



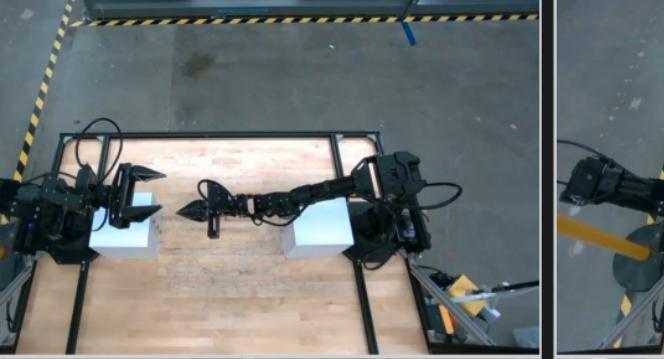
Initial state



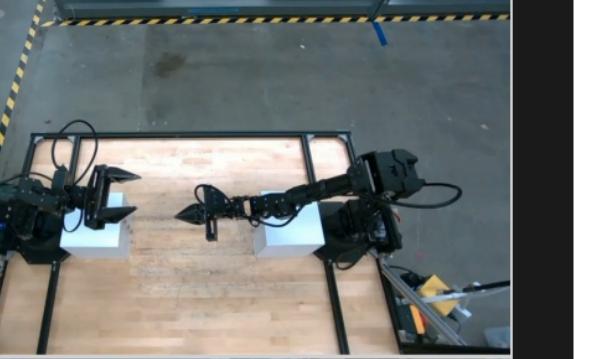
Grasps too early



Perpetually retries failed grasp



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