Data Schema Adopted for LaNMP Dataset - Simulation Environment in AI2THOR

```
"nl command": "Find the pepper and put it on top of the green chair with a blue pillow on it.",
"scene": "FloorPlan_Train8_1",
"steps": [
   {
        "sim_time": 0.19645099341869354,
        "wall-clock_time": "15:49:37.334",
        "action": "Initialize",
        "state body": [ # robot pose
            3.0,
            0.9009992480278015,
           -4.5,
            269,9995422363281
        "state ee": [ # end-effector pose
            2.5999975204467773,
            0.8979992270469666,
            -4.171003341674805,
            -1.9440563492718068e-07,
            -1.2731799533306385,
            1.9440386333307377e-07
        ],
        "hand sphere radius": 0.0599999865889549
        "held_objs": [],
        "held objs state": {},
        "inst det2D": {
            "keys": [ # identified instances in the environment
                "Wall 4|0.98|1.298|-2.63",
                "Wall 3|5.43|1.298|-5.218",
               "RemoteControl|+01.15|+00.48|-04.24",
                ...],
            "values": [ # bounding box coordinates of each instance
                [418, 43, 1139, 220],
                [315, 0, 417, 113],
                [728, 715, 760, 719],
                ...1
        "rgb": "./rgb_0.npy", # path of visual data for this timestep
       "depth": "./depth_0.npy",
       "inst seg": "./inst seg 0.npy",
   }
]
```