In this environment, my plan was to...
However, there seemed to be a technical issue preventing me.
In the future, I will try to find an alternative solution, such as **finding a different location or object to complete the task.**

New Task Plan

- > ...
- > Take peppershaker 2 from desk 1
- > I will find an alternative solution to complete the task. One possible alternative could be to put peppershaker 2 in drsser 1.
- > **Put peppershaker 2 in dresser 1**
 - Nothing happens.

STATUS: FAIL ❌ 😞

Overlooks the core error, leading to worse reflection result