

000 WHERE LLM AGENTS FAIL AND HOW THEY CAN 001 002 LEARN FROM FAILURES 003 004

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007 008 009 ABSTRACT 010

011 Large Language Models (LLMs) agents, which integrate planning, memory, re-
012 flection, and tool-use modules, have shown promise in solving complex, multi-
013 step tasks. Yet their sophisticated architectures amplify vulnerability to cascading
014 failures, where a single root-cause error propagates through subsequent decisions,
015 leading to task failure. Current systems lack a framework that can comprehen-
016 sively understand agent error in a modular and systemic way, and therefore fail
017 to detect these errors accordingly. We address this gap with three contributions.
018 First, we introduce the *AgentErrorTaxonomy*, a modular classification of failure
019 modes spanning memory, reflection, planning, action, and system-level opera-
020 tions. Second, we construct the Agent Error Benchmark, the first dataset of sys-
021 tematically annotated failure trajectories from ALFWorld, GAIA, and WebShop,
022 grounding error analysis in real-world agent rollouts. Third, we propose *Agent-
023 Debug*, a debugging framework that isolates root-cause failures and provides cor-
024 rective feedback, enabling agents to recover and iteratively improve. Experiments
025 on *AgentErrorBench* show that *AgentDebug* achieves **24%** higher all-correct accu-
026 racy and **17%** higher step accuracy compared to the strongest baseline. Beyond
027 detection, the targeted feedback generated by *AgentDebug* enables LLM agents
028 to iteratively recover from failures, yielding up to **26%** relative improvements
029 in task success across ALFWorld, GAIA, and WebShop. These results establish
030 principled debugging as a pathway to more reliable and adaptive LLM agents.

031 1 INTRODUCTION 032

033 LLMs are increasingly capable of interacting with external environments, leveraging tools, and rea-
034 soning over memory, which enabled a new paradigm: LLMs Agents (Schick et al., 2023; Qin et al.,
035 2023; Packer et al., 2023; Shinn et al., 2023; Liu et al., 2025). General purposed LLMs agents have
036 driven advances across diverse domains, including embodied control, scientific discovery, open-
037 ended web interaction, and research support (Zhou et al., 2023; Li et al., 2025; Hong et al., 2025; Zhu
038 et al., 2025b). Despite these achievements, current agents remain imperfect and insufficiently ro-
039 bust. They frequently exhibit errors—ranging from misinterpreting instructions and misusing tools
040 to breaking down in long-horizon reasoning. These shortcomings underscore that, while promising,
041 existing LLM Agents still lack the reliability required for real-world deployment. This observation
042 motivates us to ask: **Where do LLM agents fail?**

043 While prior works have investigated the failures of LLM-based agents (Ji et al., 2024; Sung et al.,
044 2025; Ning et al., 2024; Cemri et al., 2025; Zhang et al., 2025), they have largely focused on enu-
045 merating error types or providing qualitative case studies. However, these analyses stop short of
046 offering systematic mechanisms to trace failures back to their *root causes*, and importantly, do not
047 enable agents to fix these discovered failures based on such insights. To close this gap, we modular-
048 ize error analysis with the explicit goal of tracing failures to their underlying causes. We conduct a
049 large-scale study over hundreds of trajectories, decomposing each rollout into four operational mod-
050 ules: memory, reflection, planning, and action. By attributing each failure to its root module, we
051 derive the *AgentErrorTaxonomy* — a comprehensive taxonomy of failure modes designed to ground
052 systematic error detection and guide the development of robust mitigation strategies.

053 Our analysis reveals a critical bottleneck in LLM agents: *error propagation*. As illustrated in Figure 1, a single root-cause failure (b) can cascade into successive errors (c), compounding degra-

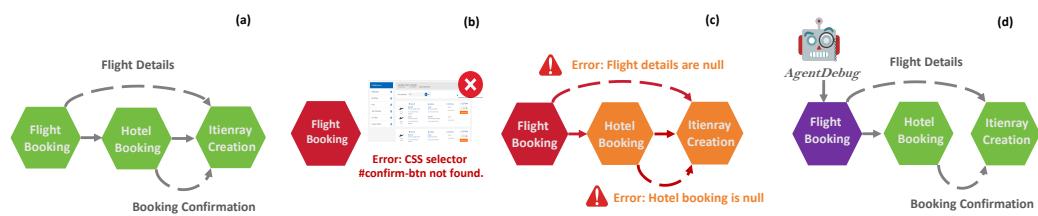


Figure 1: **Motivation for AgentDebug**: A single root-cause failure (b) can propagate through subsequent steps (c), compounding errors and leading to task failure. *AgentDebug* (d) addresses this bottleneck by tracing failures back to their source and providing actionable feedback that enables agents to evolve into more robust versions.

tion and leading to task failure. This challenge is especially acute in long-horizon tasks, where early mistakes distort later reasoning and actions, making recovery difficult. These insights motivate our central question: *How can LLM agents refine from failures?*

Recent progress in LLMs agent enhancement has largely centered on expanding the reasoning search space—through chain-of-thought (Wei et al., 2023), tree-of-thought (Yao et al., 2023), and graph-of-thought (Besta et al., 2023) approaches—or on incorporating step-level self-reflection (Yao et al., 2022b; 2023; Besta et al., 2023), which allows agents to deliberate more thoroughly and locally revise their actions. While these advances improve flexibility and reasoning depth, they typically treat the trajectory as a sequence of isolated steps rather than as a coherent, interdependent process.

To address this challenge, we propose *AgentDebug*, a debugging framework that decomposes a trajectory into decision steps, isolates the minimal set of root-cause failures, and provides corrective feedback back to the responsible states or actions. This process not only reduces noise from irrelevant errors but also highlights the key weaknesses that hinder successful task completion. As illustrated in Figure 1 (d), *AgentDebug* enables agents to iteratively evolve into more robust versions by learning directly from their failure cases. To rigorously evaluate whether models can detect critical errors and produce actionable feedback, we also construct the *AgentErrorBench*. This benchmark grounds the taxonomy in real-world trajectories, offering the first standardized testbed for error detection and debugging.

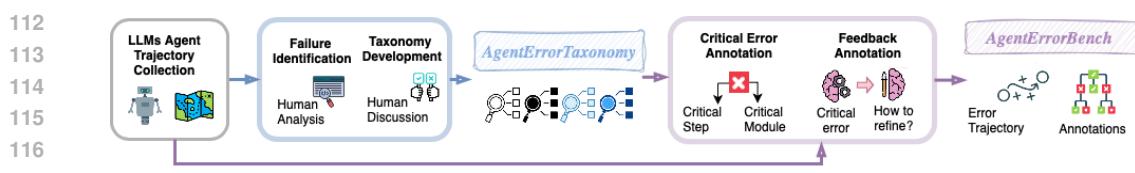
We evaluate *AgentDebug* on *AgentErrorBench*, where it achieves 24% higher all-correct accuracy (24.3% vs. 0.3%) and 17% higher step accuracy (45.0% vs. 28.0%) compared to the strongest baseline. Beyond detection, the targeted feedback generated by *AgentDebug* enables agents to iteratively recover from failures, yielding up to 26% relative improvements in task success across ALFWorld, GAIA, and WebShop. Ablation studies further confirm that focusing on root-cause errors, rather than attempting to fix every surface-level mistake, is key to efficient debugging and meaningful performance gains. Overall, our contributions are summarized as follows:

- We analyze failed trajectories of LLM agents across diverse benchmarks and show that error propagation—early mistakes cascading into later failures—is the key bottleneck to robustness. From this study, we derive the *AgentErrorTaxonomy*, a unified taxonomy of failure modes spanning planning, tool use, memory, and reflection.
- We introduce *AgentErrorBench*, the first curated dataset of systematically annotated failures from ALFWorld, GAIA, and WebShop. Each trajectory is labeled with fine-grained error categories, providing a standardized testbed for studying, benchmarking, and comparing agent debugging methods.
- We present *AgentDebug*, a debugging framework that identifies critical errors and provides actionable feedback. *AgentDebug* achieves high root-cause detection accuracy, exceeding strong baselines by 24%, and improves task success rates by 26% across embodied reasoning, web interaction, and decision-making domains.

2 WHERE DO LLM AGENTS FAIL?

To lay the foundation for our study of agent failures and debugging, this section introduces two *proposed* components. Section 2.1 presents the *AgentErrorTaxonomy*, a structured framework that

108 organizes recurring failure modes into coherent modules. Section 2.2 then describes the *AgentErrorBench*, which grounds this taxonomy in systematically annotated trajectories from multiple
 109 environments.
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112
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 118 **Figure 2: Pipeline of proposed AgentErrorTaxonomy and AgentErrorBench.** Failed trajectories
 119 are collected, analyzed to develop a taxonomy of errors, and then annotated with root causes and
 120 actionable feedback to form the benchmark.
 121

122 2.1 AGENT FAILURE ANALYSIS

124 To systematically investigate how agents fail, we collected over 500 failed trajectories from ALF-
 125 World, WebShop, and GAIA, and conducted detailed human analyses to uncover recurring patterns.
 126 This study revealed the following central insight:

127 **Key Insight.** *Error propagation is the primary bottleneck in LLM agent reliability.* Early mis-
 128 takes rarely remain confined; instead, they cascade into subsequent steps, distorting reasoning,
 129 compounding misjudgments, and ultimately derailing the entire trajectory.
 130

131 Building on this insight, we introduce the *AgentErrorTaxonomy*, a structured taxonomy that
 132 organizes recurring failure modes into five modules. Four capture the core operations of an
 133 agent—*memory*, *reflection*, *planning*, and *action*—while a fifth category accounts for *system-level*
 134 errors that arise from external tools or infrastructure. This modular view not only enumerates
 135 common error types but also clarifies how weaknesses in one stage can cascade into others, enabling a
 136 principled approach to tracing and diagnosing failures.
 137

Memory	Errors in recalling or retrieving information (false recall, omission, retrieval failure) that distort subsequent reasoning.
Reflection	Failures in monitoring progress or interpreting outcomes (progress misassessment, outcome misinterpretation), blocking course correction.
Planning	Logically unsound or infeasible strategies (impossible actions, constraint ignorance, incoherent subgoals) that cascade into missteps.
Action	Mistakes in executing operations (malformed outputs, incorrect parameters, missing arguments) that are visible but often mask upstream errors.
System-level	Failures outside reasoning, such as tool crashes, API mismatches, or exceeding step limits, highlighting system robustness issues.

148 The *AgentErrorTaxonomy* is designed not merely as a catalog of errors but as a causal lens for understanding
 149 how failures originate, propagate, and interact across modules. Full definitions are provided in Appendix A.2.
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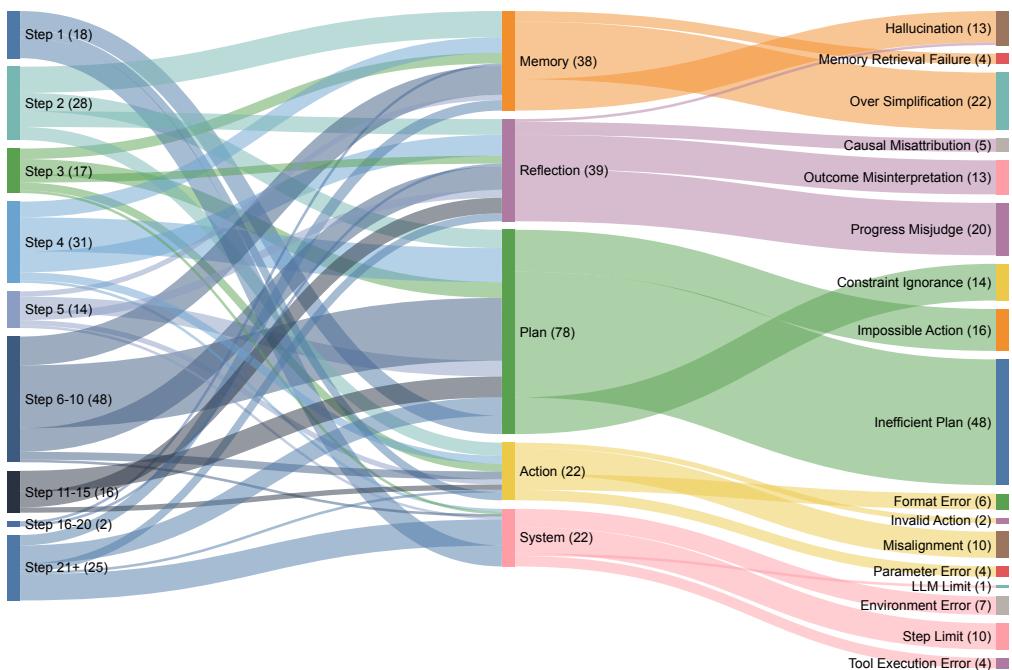
151 2.2 AGENT ERROR BENCHMARK

153 To rigorously evaluate whether models can detect critical errors and produce actionable feedback, we
 154 construct the *AgentErrorBench*. This benchmark grounds the taxonomy in real-world trajectories, offering the first
 155 standardized testbed for error detection and debugging.
 156

157 The construction pipeline is shown in Figure 2. We curated 200 representative trajectories: 100 from ALF-
 158 World, 50 from WebShop, and 50 from GAIA. Ten expert annotators—graduate students with prior experience
 159 in NLP and LLMs agent research—labeled each trajectory using the *AgentErrorTaxonomy* schema. Annotation
 160 proceeded at the decision-step level: every action, reflection, or plan was reviewed, and annotators tagged its
 161 error type(s) according to the taxonomy. In addition, they were tasked with identifying the minimal set of root-
 cause failures that explain the downstream error cascade, rather than exhaustively flagging all surface mistakes.
 This root-cause focus was emphasized through detailed guidelines and calibration examples, refined iteratively
 over three rounds of pilot annotation.
 162

162 To ensure consistency, annotators first completed a training phase with feedback from the authors, followed by
 163 independent double-annotation on a shared subset of trajectories. Disagreements were adjudicated collectively,
 164 leading to several clarifications in category definitions (e.g., distinguishing “retrieval failure” under memory
 165 vs. “constraint ignorance” under planning). The final protocol balanced granularity with reliability, aiming for
 166 concise but causally meaningful tags. Inter-annotator agreement, measured using Cohen’s κ , reached $\kappa = 0.55$
 167 across modules, indicating substantial agreement.

168 The resulting dataset provides a quantitative view of how agents fail in practice. Figure 13 shows how errors
 169 emerge across steps, modules, and error types in the *AgentErrorBench*. It shows most failures cluster in mid-
 170 trajectory steps (6–15), where early missteps often cascade downstream. Memory and reflection dominate, with
 171 retrieval failures, hallucinations, and progress misjudgments leading to flawed planning. Action and system
 172 errors occur less frequently but remain critical, as malformed outputs or step-limit exhaustion can immediately
 173 terminate trajectories. The complete error type distribution is attached to Appendix A.4.



196 Figure 3: Distribution of failure cases in LLM agents on the *AgentErrorBench*
 197

198 Together, *AgentErrorTaxonomy* and *AgentErrorBench* provide both the conceptual foundation and the empirical
 199 infrastructure for advancing robust LLM agents.
 200

201 3 HOW TO REFINE LLM AGENTS FROM FAILURES?

204 Building on our analysis of agent failures, we aim to develop method that actively refine themselves by learning
 205 from mistakes. We first formalize the key modules of an LLM-based agent in Section 3.1, and then present our
 206 proposed framework, *AgentDebug*, in Section 3.2.
 207

208 3.1 KEY MODULES OF AN LLM AGENT

210 As illustrated in Figure 4, we consider an agent that interacts with an environment over a sequence of steps.
 211 At each step, the agent observes a state and produces an action, forming a trajectory of state–action pairs.
 212 Each action is generated through four sequential modules: **Memory**, which recalls relevant past information;
 213 **Reflection**, which evaluates progress and interprets feedback; **Planning**, which formulates the next strategy;
 214 and **Action**, which executes the low-level operation. Errors can occur in any of these modules, and mistakes
 215 made early often propagate through later stages, compounding into larger failures. This modular rollout design
 not only mirrors the agent’s internal decision process, but also provides a natural structure for human annotators
 to align errors with specific modules, making the diagnosis of agent failures more transparent and interpretable.

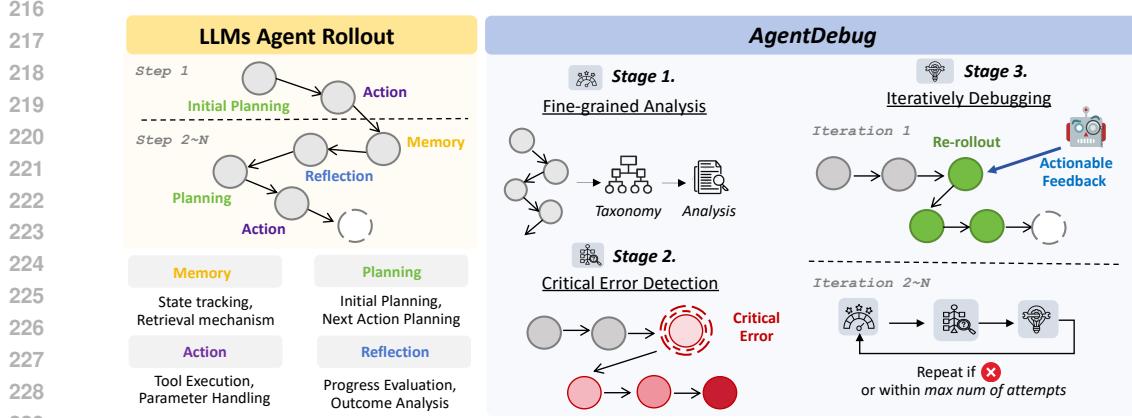


Figure 4: **Overview of AgentDebug.** (Left) LLM agent rollouts alternate between memory, planning, reflection, and action. (Right) AgentDebug debugs trajectories in three stages: (1) fine-grained analysis across steps and modules, (2) detection of the critical error that triggers failure, and (3) iterative re-rollouts with actionable feedback to turn failures into successes.

Algorithm 1: AgentDebug Inference Procedure

```

Input: Trajectory  $\tau = \{(s_t, a_t)\}_{t=1}^T$ ; Error taxonomy  $\mathcal{E}_{AET}$ ; Critical-error criterion  $\mathcal{C}_{crit}$ ; Max Iterations  $I$ 
Output: Corrected trajectory  $\tau^*$  or Failure
/* Stage 1: Fine-grained Analysis with AET */  

for  $t \leftarrow 1$  to  $T$  do
  foreach  $m \in \{mem, plan, refl, act\}$  do
    |  $e_t^m \leftarrow \text{MapToAET}(s_t, a_t, m, \mathcal{E}_{AET})$  // Assign error type per module
  if  $\text{Eval}(\tau) = 1$  then
    | return  $\tau$  // Trajectory already successful
  /* Stage 2: Critical Error Detection via LLM (no rollout/counterfactuals) */
   $\mathcal{C} \leftarrow \{\tau, \{e_t^m\}_{t,m}, \mathcal{E}_{AET}, \mathcal{C}_{crit}\}$  // Pack analysis, taxonomy & criterion
   $(\mathcal{T}^*, \mathcal{M}^*, \mathcal{Z}^*, \phi^{(0)}) \leftarrow \text{DetectCriticalErrors}(\mathcal{C})$  // LLM (fine-grained prompt)
  if  $\mathcal{T}^* = \emptyset$  then
    | return Failure // No critical error found
   $t^* \leftarrow \min(\mathcal{T}^*)$  // Earliest critical step
  //  $\mathcal{T}^*$ : set of critical steps;  $\mathcal{M}^*$ : modules per critical step;  $\mathcal{Z}^*$ : error-types per critical step
  /* Stage 3: Iterative Debugging with Targeted Feedback */  

   $\tau^{(0)} \leftarrow \tau$ 
  for  $k \leftarrow 1$  to  $I$  do
    |  $\tau^{(k)} \leftarrow \text{ReRollout}(\tau^{(k-1)}, t^*, \phi^{(k-1)})$  // Re-execute from  $t^*$  with feedback
    | if  $\text{Eval}(\tau^{(k)}) = 1$  then
      |   | return  $\tau^{(k)}$ 
      |   |  $\phi^{(k)} \leftarrow \text{UpdateFeedback}(\tau^{(k)}, \phi^{(k-1)})$  // Refine guidance if still failing
  return Failure // Max Iterations Reached

```

3.2 AgentDebug FRAMEWORK

We propose *AgentDebug*, a debugging framework that enables single-LLM agents to diagnose and recover from their own failures across diverse environments. As illustrated in Fig. 4, *AgentDebug* analyzes complete trajectories to (i) assign fine-grained error types to each step and module, (ii) identify the earliest critical error that directly causes the final failure, and (iii) provide actionable feedback to guide re-rollouts. The central intuition is that correcting a single root-cause mistake can often flip an otherwise failing trajectory into a successful one.

As presented in Algorithm 1, the inference procedure of *AgentDebug* consists of three stages:

Stage 1: Fine-grained Analysis with AgentErrorTaxonomy. For each step in the trajectory, we analyze all four modules—memory, reflection, planning, and action. Each module is mapped to an *AgentErrorTax-*

270 *onomy* error type, grounding the analysis in interpretable categories such as “constraint ignorance” or “format
271 error.” This produces a structured, module-level error profile for the trajectory.
272

273 **Stage 2: Critical Error Detection via Counterfactual Reasoning.** If the trajectory is already suc-
274 cessful, no debugging is required. Otherwise, we invoke an LLM-based detector that reasons counterfactually
275 over the *annotated* trajectory from Stage 1: for each step, it simulates how the outcome would change *if* the
276 errors at that step were corrected, and infers which step is most likely to flip the final result from failure to
277 success. We define the *critical error* as the earliest step whose hypothetical correction is judged sufficient to
278 prevent the final failure. Unlike superficial mistakes or errors that are later compensated for, the critical error is
279 treated as the root cause that determines whether the overall trajectory ultimately succeeds or fails—capturing
280 both *when* and *why* the agent goes irreversibly off track.
281

282 **Stage 3: Iterative Debugging with Targeted Feedback.** Once the critical error is identified, the sys-
283 tem generates feedback that specifies the error type and provides actionable guidance for refining subsequent
284 actions and plans. The agent then re-executes (re-rolls out) the trajectory under this feedback. If the rollout
285 still fails, the feedback is refined with more specific guidance, and the process repeats up to a fixed budget
286 of attempts. Grounded in the *AgentErrorTaxonomy* taxonomy, the feedback is both targeted and forward-
287 looking—resolving the root cause while shaping how the agent approaches future steps.
288

289 4 EXPERIMENTS AND RESULTS

290 4.1 CRITICAL ERROR DETECTION

291 **Dataset.** We evaluate critical error localization on *AgentErrorBench* (Sec. 2.2), which consists of 200 annotated
292 failure trajectories. These trajectories are drawn from three representative benchmarks: **ALFWorld** (Shridhar
293 et al., 2020), **GAIA** (Mialon et al., 2023), and **WebShop** (Yao et al., 2022a).

294 **Baselines.** We compare against three strategies: (1) **Direct Prompting**, which queries the LLM directly for
295 error localization without any structured search; (2) **Brute Force**, which examines steps sequentially from $t=1$
296 to T , substituting a corrected action at each step and stopping once the rollout succeeds, thereby identifying
297 the earliest critical step; and (3) **Binary Search**, which applies a divide-and-conquer procedure by probing the
298 midpoint of the trajectory and recursively halving the search space until the critical step is isolated.
299

300 **Implementation.** We use GPT-4.1 as the base model, with the temperature set to 0 for deterministic outputs.
301 The full prompt template is provided in the Appendix A.5.
302

303 **Evaluation Metric.** We evaluate critical error detection at multiple granularities, capturing both partial and
304 complete localization ability. Specifically, we measure **Step** accuracy, the ability to identify the exact step
305 where the first critical error occurs; **Step+Module** accuracy, the joint prediction of both the correct step and
306 its module; and **All Correct** (Step+Module+Error Type), a strict metric requiring the exact step, module, and
307 error type to all be correctly identified.
308

309 **Experiment Results** Table 1 shows that *AgentDebug* consistently surpasses baselines across datasets and met-
310 rrics. On average, *AgentDebug* is 24% more accurate in the All-Correct metric (24.3% vs. 0.3%) and improves
311 Step accuracy by 61% (45.0% vs. 28.0%). The gains are especially pronounced on GAIA, where Step accuracy
312 nearly doubles (58.0% vs. 30.0%) and All-Correct triples (38.0% vs. 12.0%).
313

Method	ALFWorld			WebShop			GAIA			Average		
	S	S+M	ALL									
Direct Prompting	28.0%	14.0%	1.0%	30.0%	6.0%	0.0%	26.0%	10.0%	0.0%	28.0%	10.0%	0.3%
Brute Force	10.0%	5.0%	0.0%	8.0%	0.0%	0.0%	18.0%	8.0%	0.0%	12.0%	4.3%	0.0%
Binary Search	20.0%	6.0%	1.0%	14.0%	8.0%	0.0%	22.0%	10.0%	0.0%	18.7%	8.0%	0.3%
<i>AgentDebug</i>	35.0%	28.0%	21.0%	42.0%	22.0%	14.0%	58.0%	44.0%	38.0%	45.0%	31.3%	24.3%

314 Table 1: Comparison of methods across three environments (ALFWorld, WebShop, GAIA) and their
315 average performance. Our method consistently outperforms baselines in all settings. Metrics shown
316 are Step Exact (S), Step+Module (S+M), and All Correct (ALL).
317

318 4.2 DOWNSTREAM DEBUGGING ON SINGLE-AGENT BENCHMARKS

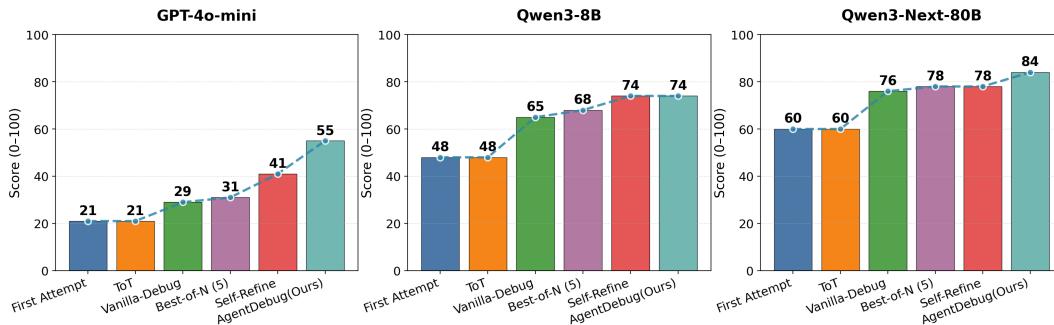
319 We next evaluate whether improved error detection leads to higher task success, testing if localizing root-cause
320 failures enables agents to recover more effectively than baselines.
321

324 **Datasets.** Follow the previous experiment setting, we choose the evaluation data from three widely used single-
 325 agent benchmarks that cover complementary domains of reasoning and interaction: **ALFWorld** (Shridhar et al.,
 326 2020), **GAIA** (Mialon et al., 2023), **WebShop** (Yao et al., 2022a).

327 **Baselines.** We compare AGENTDEBUG against several strong approaches. The first is Self-Refine, where
 328 the agent iteratively revises its outputs without explicit causal diagnosis of errors. The second is a Vanilla
 329 Debugger, which applies naive post-hoc corrections to failed trajectories without identifying the critical error
 330 taxonomy. Finally, we include strong test-time scaling baselines: Tree-of-Thought (ToT) and Best-of- N . To
 331 ensure fairness, the max number of attempts of all baselines is matched to AGENTDEBUG by total token usage,
 332 so any observed gains can be attributed to targeted error recovery rather than higher resource allocation.

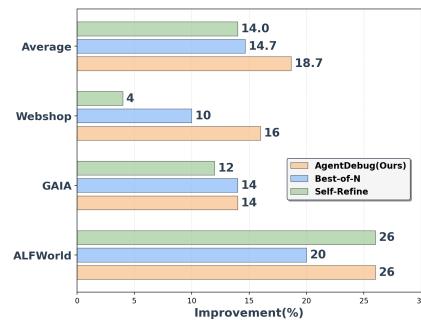
333 **Implementation.** We implement AGENTDEBUG with up to $N = 5$ re-rollouts, each beginning precisely at
 334 the identified critical step. This design enables the agent to explore alternative continuations directly from the
 335 point of failure rather than restarting from the beginning of the trajectory, thereby concentrating computational
 336 effort where it is most impactful. For backbone models of LLMs Agent, we evaluate across three representative
 337 systems of varying scales and architectures: GPT-4o-mini, Qwen3-8B, and Qwen3-Next-80B.

338 **Experiment Results.** Figure 5 reports the performance of *AgentDebug* on the ALFWorld benchmark across
 339 three backbone LLM agents. On GPT-4o-mini, *AgentDebug* boosts success from 21 (first attempt) to 55; on
 340 Qwen3-8B, from 48 to 74; and on Qwen3-Next-80B, from 60 to 84. These results show that *AgentDebug*
 341 consistently outperforms all baselines and can effectively help LLM agents improve regardless of the backbone
 342 model, with especially large relative gains for smaller models.



353 **Figure 5: Downstream debugging performance on ALFWorld.** Results are shown across three back-
 354 bone models (GPT-4o-mini, Qwen3-8B, Qwen3-Next-80B) and different methods. *AgentDebug*
 355 consistently outperforms strong baselines.

356 To further assess the generalizability of *AgentDebug*, we move
 357 beyond ALFWorld and extend our evaluation to two additional
 358 benchmarks that stress complementary dimensions of agent
 359 reasoning: GAIA, which requires integrating open-domain knowl-
 360 edge and web-based tool use, and WebShop, which eval-
 361 uates agents in a realistic e-commerce setting with structured
 362 constraints and transactional goals. Together, these bench-
 363 marks provide a diverse testbed spanning embodied interaction,
 364 knowledge-grounded reasoning, and goal-directed web naviga-
 365 tion. Given the higher computational demands of these settings,
 366 we focus on comparing *AgentDebug* against the two strongest
 367 baselines from our earlier experiments—Self-Refine and Best-
 368 of- N —which represent state-of-the-art approaches to iterative
 369 refinement and test-time scaling, respectively. The results,
 370 shown in Figure 6, demonstrate that *AgentDebug* consistently
 371 delivers the largest gains across all three benchmarks. In partic-
 372 ular, it achieves improvements of up to 26% on ALFWorld and
 373 strong average performance on GAIA and WebShop, underscoring
 374 its robustness across diverse environments and confirming that
 375 targeted error detection and correction can outperform broader but less focused strategies
 376 such as scaling rollouts or unguided self-revision.



377 **Figure 6: Performance improvements**
 378 comparison.

379 **Findings.** *AgentDebug* consistently outperforms strong baselines in both error detection and downstream
 380 task success. Its ability to precisely localize root-cause failures (50.0% step accuracy and 42.5% all-correct
 381 accuracy) translates into substantial improvements in task performance, achieving up to 26% relative gains
 382 across ALFWorld, GAIA, and WebShop.

378 5 ANALYSIS AND DISCUSSION

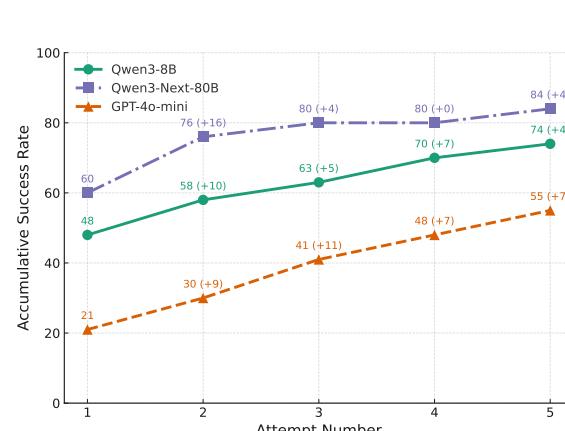
380 5.1 ABLATION STUDY

382 To better understand the contribution of each component in our framework, we conduct a series of ablation
383 studies. Specifically, we analyze the following factors.

384 **Max Number of Attempts Allowed.** We vary the maximum number of attempts of *AgentDebug* with different
385 base models—GPT-4o-mini, Qwen3-8B, and Qwen3-Next-80B—to examine how sensitive performance is
386 to the chosen point of intervention. Results in Figure 7a show that additional attempts yield consistent gains
387 across all backbones, with especially pronounced improvements on smaller models such as GPT-4o-mini. This
388 highlights the value of targeted re-rollouts in boosting task success.

389 **AgentDebug Base Models.** We replace the base model of *AgentDebug* with several alternatives to assess
390 their impact on error localization and downstream success. As shown in Figure 7b, GPT-4.1 substantially
391 outperforms other models, achieving 42% step accuracy and 32% strict all-correct accuracy. Competing base
392 models such as Llama-3.3-70B, GPT-4o-mini, and Qwen3-Next-80B perform markedly worse.

393 **Rollout Strategies.** We compare several rollout paradigms—ReAct, Reflection, Act-only, and Memory+ReAct—against our proposed **Modular** strategy on Alfworld under the zero-shot setting. As shown in
394 Table 7c, *AgentDebug*’s Modular rollout achieves the highest score (0.38), outperforming both reasoning-only
395 and memory-augmented baselines. This result highlights the effectiveness of structured modularization is more
396 reliably than alternative rollout designs.



413 (a) Success rates on Alfworld across five attempts.

Base Model	Step	Error	Step+M	All
Llama-3.3-70B	16.0	16.0	6.0	2.0
GPT-4o-mini	14.0	10.0	4.0	2.0
Qwen3-Next-80B	4.0	14.0	2.0	2.0
GPT-4.1	42.0	44.0	32.0	32.0

413 (b) Base Model Performance Comparison.

Rollout Strategy	Success Rate
Memory+ReAct	0.34
Reflection	0.32
ReAct	0.26
Act Only	0.10
Modular	0.38

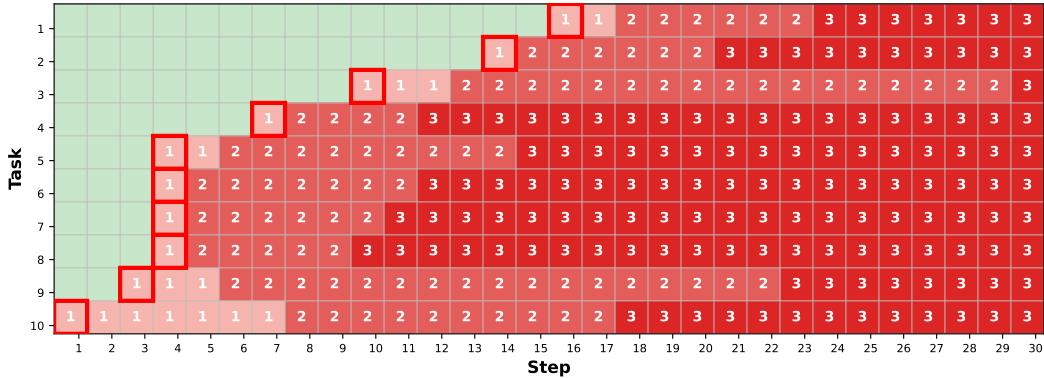
413 (c) Rollout Strategy Comparison.

415 Figure 7: Ablation study results. (a) Success rates on Alfworld, (b) comparison of detector models,
416 and (c) rollout strategy analysis.

418 5.2 ERROR PROPAGATION

420 A key challenge in building robust LLM agents lies in understanding how small mistakes evolve into large-scale
421 failures. Our analysis examines the phenomenon of error propagation—cases where an early misstep triggers
422 a cascading effect that spreads throughout the trajectory. As shown in Figure 8, early-stage mistakes cascade
423 through later steps across tasks. The outlined cells indicate the first critical error in each trajectory, while pro-
424 gressively darker red shading reflects the compounding severity and persistence of errors over subsequent steps.
425 This illustrates how initial failures frequently propagate forward, amplifying downstream task breakdowns.

426 Moreover, the likelihood and length of cascades vary significantly across modules. Memory and reflection
427 errors are the most common sources of propagation, typically arising in early or mid-trajectory steps (around
428 steps 5–15). Once an agent misremembers a fact or misjudges its progress, subsequent planning becomes
429 systematically distorted, leading to repeated cycles of flawed action selection. Planning errors also contribute
430 heavily, with constraint ignorance or infeasible strategies compounding as the agent attempts to execute them.
431 By contrast, action-level errors are more visible and sometimes recoverable, though malformed outputs or
432 missing parameters can still derail execution. System-level issues such as tool crashes or step-limit exhaustion
act as immediate termination points rather than cascades.



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Figure 8: **Illustration of Error Propagation**: Darker shading indicating compounding failures and highlighting how initial mistakes amplify downstream breakdowns.

These findings highlight two important takeaways for designing more reliable agents. First, **early detection and correction are critical**, since once cascades begin, they are difficult to reverse. Second, mechanisms that strengthen memory retrieval and reflection—such as external memory, progress tracking, or verification prompts—can substantially reduce the risk of propagation.

6 RELATED WORK

LLM-based Agentic Systems. Recent advances in LLM-based agents have demonstrated that combining planning, tool use, memory, and self-reflection can substantially improve performance on complex, multi-step tasks. The reasoning-acting paradigm, pioneered by ReAct (Yao et al., 2022b), interleaves chain-of-thought reasoning with grounded environment actions. Test-time search methods such as Tree-of-Thoughts (Yao et al., 2023) and Graph-of-Thoughts (Besta et al., 2023) further expand the deliberation space through structured exploration. These systems are strengthened by external tool integration, ranging from self-supervised tool selection in Toolformer (Schick et al., 2023) to comprehensive tool ecosystems in ToolLLM (Qin et al., 2023), as well as persistent memory mechanisms that maintain context across long horizons (Packer et al., 2023). A critical aspect of robustness is the ability to reflect and self-correct: Reflexion (Shinn et al., 2023) introduces verbal self-reflection to revise future actions, while subsequent work explores richer feedback modalities and meta-cognitive strategies for deciding when to reflect versus act. Despite recent advances, the community still lacks a unified view of how agent components interact and fail. *AgentDebug* fills this gap with a debugging layer that traces root causes across the plan–act–observe loop, detects failures from tool-use to memory, and generates corrective feedback that enables agents to improve through their mistakes.

Failure Analyses (Single- and Multi-Agent). Systematic failure analyses are emerging to quantify where agents break and how errors propagate. In multi-agent settings, recent works examine collaboration and competition dynamics (Zhu et al., 2025a), role specialization, and emergent failure modes such as coordination collapse and dialogue drift (Cemri et al., 2025; Zhang et al., 2025; Zhu et al., 2025a; Hyun et al., 2025; Tran et al., 2025). For single-agent systems, analyses have highlighted planning brittleness, grounding and tool-use errors, and hallucination-induced cascades (Ji et al., 2024; Sung et al., 2025; Ning et al., 2024). Compared to these studies, we focus on actionable debugging: moving from descriptive taxonomies to a two-stage detector that both identifies and helps fix root causes.

Test-Time Scaling for Agents. Scaling test-time compute improves reasoning and success rates by allocating more deliberation to challenging instances. In agents, this includes tree/graph search in thought space (Yao et al., 2023; Besta et al., 2023), best-of- N sampling with self-consistency, and test-time compute scaling strategies Li et al. (2025). Our experiments position *AgentDebug* orthogonally to compute scaling: even at fixed compute, targeted debugging recovers substantial performance, and when combined with scaling, it channels extra compute to the right failure points.

7 CONCLUSION

In summary, our work identifies error propagation as the central bottleneck to building robust LLM agents and introduces *AgentErrorTaxonomy*, *AgentErrorBench*, and *AgentDebug* as principled solutions. By tracing and correcting root-cause failures, *AgentDebug* achieves substantial performance gains and establishes debugging as a foundation for agents that can continuously learn and evolve from their mistakes. While our work has limitations (see Appendix A.1), it paves the way toward more reliable and adaptive LLMs Agent.

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ETHICAL STATEMENT

488 This work focuses on analyzing and improving the robustness of LLM-based agents. Our study does not involve
 489 human subjects, sensitive personal data, or information that could directly identify individuals. All experiments
 490 were conducted on publicly available benchmarks (ALFWorld, GAIA, and WebShop) under their respective
 491 licenses. While our findings aim to advance reliability and transparency in LLM agents, we acknowledge that
 492 more capable debugging frameworks could potentially be misused to strengthen harmful or malicious agents.
 493 We encourage responsible use of our methods, with applications limited to domains that respect safety, fairness,
 494 and accountability.

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A APPENDIX

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A.1 LIMITATION

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Our work is not without limitations. First, while *AgentErrorBench* covers three representative benchmarks (ALFWORLD, GAIA, and WebShop), it remains limited in scale and domain diversity; extending to multimodal environments, longer-horizon tasks, or safety-critical applications (e.g., healthcare, finance) is an important direction for future work. Second, collecting sufficient data to train a dedicated debugging model would be prohibitively expensive in low-resource academic settings, given the costs of large-scale human annotation. To mitigate this, we instead designed a cost-efficient workflow that leverages prompt engineering with existing LLMs, though this approach may still fall short of the performance achievable with a fully trained, specialized model.

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649 A.2 *AgentErrorTaxonomy*
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674 **Figure 9: Error Taxonomy across all modules:** The hierarchical taxonomy organizes agent errors
 675 into five core modules—*Planning*, *Action*, *Reflection*, *Memory*, and *System*. Each outer ring category
 676 specifies representative error types, such as constraint ignorance or inefficient planning (Planning),
 677 parameter or format errors (Action), causal misattribution or outcome misinterpretation (Reflection),
 678 oversimplification or false memory (Memory), and tool execution or environment errors (System).
 679 This taxonomy provides a holistic view of where and how failures emerge within modular LLM
 680 agents.

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713 714 Module	715 Error Type	716 Definition / Explanation
717 Memory	718 Over-simplification / Incomplete Summary	719 Summarizes past info too crudely, ignoring details; leads to flawed reasoning.
720 Memory	721 Hallucination (False Memory)	722 Recalls events or states that never happened, filling missing gaps with fabricated info.
723 Memory	724 Retrieval Failure	725 Relevant info exists but is not retrieved when needed.
726 Reflection	727 Progress Misassessment	728 Incorrectly evaluates progress (too optimistic, too pessimistic, or misses completion).
729 Reflection	730 Outcome Misinterpretation	731 Executes an action but misreads the immediate result or environment feedback.
732 Reflection	733 Causal Misattribution	734 Correctly notes failure but blames the wrong cause, misguiding subsequent plans.
735 Reflection	736 Hallucination	737 Reflects on events/results that never occurred.
738 Planning	739 Constraint Ignorance	740 Ignores limits (time, budget, space, etc.) when forming plans.
741 Planning	742 Impossible Action	743 Plans a step that is physically/logically impossible given current preconditions.
744 Planning	745 Inefficient Planning	746 Plan is overly long or illogical; wastes steps and risks hitting limits.
747 Action	748 Planning–Action Disconnect	749 Chosen actions do not align with the stated plan intent.
749 Action	750 Format Error	751 Produces syntactically invalid actions.
750 Action	751 Parameter Error	752 Generates unreasonable or malformed parameters.
751 System	752 Step Limit Exhaustion	753 Fails due to reaching the maximum step cap despite reasonable behavior.
752 System	753 Tool Execution Error	754 External tool/API misbehaves or errors, causing downstream failures.
753 System	754 LLM Limit	755 Fails due to API/model constraints (e.g., timeouts, token limits).
754 System	755 Environment Error	756 Simulator/environment breaks expected rules (bug/crash/network), not agent's fault.

Table 2: *AgentErrorTaxonomy* Definitions

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756 A.3 AGENTDEBUG EXAMPLE

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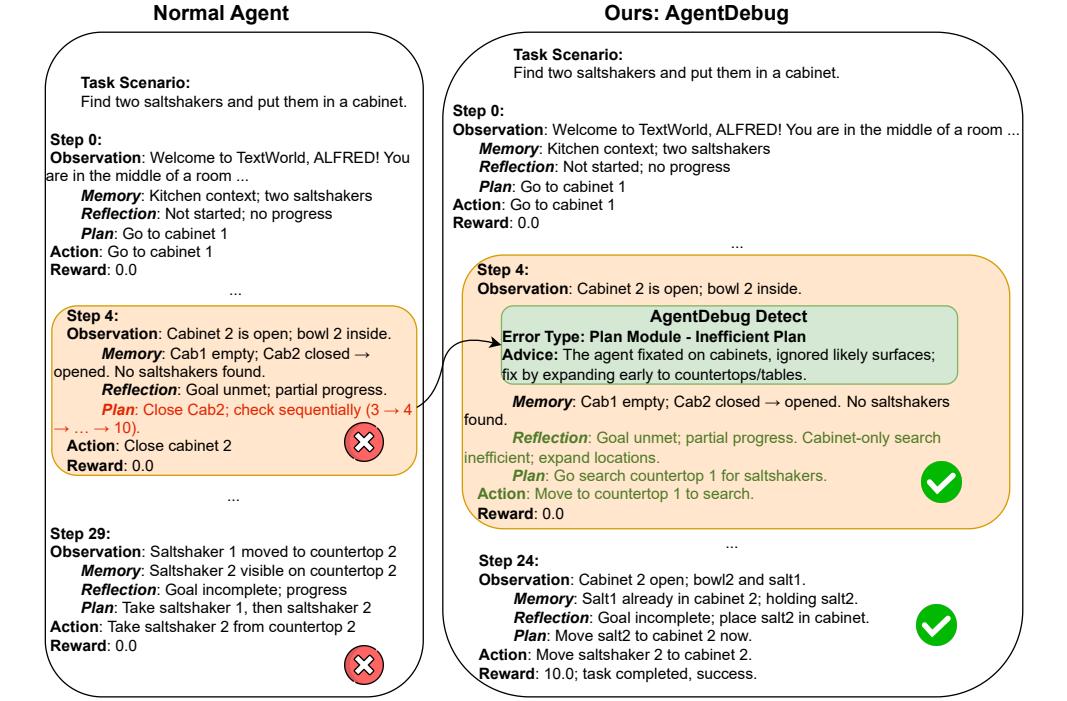


Figure 10: **AgentDebug example on ALFWorld:** Comparison between a normal agent (left) and our method AgentDebug (right). AgentDebug successfully pinpoints the critical error in the *Plan* module (inefficient cabinet-only search) and provides actionable feedback (expand to countertops/tables). This guidance allows the agent to recover from failure and complete the task successfully.

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A.4 FAILURE ANALYSIS ACROSS REPRESENTATIVE LLMs AGENT BENCHMARKS

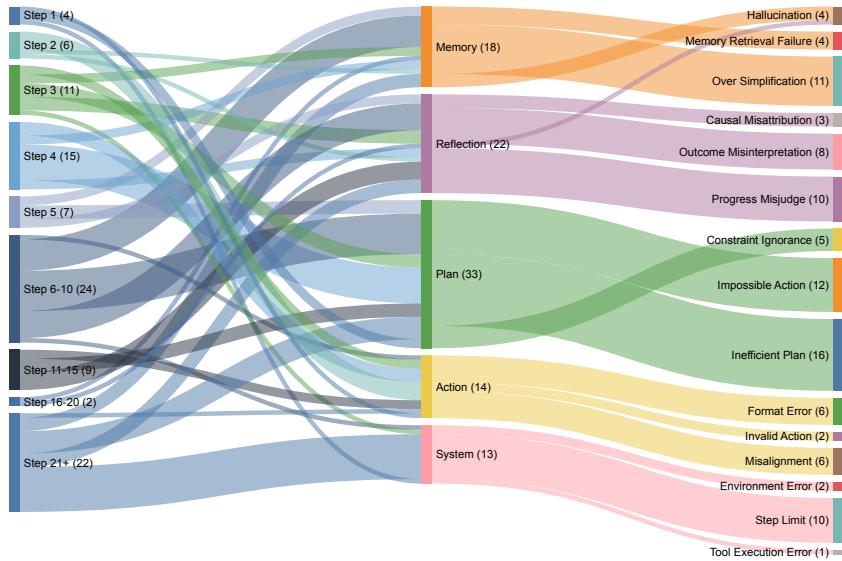


Figure 11: Distribution of failure cases in LLM agents on the Alfworld benchmark.

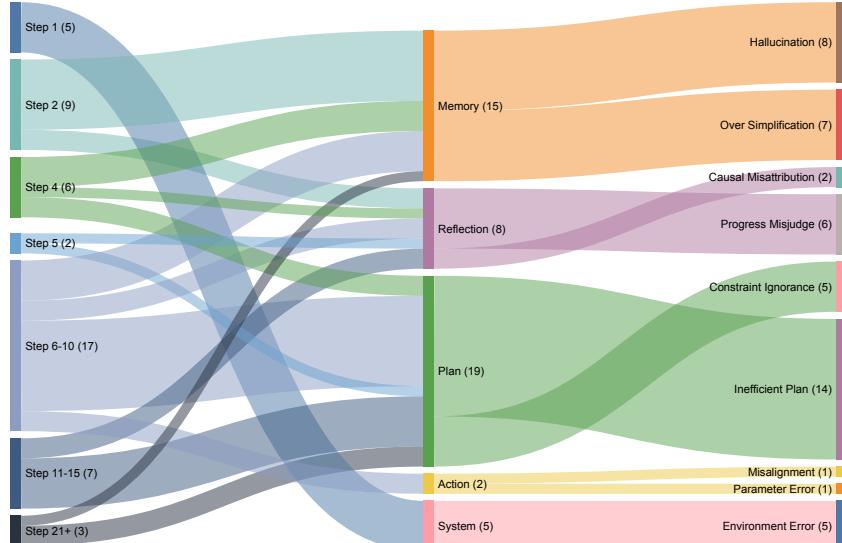


Figure 12: Distribution of failure cases in LLM agents on the Webshop benchmark.

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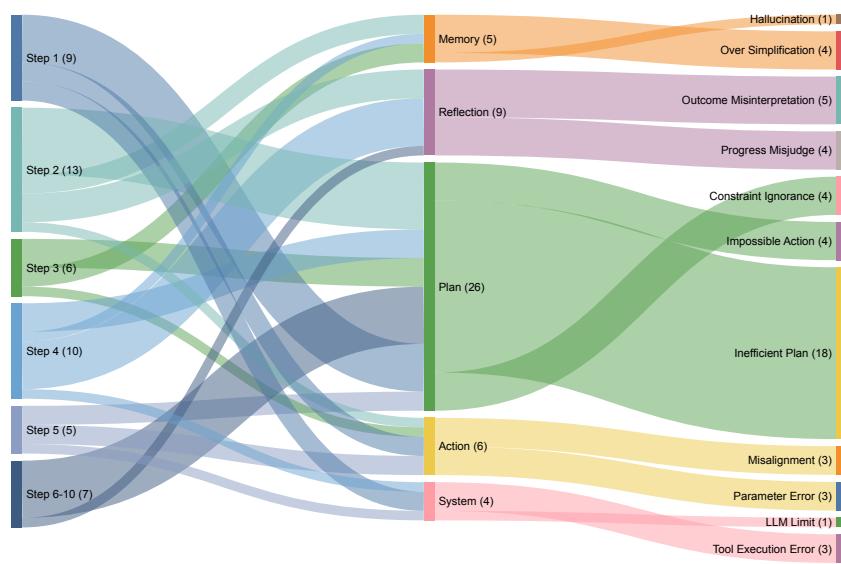


Figure 13: Distribution of failure cases in LLM agents on the GAIA benchmark.

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A.5 PROMPT

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Detector Prompt

Prompt Overview: Detect whether a specific module output (Memory, Reflection, Planning, Action, System) contains a defined error, and justify the decision with evidence and reasoning.

Prompt Content (Verbatim):

You are an expert at detecting errors in agent trajectories.

TASK: {task_description}
ENVIRONMENT: {environment}
CURRENT STEP: {step_num}

INPUT AND CONTEXT:
{context}

MODULE TO ANALYZE: {module_name}
MODULE OUTPUT (What the agent produced for this module):
{module_content if module_content else "No content found for this module"}

ENVIRONMENT RESPONSE AFTER THIS STEP:
{env_response if env_response else "No response"}

{error_definitions}

Based on the SPECIFIC error definitions provided above:

1. Identify if there is an error in this module by checking if the output matches any error definition
2. If yes, specify which exact error type based on the definitions
3. Provide evidence from the content that directly relates to the definition
4. Explain your reasoning showing how it matches the specific definition criteria

SPECIAL RULES:

- The "Current Step Input" contains the full user message including conversation history
- Evaluation criteria for each module:
 - * Memory: Should correctly summarize/recall from the current step input only
 - * Reflection: Should correctly reflect based on current input + this step's Memory output
 - * Planning: Should plan reasonably based on current input + this step's Memory & Reflection outputs
 - * Action: Should execute correctly based on current input + this step's Planning output
- Each module builds on previous modules' outputs FROM THE SAME STEP
- System errors (step_limit, tool_execution_error, etc.) should be identified separately

REQUIRED OUTPUT FORMAT (JSON):

```
{  
  "error_detected": true/false,  
  "error_type": "specific_error_type or no_error",  
  "evidence": "Quote or description from module content supporting  
  the detection",  
  "reasoning": "Explanation of why this is (or isn't) an error based  
  on the definition"  
}
```

Be precise and base your detection on the actual content and error definitions.

Figure 14: **Detector Prompt** used to identify specific error types with evidence and reasoning, returning a strict JSON schema.

AgentDebug Prompt

Prompt Overview: Identify the earliest root-cause error that made success impossible and provide iterative follow-up guidance. Produces a structured JSON report of the critical step, module, error type, evidence, root cause, and cascading effects.

Prompt Content (Verbatim):

You are an expert at identifying critical failure points in agent trajectories and providing high-priority, iterative follow-up instructions that MUST be followed across all subsequent steps.\n

TASK: {task_description}\n

RESULT: FAILED\n\n

DEBUG ITERATION CONTEXT:

- Current debug attempt index: {attempt_index}
- Previously issued follow-up instructions:\n

STEP-BY-STEP ERROR ANALYSIS:\n{all_steps}\n

ERROR DEFINITIONS:\n{error_reference}\n\n

Your job is to identify the CRITICAL ERROR - the earliest and most important error that led to task failure, and produce an iterative follow-up instruction that will help avoid similar mistakes in future attempts.\n\n

CRITICAL ERROR IDENTIFICATION APPROACH:\n You must take a HOLISTIC, GLOBAL perspective to identify the true root cause of failure.

Do NOT rely on any predetermined severity weights or rankings\n

ANALYSIS GUIDELINES:

1. Consider the ENTIRE trajectory from a global perspective - understand the task goal and how the agent's path diverged from success
2. Find the EARLIEST point where the agent made a decision or error that set it on an irreversible path to failure
3. Early exploration steps (steps 1-3) are often normal and should NOT be marked as critical unless there's a clear, fundamental error
4. An error is critical if:
 - It represents the ROOT CAUSE that made task success impossible
 - It caused a cascade of subsequent errors
 - The trajectory could have succeeded if THIS specific error had not occurred
 - IMPORTANT: Correcting this specific error would fundamentally change the trajectory toward success
5. Focus on causal chains - trace backwards from the failure to find the origin point
6. IMPORTANT: Step 1 only has planning and action modules - no memory or reflection is possible at step 1 since there's no history yet
 - Do NOT mark step 1 memory/reflection as critical errors
 - Early steps without memory/reflection modules are expected
7. Consider System and Others categories as potential critical errors:
 - System errors (step_limit, tool_execution_error, llm_limit, environment_error) may also be the true cause of failure
 - For example, if the agent was performing correctly but hit step_limit, that IS the critical error
 - Others category captures unusual failures not covered by standard error types\n

Identify the TRUE ROOT CAUSE that made the task unrecoverable.\n

REQUIRED OUTPUT FORMAT (JSON):\n{

- "critical_step": <step_number>,
- "critical_module": "<module_name: memory|reflection|planning|action|system|others>",
- "error_type": "<specific_error_type_from_definitions>",
- "root_cause": "Concise description of the fundamental problem",
- "evidence": "Specific quote or observation from trajectory supporting this identification",
- "correction_guidance": "Actionable advice for the agent to avoid the same mistake in that step",
- "cascading_effects": [{"step": <step_number>, "impact": "description"}]}

Figure 15: **AgentDebug Prompt** used to locate the root cause of task failure and issue structured correction guidance.

Baseline Prompts

Prompt Overview: Prompts used as baselines, including Tree-of-Thought (ToT) value scoring and proposal, a vanilla debug template, and a Self-Refine feedback prompt.

Prompt Content (Verbatim):

1. Prompts for TOT value prompt

```

1080    base_prompt = (
1081        f"You are evaluating candidate NEXT actions for an agent in
1082        {self.env_type}.\n"
1083        f"Rate how promising each action is for achieving the goal from the
1084        CURRENT state.\n"
1085        f"{history_section}Current observation:\n{obs}\n\n"
1086        f"Candidates (JSON list): {cand_json}\n\n"
1087        f"Scoring rubric (strict):\n"
1088        "- Use the FULL 0.0{1.0 range. Do NOT give all 1.0 or all equal
1089        scores.\n"
1090        "- 0.9{1.0: Directly and obviously advances the goal with minimal
1091        risk.\n"
1092        "- 0.7{0.9: Strongly promising next step.\n"
1093        "- 0.4{0.7: Plausible but uncertain; depends on missing
1094        preconditions.\n"
1095        "- 0.2{0.4: Weak progress or likely redundant.\n"
1096        "- 0.0{0.2: Invalid, circular, or contradicts recent
1097        history/admissible options.\n"
1098        "- Penalize repeating the same action that just failed, no-ops,
1099        or irrelevant moves.\n"
1100        "Return ONLY a JSON array of floats, aligned to input order, length
1101        equals number of candidates.")
1102    Propose prompt: prompt = (
1103        f"You are choosing the agent's next action in {env_type}.\n"
1104        f"{history_desc}Current observation:\n{obs}\n\n"
1105        f"Propose up to {k} different, concrete next actions the agent
1106        could take next.\n"
1107        f"Each proposal must be a single executable action string in the
1108        exact format expected by the environment.\n"
1109        f"Avoid repeating ineffective or redundant actions from the
1110        history above.\n"
1111        f"Return only a JSON list of strings, no extra
1112        text.{diversity_desc}")
```
2. Prompts for vanilla debug

```

1113    PROMPT_TEMPLATE = ( "Trajectory :\n{trajectory}\n\n"
1114        "Your task:\n"
1115        "1. Identify the earliest step whose action, plan, reflection, or
1116        memory directly leads the agent off track or repeats ineffective
1117        behaviour.\n"
1118        "2. Reference that exact step number (0-based) as shown in the
1119        trajectory. Do not shift to later steps of that error.\n"
1120        "3. Explain why the chosen step is wrong, citing relevant
1121        observation/action details.\n"
1122        "4. Suggest a concrete alternative for that same step that would
1123        move the agent toward success
1124        (e.g., a specific action to take instead).\n\n"
1125        "Respond strictly in the following format (single spaces around
1126        colons, no extra text):\n"
1127        "step: <number>\n"
1128        "reason: <one concise, specific sentence>\n"
1129        "suggestion: <one actionable suggestion for that step>\n")
1130
1131    PROMPT_TEMPLATE = ( "Current result: {trajectory}\n\n"
1132        "Why is this trajectory not finished the task?\n\n" "Feedback:")
```
3. Prompts for Self-Refine

Figure 16: **Baseline Prompts.** Includes Tree-of-Thought value and proposal prompts, a vanilla debug template for earliest error localization, and a Self-Refine feedback prompt.

Environment Rollout Prompt - ALFWorld

1134 **Prompt Overview:** This is the environment rollout prompt for ALFWorld.

1135 **Prompt Content (Verbatim):**

1136

```
1137 ALFWORLD_TEMPLATE_NO_HIS = """
1138 You are an expert agent operating in the ALFRED Embodied Environment.
1139 Your task is: {task_description}
1140 Your current observation is: {current_observation}
1141 Your admissible actions of the current situation are:
1142 {admissible_actions}.\n
1143 Please begin by analyzing the situation and planning your approach:\n
1144 <plan>\n Plan the next step:
1145 - Given what I've learned, what should I do next?
1146 - Please explain why this plan is helpful for the next action?
1147 - What do I expect this action to achieve?\n</plan>\n
1148 <action>\n
1149 Finally, choose ONE admissible action for the current step and choose
1150 it within {admissible_actions}. \n</action>
1151 """
1152
1153 ALFWORLD_TEMPLATE = """ You are an expert agent operating in the ALFRED
1154 Embodied Environment. Your task is to: {task_description} Prior to
1155 this step, you have already taken {step_count} step(s). Below are
1156 the most recent {history_length} observaitons and the corresponding
1157 actions you took: {action_history} You are now at step {current_step}
1158 and your current observation is: {current_observation} Your admissible
1159 actions of the current situation are: {admissible_actions}.\n
1160 Now it's your turn to take an action.\n
1161 You should first recall relevant past experiences and reason from our
1162 conversation history, then MUST summarize within <memory> </memory>
1163 tags like this:\n
1164 <memory> \n
1165 Look at the past observations and actions from our conversation history.
1166 - Please retrieve the most relavent memory for this step including the
1167 relevant observation and action in a RAG style along with step number.
1168 - These memory shall be helpful milestones to solve this task.</memory>
1169
1170 After that, you should reflect on the last action and its outcome,
1171 then MUST summarize within <reflection> </reflection> tags like this:
1172
1173 <reflection>
1174 Reflect on the last action and its outcome
1175 - Did I complete the task goal?
1176 - Was last action successful or did it encounter issues?
1177 - Am I making progress toward the task goal?
1178 - If the action did not go as expected and did not result in progress,
1179 provide constructive feedback to guide the next planning step.
1180 </reflection>
1181
1182 After that, you should plan next step based on memory and reflection,
1183 then MUST summarize within <plan> </plan> tags like this:
1184
1185 <plan>
1186 Plan the next step based on memory and reflection
1187 - Given what I've learned, what should I do next?
1188 - Please explain why this plan is helpful for the next action?
1189 - What do I expect this action to achieve?
1190 </plan>
1191
1192 <action>
1193 Finally, choose ONE admissible action for the current step and choose it
1194 within {admissible_actions}.
1195 </action>
1196 """
1197
1198
```

Figure 17: **Environment Rollout Prompt** used for ALFWorld.

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 1189 **Environment Rollout Prompt - Webshop**
 1190 **Prompt Overview:** This is the environment rollout prompt for Webshop.
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 1192 **Prompt Content (Verbatim):**
 1193 WEBSHOP_TEMPLATE_NO_HIS = """
 1194 You are an expert agent operating in the WebShop e-commerce environment.
 1195 Your task is: {task_description}
 1196 Your current observation is: {current_observation}
 1197 Your admissible actions of the current situation are:
 1198 {available_actions}.\n
 1199 Please begin by analyzing the situation and planning your approach:
 1200
 1201 <plan> Plan the next step:
 1202 - Given what I've learned, what should I do next?
 1203 - Please explain why this plan is helpful for the next action?
 1204 - What do I expect this action to achieve? </plan>
 1205
 1206 <action> Finally, choose ONE admissible action for the current step and
 1207 choose it within {available_actions}. </action>
 1208 """
 1209
 1210 WEBSHOP_TEMPLATE = """
 1211 You are an expert agent operating in the WebShop e-commerce environment.
 1212 Your task is to: {task_description}
 1213 Prior to this step, you have already taken {step_count} step(s). Below
 1214 is a compact summary of all steps: {action_history}
 1215 You are now at step {current_step} and your current observation is:
 1216 {current_observation}
 1217 Your admissible actions of the current situation are:
 1218 {available_actions}.\n 1219 Now it's your turn to take an action.
 1220
 1221 You should first recall relevant past experience and reason from the
 1222 history context, then MUST summarize within <memory> </memory> tags
 1223 like this: <memory> Look at the history context above.
 1224 - Please retrieve the most relevant memory for this step including the
 1225 relevant observation and action in a RAG style along with step number.
 1226 - These memory should be helpful milestones to solve this task.</memory>
 1227
 1228 After that, you should reflect on the last action and its outcome, then
 1229 MUST summarize within <reflection> </reflection> tags like this:
 1230
 1231 <reflection> Reflect on the last action and its outcome
 1232 - Did I complete the task goal?
 1233 - Was last action successful or did it encounter issues?
 1234 - Am I making progress toward the task goal?
 1235 - If the action did not go as expected and did not result in progress,
 1236 provide constructive feedback to guide the next planning step.
 1237 </reflection>
 1238
 1239 After that, you should plan the next step based on memory and
 1240 reflection, then MUST summarize within <plan> </plan> tags like this:
 1241
 1242 <plan> Plan the next step based on memory and reflection
 1243 - Given what I've learned, what should I do next?
 1244 - Please explain why this plan is helpful for the next action?
 1245 - What do I expect this action to achieve? </plan>
 1246
 1247 <action> Finally, choose ONE admissible action for the current step and
 1248 choose it within {available_actions}. </action>
 1249 """

Figure 18: **Environment Rollout Prompt** used for Webshop.

Environment Rollout Prompt - GAIA

1242 **Prompt Overview:** This is the environment rollout prompt for GAIA.

1243

1244 **Prompt Content (Verbatim):**

1245 TOOL_USE_TEMPLATE_NO_HIS = """

1246 You are an expert research assistant capable of using various tools to

1247 gather information and solve complex problems.\nTask: {task_description}

1248 Available Tools: {available_tools}\n Current Observation:

1249 {current_observation}\n Instructions:

1250 1. Analyze the task and determine what information you need

1251 2. Use available tools to gather information when needed

1252 3. Reason through the information step by step

1253 4. When you have sufficient information, provide your final answer

1254 in <answer></answer> tags\n Format for tool usage:\n <action> tool:

1255 [tool_name] parameters: {{\"param1\": \"value1\", \"param2\": \"value2\"}}

1256 </action>\n Now it's your turn to take an action. You shall first reason

1257 step-by-step about the current situation. This reasoning process MUST be

1258 enclosed within <plan></plan> tags. Once you've finished your reasoning,

1259 you should either use a tool or provide your final answer within

1260 <answer> </answer> tags.\n """\n TOOL_USE_TEMPLATE_LAST_STEP = """

1261 You are an expert research assistant capable of using various tools to

1262 gather information and solve complex problems.\n Task:

1263 {task_description}\n Prior to this step, you have already taken

1264 {step_count} step(s). Below are the full {history_length} observations

1265 and the corresponding actions you took: {action_history}\n

1266 You are now at step {current_step} and this is the final step.

1267 Current Observation: {current_observation}

1268 You must provide your final answer within <answer> </answer> tags.

1269 Even if the evidence is incomplete, infer the most plausible answer.

1270 Never respond with "unknown", "cannot determine", or similar phrases."""

1271 TOOL_USE_TEMPLATE = """ You are an expert research assistant capable of

1272 using various tools to gather information and solve complex problems.\n

1273 Task: {task_description}\n Prior to this step, you have already taken

1274 {step_count} step(s). Below are the most recent {history_length}

1275 observations and the corresponding actions you took: {action_history}\n

1276 You are now at step {current_step}. Current Observation:

1277 {current_observation}\n Available Tools:{available_tools}\n You should

1278 first recall relevant past experiences and reason from our conversation

1279 history, then MUST summarize within <memory_recall> </memory_recall>

1280 tags like this: <memory>

1281 Look at the past observations and actions from our conversation history.

1282 - Please retrieve the most relavent memory for this step including the

1283 relevant observation and action in a RAG style with the step number.

1284 - These memory should be helpful milestones to solve this task.</memory>

1285 After that, you should reflect on the last action and its outcome, then

1286 MUST summarize within <reflection> </reflection> tags like this:

1287 <reflection> Reflect on the last action and its outcome

1288 - Did I complete the task goal?

1289 - Was last action successful or did it encounter issues?

1290 - Am I making progress toward the task goal?

1291 - If the action did not go as expected and did not result in progress,

1292 provide feedback to guide the next planning step. </reflection>\n

1293 Given from the analysis from the memory and reflection, if we

1294 get the final answer,we should provide it within <answer></answer> tags.

1295 If we don't get the final answer, you should plan the next step based on

1296 memory and reflection, then MUST summarize within <plan> </plan> tags

1297 like this: <plan> Plan the next step based on memory and reflection

1298 - Given what I've learned, what should I do next?

1299 - Please explain why this plan is helpful for the next action?

1300 - What do I expect this action to achieve? </plan>\n

1301 Finally, choose ONE admissible action for the current step and present

1302 it within the <action> </action> tags. <action> action: [tool_name]

1303 parameters: {{\"param1\": \"value1\", \"param2\": \"value2\"}}</action> """

Figure 19: **Environment Rollout Prompt** used for Webshop.

1296 A.6 ERROR TYPES EXAMPLES
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1351	
1352	Error Type - Over Simplification
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1354	task type webshop
1355	task description Find me women's sweaters with relaxed fit, long sleeve with color: white, and size: xx-large, and price lower than 40.00 dollars
1356	
1357	critical failure module memory
1358	evidence Evidence: No previous steps are directly relevant to the current observation as this is step 2 and the first step was a search query without detailed navigation or selection of products. Reasoning: The memory module output oversimplifies the history by stating that 'No previous steps are directly relevant,' ignoring that the initial search query contained all of the task's complex constraints...
1359	
1360	critical step 2
1361	
1362	step trajectory
1363	
1364	observation: 'Back to Search' [SEP] 'Page 1 (Total results: 50)' [SEP]
1365	→ 'Next >' [SEP] 'B07DKGJR74' [SEP] 'Amazon Brand - Daily Ritual
1366	→ Women's 100% Cotton Oversized Fit V-Neck Pullover Sweater' [SEP]
1367	→ '\$20.66 to \$29.2' [SEP] 'B09KRLGSC5' [SEP] 'SweatyRocks Women's
1368	→ Oversized Sweater Crewneck Long Sleeve Knit Tops Pullover Jumper
1369	→ Tops' [SEP] '\$25.99' [SEP] 'B07MGB73NJ' [SEP] 'Viracy Women's Short
1370	→ Sleeve V-Neck Casual Flowy Tunic Shirt (M-3XL)' [SEP] '\$16.99 to
1371	→ \$26.99' [SEP] 'B09KP78G37' [SEP] 'Women Faux Fur Lined Jacket Coat
1372	→ Winter Warm Thick Fleece Outwear Zipper Plus Size Long
1373	→ Sleeve Plush Overcoat' [SEP] '\$47.41 to \$59.07' [SEP] 'B09QT2369P'
1374	→ [SEP] 'Stylish Women's Long Sleeve Sweatshirt Letters Printed Tops
1375	→ Casual Crewneck Solid Blouses Loose Fitting Soft Pullover' [SEP]
1376	→ '\$11.99 to \$14.99' [SEP] 'B09QGK5XHZ' [SEP] 'WENKOMG1 Men's Long
1377	→ Sleeve Undershirt with Mask Turtleneck Hooded T-Shirt Solid Color
1378	→ Workout Tops Zipper Side Slit Shirts Slim Fit Sweatshirt
1379	→ Spring/Summer Tee Shirts(Gray,' [SEP] '\$8.39' [SEP] 'B09Q67H373'
1380	→ [SEP] 'JSPOYOU 2022 Newly T-Shirt for Mens Funny 3D Graphics
1381	→ Pattern Crewneck Short Sleeve Tees Big and Tall Summer Casual Comfy
1382	→ Top' [SEP] '\$1.99 to \$8.99' [SEP] 'B09ND8P2QR' [SEP] 'InterestPrint
1383	→ Deer and Stars Men's Loungewear Pajama Sets - Long Sleeve Tee and
1384	→ Jogger Pant' [SEP] '\$43.59' [SEP] 'B09ND9DP7J' [SEP] 'InterestPrint
1385	→ Gold Horse Pattern Men's 2-Piece Sleepwear Set, Long Sleeve Shirt
1386	→ with Pants Loungewear'...
1387	memory: "No previous steps are directly relevant to the current
1388	→ observation as this is step 2 and the first step was a search query
1389	→ without detailed navigation or selection of products."
1390	reflection: "Reflecting on the last action:\n- The task goal of finding
1391	→ women's sweaters with specific criteria has not yet been
1392	→ completed.\n- The last action, a search, was successful in
1393	→ retrieving a list of potential products.\n- Progress toward the
1394	→ task goal is being made as we now have results to evaluate.\n- No
1395	→ issues were encountered, but further filtering or exploration is
1396	→ needed to find products matching all the criteria."
1397	plan: "Plan the next step based on memory and reflection:\n- The plan
1398	→ is to click on products that seem to match the search criteria to
1399	→ gather more details.\n- Clicking on 'B07DKGJR74' (Amazon Brand -
1400	→ Daily Ritual Women's 100% Cotton Oversized Fit V-Neck Pullover
1401	→ Sweater) will provide more information to confirm if it matches the
1402	→ desired color, size, and fit.\n- This step is helpful as it will
1403	→ help verify product details against the specified criteria.\n- I
	→ expect this action to either confirm a match or eliminate this
	→ product from consideration."
	action: "take soapbottle 2 from cabinet 4"

Figure 20: Error Type: Over Simplification

Error Type - Impossible Action		
1404	task type	alfworld
1405	task description	put two soapbar in toilet
1406	critical failure module	plan
1407	evidence	Task requires 'two soapbar', but at step 10 the plan proposes: 'take soapbottle 2 from cabinet 4 ...' Observation at step 10 lists only 'cloth 1' and 'soapbottle 2' in cabinet 4; no soapbar is present.
1408	critical step	10
1409	step trajectory	
1410	observation:	"You open the cabinet 4. The cabinet 4 is open. In it, you
1411		→ see a cloth 1, and a soapbottle 2.
1412	admissible_actions:	'close cabinet 3'\n'close cabinet 4'\n'examine
1413		→ cabinet 3'\n'examine cabinet 4'\n'go to cabinet 1'\n'go to
1414		→ cabinet 2'\n'go to countertop 1'\n'go to garbagecan 1'\n'go to
1415		→ handtowelholder 1'\n'go to sinkbasin 1'\n'go to sinkbasin 2'\n
1416		→ 'go to toilet 1'\n'go to toiletpaperhanger 1'\n'go to towelholder
1417		→ 1'\n'inventory'\n'look'\n'take cloth 1 from cabinet 4'\n'take
1418		→ soapbottle 2 from cabinet 4'.
1419	memory:	"Looking at the past observations and actions from our
1420		→ conversation history, a relevant memory for this step is from
1421		→ Observation 9 and Action 9. At step 9, the action was to 'open
1422		→ cabinet 4' because it was a potential location for soap bars and
1423		→ cabinets 1 through 3 had already been checked. This action resulted
1424		→ in Observation 10, where the cabinet 4 is open and contains a cloth
1425		→ 1 and a soapbottle 2. This is a helpful milestone because it
1426		→ indicates that cabinet 4 contains items that could be relevant to
1427		→ the task, but it does not contain soap bars as hoped. Instead, it
1428		→ contains a soapbottle, which might not be what we're looking for
1429		→ since the task specifies \"soapbar.\""
1430	reflection:	"Reflecting on the last action and its outcome, the task
1431		→ goal of putting two soap bars in the toilet has not been completed.
1432		→ The last action to 'open cabinet 4' was successful in the sense
1433		→ that it provided new information about the environment, but it did
1434		→ not directly contribute to achieving the task goal because it did
1435		→ not yield any soap bars. Progress toward the task goal is limited
1436		→ because the primary objective is to find and relocate soap bars,
1437		→ and so far, none have been found. Constructive feedback for the
1438		→ next planning step would be to consider locations that might more
1439		→ likely contain soap bars or to re-evaluate the items found for
1440		→ potential use or clues."
1441	plan:	"Planning the next step based on memory and reflection, given
1442		→ what's been learned, the next action should focus on examining the
1443		→ contents of cabinet 4 more closely or moving to a new location that
1444		→ could potentially contain soap bars. Since cabinet 4 is already
1445		→ open and its contents are known, examining it further might not
1446		→ yield additional useful information. However, before moving on,
1447		→ it's essential to consider if the soapbottle 2 could be used or if
1448		→ there's a way to obtain soap bars from the current location. A
1449		→ helpful next step would be to take the soapbottle 2 from cabinet 4,
1450		→ not because it directly achieves the task goal, but because it
1451		→ might provide a clue or an alternative solution, or simply to
1452		→ inventory the item for future reference. This action is helpful
1453		→ because it engages with the environment in a way that could
1454		→ potentially reveal more information or provide a resource that
1455		→ could be used creatively to achieve the task goal."
1456	action:	"take soapbottle 2 from cabinet 4"
1457		

Figure 21: Error Type: Impossible Action

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1459**Error Type - Constraint Ignorance**1460
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1463**task type** webshop1464
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1473**task description** Find me wash cold, machine wash men's shirts with polyester heathers, heathers cotton, cotton heather, needle sleeve, classic fit with color: navy, and fit type: women, and size: small, and price lower than 50.00 dollars1474
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1485**critical failure module** plan**evidence**

Evidence from step 1: 'Planning ignores the explicit fit type: women, size: small, and price lower than 50.00 dollars constraints in its summary of what it needs to search for, instead stating 'search for men's shirts that match specific criteria: fabric types (polyester heathers, heathers cotton, cotton heather), design features (needle sleeve, classic fit), color (navy), fit type (women), size (small), and a price below 50 dollars.' ... it lists all user constraints but does not acknowledge potential incompatibility or how to prioritize or filter for those constraints, especially given that 'fit type: women' is not standard for 'men's shirts.' This shows a lack of attention to task constraints and possible resource or logical conflicts, fitting constraint ignorance.'

critical step 1**step trajectory**

```
admissible_actions: 'search[<your query>]',\n'click[search]'\nplan: To find the desired product, I need to search for men's shirts\n    → that match specific criteria: fabric types (polyester heathers,\n    → heathers cotton, cotton heather), design features (needle sleeve,\n    → classic fit), color (navy), fit type (women), size (small), and a\n    → price below $50. The current observation allows me to perform a\n    → search query, which is necessary to locate products matching these\n    → specific attributes.\naction: search[\"men's shirts polyester heathers cotton cotton\n    → heather needle sleeve classic fit navy color women's fit small size\n    → under 50 dollars\"]
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1511Figure 22: **Error Type: Constraint Ignorance**

Error Type - Inefficient Plan	
1512	
1513	
1514	task type alffworld
1515	task description find two pencils and put them in drawer.
1516	critical failure module plan
1517	evidence At step 4, LLM chose the action 'look' despite already confirming there was only one pencil on the desk and knowing that the room contained multiple drawers and shelves likely to hold another pencil. This resulted in repeated 'Nothing happens' outcomes in subsequent steps.
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1521	critical step 4
1522	step trajectory
1523	observation: "You pick up the pencil 2 from the desk 1."
1524	
1525	admissible_actions: 'examine desk 1'\n 'examine pencil 2'\n 'go to bed
1526	→ 1'\n 'go to drawer 1'\n 'go to drawer 2'\n 'go to drawer 3'\n 'go
1527	→ to drawer 4'\n 'go to drawer 5'\n 'go to drawer 6'\n 'go to drawer
1528	→ 7'\n 'go to drawer 8'\n 'go to dresser 1'\n 'go to garbagecan 1'\n
1529	→ 'go to shelf 1'\n 'go to shelf 2'\n 'go to shelf 3'\n 'go to shelf
1530	→ 4'\n 'go to shelf 5'\n 'inventory'\n 'look'\n 'move pencil 2 to
1531	→ desk 1'
1532	memory: "Looking at the past observations and actions from our
1533	→ conversation history, the most relevant memory for this step is:
1534	→ '\nAt step 2, the observation was 'You arrive at desk 1. On the desk
1535	→ 1, you see a book 2, a cd 2, a creditcard 2, and a pencil 2.' and
1536	→ the action was 'take pencil 2 from desk 1'. This memory is helpful
1537	→ because it indicates that there is at least one pencil on the desk,
1538	→ and we have already taken it. Now, we need to find another pencil
1539	→ and put both pencils in a drawer."
1540	reflection: "Reflecting on the last action and its outcome, we can see
1541	→ that the last action 'take pencil 2 from desk 1' was successful,
1542	→ and we have picked up the pencil 2 from the desk 1. We have made
1543	→ progress toward the task goal, but we still need to find another
1544	→ pencil and put both pencils in a drawer. The task is not yet
1545	→ complete."
1546	plan: "Planning the next step based on memory and reflection, we should
1547	→ examine the desk 1 again to see if there is another pencil. This
1548	→ plan is helpful because it allows us to gather more information
1549	→ about the objects on the desk and potentially find the second
1550	→ pencil. We expect this action to achieve a better understanding of
1551	→ the objects on the desk and possibly find the second pencil."
1552	action: "examine desk 1"
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Figure 23: Error Type: Inefficient Plan

Error Type - Misalignment		
1566	task type GAIA	
1567	task description	
1568	critical failure module action	
1569	evidence Evidence: Plan: 'I will modify the approach to directly explore the Tropicos database or a reliable botanical taxonomy reference to find the Tropicos ID for the Order Helotiales.' Action: tool: wikipedia knowledge searcher parameters: "query": "Helotiales Tropicos ID"	
1570		
1571	critical step 3	
1572	step trajectory	
1573	observation: Tool 'google_search' executed.\nResult: [\n {\n \"title\": \"Untitled\", \n \"link\": \n \"https://www.tropicos.org/name/Search?name=Helodiaceae\", \n \"snippet\": \"\"\n }\n]	
1574		
1575	memory: "In step 1, I attempted to find the Tropicos ID for the Order Helotiales using a Google search, which resulted in a link that was not directly relevant.\n- In step 2, I used the Wikipedia knowledge searcher to find the Tropicos ID for Helotiales, but no results were found for the query."	
1576		
1577	reflection: "The last action did not yield the desired Tropicos ID for the Order Helotiales, as no results were found on Wikipedia. This indicates that Wikipedia might not have the specific identifier information needed, and it confirms the need to access more specialized or direct resources for taxonomic data. Although there has been no progress in finding the Tropicos ID, identifying the limitations of current methods is valuable for refining the search approach."	
1578		
1579	plan: "I will use the Google search tool again, but with a refined query to specifically target the Tropicos database or another authoritative botanical taxonomy site that might list the Tropicos ID for Helotiales. This plan is likely to be effective because it focuses on accessing specialized databases where the Tropicos ID is more likely to be documented. The goal of this action is to obtain the Tropicos ID so that I can proceed with calculating the ISBN-10 check digit."	
1580		
1581	action: "tool: google_search\nparameters: {\\"query\\": \"Helotiales Tropicos ID site:tropicos.org\", \\"num_results\\": 1}"	
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Error Type - Format Error	
1620	task type
1621	alfworld
1622	task description
1623	clean some plate and put it in shelf.
1624	critical failure module
1625	action
1626	evidence
1627	Step 15 has a non-empty plan but the recorded action is empty. Step 16 observation returns 'Nothing happens'. From Step 17 onward, admissible actions at the dining table never include 'take plate 1 ...', yet attempts persist.
1628	critical step
1629	15
1630	step trajectory
1631	observations: "On the diningtable 1, you see a apple 1, a bread 1, a
1632	→ butterknife 1, a cup 3, a fork 1, a houseplant 1, a knife 1, a
1633	→ lettuce 3, a lettuce 2, a peppershaker 2, a plate 2, a plate 1, a
1634	→ saltshaker 1, a soapbottle 2, a soapbottle 1, a spoon 2, a spoon 1,
1635	→ a winebottle 3, and a winebottle 2."
1636	admissible_actions: "'examine diningtable 1'\n 'examine dishponge 1'\n
1637	→ 'go to cabinet 1'\n 'go to cabinet 10'\n 'go to cabinet 11'\n 'go
1638	→ to cabinet 12'\n 'go to cabinet 13'\n 'go to cabinet 2'\n 'go to
1639	→ cabinet 3'\n 'go to cabinet 4'\n 'go to cabinet 5'\n 'go to cabinet
1640	→ 6'\n 'go to cabinet 7'\n 'go to cabinet 8'\n 'go to cabinet 9'\n
1641	→ 'go to coffeemachine 1'\n 'go to countertop 1'\n 'go to countertop
1642	→ 2'\n 'go to drawer 1'\n ..."
1643	memory: "Looking at the past observations and actions from our
1644	→ conversation history, a relevant memory for this step is from step
1645	→ 10, where the observation was \"You open the drawer 1. The drawer 1
1646	→ is open. In it, you see a dishponge 1.\\" and the action was \"take
1647	→ dishponge 1 from drawer 1\". This memory is helpful because it
1648	→ shows that the dishponge 1, which is likely needed for cleaning,
1649	→ has been retrieved and is now in the agent's possession. Another
1650	→ relevant memory is from step 14, where the observation was ..."
1651	reflection: "Reflecting on the last action and its outcome, the last
1652	→ action was \"examine diningtable 1\" and the outcome was that the
1653	→ agent observed the current state of the diningtable 1. The task
1654	→ goal is to clean some plate and put it in a shelf, and the last
1655	→ action did not directly contribute to completing this goal.
1656	→ However, it did provide information about the current state of the
1657	→ diningtable 1, which is necessary for planning the next step. The
1658	→ agent is making progress toward the task goal by gathering
1659	→ information, but the actual cleaning and putting away of the plate
1660	→ has not started yet. To make progress, the agent should use the
1661	→ dishponge 1 to clean a plate and then put it away in a shelf.",
1662	plan: "Planning the next step based on memory and reflection, the agent
1663	→ should use the dishponge 1 to clean a plate. Since the agent is
1664	→ currently at the diningtable 1 and there are plates present, the
1665	→ agent should take a plate from the diningtable 1 and clean it using
1666	→ the dishponge 1. After cleaning the plate, the agent can put it
1667	→ away in a shelf. This plan is helpful because it directly addresses
1668	→ the task goal and uses the information gathered from previous
1669	→ actions. The expected outcome of this action is that the agent will
1670	→ have a clean plate that can be put away in a shelf."
1671	action: "take plate 1 from diningtable 1."
1672	
1673	

Figure 25: Error Type: Format Error

Error Type - Progress Misjudge	
1674	task type alffworld
1675	task description put a clean bowl in shelf.
1676	critical failure module reflection
1677	evidence Step 16 reflection: 'This means that the task goal of putting a clean bowl in the shelf has been completed. The last action was successful, and progress was made toward the task goal. However, to confirm that the bowl is indeed in the shelf and the task is fully completed, further verification might be necessary.'
1678	
1679	critical step 16
1680	
1681	step trajectory
1682	
1683	observations: ""You move the bowl 1 to the shelf 1."
1684	
1685	admissible_actions: "'examine shelf 1'\n 'go to cabinet 1'\n 'go to
1686	→ cabinet 2'\n 'go to cabinet 3'\n 'go to cabinet 4'\n 'go to cabinet
1687	→ 5'\n 'go to cabinet 6'\n 'go to cabinet 7'\n 'go to cabinet 8'\n
1688	→ 'go to cabinet 9'\n 'go to coffeemachine 1'\n 'go to countertop
1689	→ 1'\n 'go to countertop 2'\n 'go to countertop 3'\n 'go to drawer
1690	→ 1'\n 'go to drawer 2'\n 'go to drawer 3'\n 'go to drawer 4'\n 'go
1691	→ to drawer 5'\n 'go to drawer 6'\n 'go to drawer 7'\n 'go to drawer
1692	→ 8'\n 'go to drawer 9'\n 'go to fridge 1'\n 'go to garbagecan 1'\n
1693	→ 'go to microwave 1'\n 'go to shelf 2'\n 'go to shelf 3'\n 'go to
1694	→ sinkbasin 1'\n 'go to stoveburner 1'\n 'go to stoveburner 2'\n 'go
1695	→ to stoveburner 3'\n 'go to stoveburner 4'\n 'go to toaster 1'\n
1696	→ 'inventory'\n 'look'\n 'take bowl 1 from shelf 1'."
1697	
1698	memory : "Looking at the past observations and actions from our
1699	→ conversation history, a relevant memory for this step is from Step
1700	→ 13 and Step 14. \nAt Step 13, the observation was: \"You arrive at
1701	→ countertop 1. On the countertop 1, you see a bowl 1, a butterknife
1702	→ 2, a butterknife 1, a dishponge 1, a fork 1, and a kettle 1. \n
1703	→ \nThe action taken was: \"take bowl 1 from countertop 1\". \nThen
1704	→ at Step 14, the observation was: \"You pick up the bowl 1 from the
1705	→ countertop 1.\" \nThe action taken was: \"go to shelf 1\". \nThis
1706	→ memory is helpful because it shows how the bowl was obtained and
1707	→ moved to the shelf, which is the goal of the task."
1708	
1709	reflection : "Reflecting on the last action and its outcome, the last
1710	→ action was to move the bowl 1 to the shelf 1. \nThe outcome was
1711	→ that the bowl was successfully moved to the shelf. \nThis means
1712	→ that the task goal of putting a clean bowl in the shelf has been
1713	→ completed. \nThe last action was successful, and progress was made
1714	→ toward the task goal. \nHowever, to confirm that the bowl is indeed
1715	→ in the shelf and the task is fully completed, further verification
1716	→ might be necessary.",
1717	
1718	plan : "Planning the next step based on memory and reflection, given
1719	→ what has been learned, the next action should be to verify that the
1720	→ bowl is indeed on the shelf. \nThis plan is helpful because it
1721	→ ensures that the task goal has been fully achieved and that there
1722	→ are no unexpected issues. \nThe expected outcome of this action is
1723	→ to confirm the presence of the bowl on the shelf, thereby
1724	→ confirming the completion of the task."
1725	
1726	action : "examine shelf 1."
1727	

Figure 26: Error Type: Progress Misjudge