

Restricted action space and action looping	0.45	0.41	0.39	0.79	0.75	0.93	0.95	0.52	0.79	0.72	0.81	0.87	0.77	0.41	0.91	0.28	0.28
State mismanagement	0.06	0.22	0.11	0.58	0.08	0.23	0.32	0.05	0.15	0.10	0.09	0.04	0.27	0.11	0.66	0.07	0.10
Failure to use visual or spatial information	0.05	0.10	0.07	0.18	0.12	0.71	0.30	0.10	0.18	0.22	0.27	0.43	0.11	0.03	0.09	0.07	0.04
Early termination	0.12	0.69	0.66	0.34	0.22	0.13	0.06	0.33	0.16	0.10	0.29	0.27	0.43	0.29	0.26	0.49	0.66
	Colorization	Counting	Jigsaw	Matchstick Equation	Matchstick Rotation	Maze 2D	Maze 3D	Mental Rotation 2D	Mental Rotation 3D (Cube)	Mental Rotation 3D (Objaverse)	Fetch Pick-Place	Fetch Reach	Patch Reassembly	Referring Dot-Pointing	Sliding Block	Video Unshuffle	Zoom-In Puzzle