

# Prompt Optimization for Large Language Models with Generalized Feedback via Semantic Centrality

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## Abstract

Optimizing prompts for large language models has emerged as a crucial technique for enhancing the output quality. Recent approaches exploit Monte Carlo tree search and error feedback to automate prompt engineering. However, error-feedback methods often lack mechanisms to incorporate diverse perspectives, making them prone to overfitting and limiting their generalization across various contexts. To cope with this problem, we propose a novel prompt optimization method that mitigates overfitting by dynamically restructuring model feedback through semantic centrality. Specifically, our method generates alternative responses for overly specific contexts for broader exploration and extracts condensed higher-level abstractions. Optimized prompts allow us to maintain conceptual robustness without excessive reliance on spurious correlations. Experimental results on nine diverse tasks demonstrate that our method outperforms existing prompt optimization techniques, achieving state-of-the-art generalization performance.

## 1 Introduction

Large language models (LLMs) have demonstrated versatility in various natural language processing (NLP) tasks (Sahoo et al., 2024; Brown et al., 2020; Bubeck et al., 2023), yet their performance remains highly sensitive to input prompt design (Chen et al., 2023; Zamfirescu-Pereira et al., 2023). A breakthrough in prompt optimization, Chain-of-Thought (CoT) prompting (Wei et al., 2022; Kojima et al., 2022), enhances the reasoning ability by structuring outputs into intermediate steps and explicitly modeling multi-step reasoning, improving tasks requiring logical deduction, arithmetic calculations, and commonsense reasoning (Sprague et al., 2024). However, CoT does not inherently ensure robustness, as it propagates errors from incorrect intermediate steps and struggles with generalization (Saba, 2023; Chu et al., 2024).

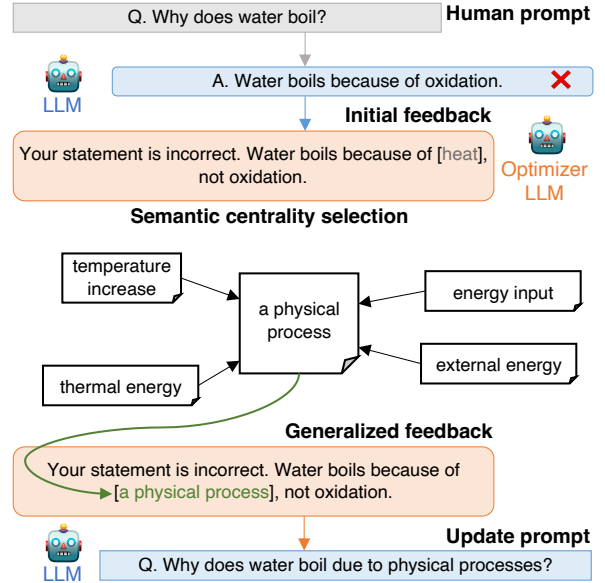


Figure 1: Overview of the proposed method of semantic centrality selection for optimizing LLM prompts. The incorrect response from the initial prompt is evaluated by an optimizer LLM, which provides specific feedback. The masking is applied to specific information (*heat*), generating multiple semantic candidates. The most broadly applicable concept (*a physical process*) is selected, leading to a more generalized feedback statement. Finally, the prompt is updated to reflect the generalized feedback.

Building upon the limitations of manual prompt crafting and CoT’s reliance on carefully designed exemplars, researchers have turned to automated prompt optimization methods. An approach, Automatic Prompt Engineer (APE) (Zhou et al., 2022), formulates prompt generation as a black-box optimization problem guided by LLMs, employing iterative search and selection for high-quality prompts. Similarly, PromptAgent (Wang et al., 2023b) integrates error-feedback-based strategic planning with Monte Carlo tree search (MCTS) (Kocsis and Szepesvári, 2006), treating prompt optimization as a dynamic decision-making process where LLMs

iteratively refine and evaluate prompts.

Although these methods reduce human intervention and enhance effectiveness, they remain susceptible to overfitting, reinforcing task-specific biases (Xu et al., 2024), failing to generalize beyond LLM-derived error feedback (Wang et al., 2023a), and narrowing exploration. Overfitting occurs when a model becomes excessively tuned to specific prompts, reducing its adaptability to novel queries (Giray, 2023). When this is repeated, the model reinforces these biased contexts, further deteriorating performance over successive steps.

To overcome these challenges, we propose a simple yet effective method of selecting semantic centrality<sup>1</sup> that dynamically rephrases model feedback to extract more generalizable core concepts, as illustrated in Figure 1. Our method masks overly specific segments in the optimizer LLM’s feedback, generates multiple alternative responses, and distills recurring key concepts that remain stable across variations into the base LLM. Then, the base LLM that receives generalized feedback applies a broader concept to new prompts. Extensive empirical evaluation shows that the proposed method achieves superior generalization performance on nine diverse tasks, including popular reasoning and classification tasks.

## 2 Feedback Generalization

Our method is based on error-feedback-based planning with MCTS, similar to PromptAgent that is publicly available<sup>2</sup>. We utilize MCTS, iteratively searching for prompts through selection, expansion, simulation, and back-propagation. In selection, we follow the UCT algorithm (Kocsis and Szepesvári, 2006) to balance exploration and exploitation. In expansion, the optimizer LLM generates feedback (actions) and the base LLM generates new different prompts (states) (Wang et al., 2023b). These undergo simulation, where a reward function evaluates their effectiveness, and the results are propagated backward in back-propagation to prioritize high-reward paths.

### 2.1 Semantic Rewording

Algorithm 1 shows the action process of the proposed method. Our action process begins with a specialized prompt template  $\mathcal{T}$ , which incorporates the initial prompt  $\mathcal{P}$ . Specifically, this template

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#### Algorithm 1 Semantic Centrality Selection

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**Require:** Prompt template:  $\mathcal{T}$ , Optimizer LLM:

$\mathcal{O}$ , Embedding model:  $g$

- 1: Generate  $(\mathcal{F}, \mathcal{C}, \mathcal{C}') \leftarrow \mathcal{O}(\mathcal{T})$
- 2:  $\mathcal{S} \leftarrow \emptyset$
- 3: **for**  $i \leftarrow 1$  to  $\mathcal{M}$  **do**
- 4:   **for** all  $c'_k \in \mathcal{C}'_i$  **do**
- 5:      $s \leftarrow \mathcal{F}$
- 6:      $s \leftarrow \text{replace } c_i \text{ in } s \text{ with } c'_k$
- 7:      $\mathcal{S} \leftarrow \mathcal{S} \cup s$
- 8:   **end for**
- 9: **end for**
- 10: Compute  $\mathbf{E} \leftarrow g(\mathcal{S})$
- 11: Compute  $I(s) = \sum_{s' \in \mathcal{S}} \langle \mathbf{e}_s, \mathbf{e}_{s'} \rangle$
- 12:  $F_g \leftarrow \arg \max_{s \in \mathcal{S}} I(s)$
- 13: **return**  $F_g$

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guides the optimizer LLM  $\mathcal{O}$  to identify exactly  $\mathcal{M}$  segments,  $\mathcal{C}$ , within  $\mathcal{P}$  that are too specific in the domain. Each identified segment  $c_i \in \mathcal{C}$  is then replaced with a unique placeholder token, denoted as  $[\text{MASK}_i]$  for  $i = 1, \dots, \mathcal{M}$ , and for each masked segment, the model generates precisely  $\mathcal{K}$  alternative candidate replacements, collectively represented as  $\mathcal{C}'_i = \{c'_1, c'_2, \dots, c'_K\} \subseteq \mathcal{C}'$ .

This process can be formalized as a transformation  $\mathcal{O} : \mathcal{T} \rightarrow (\mathcal{F}, \mathcal{C}, \mathcal{C}')$ , where the optimizer LLM  $\mathcal{O}$  generates the initial feedback text  $\mathcal{F}$  with the prompt template  $\mathcal{T}$ , masked placeholders  $\mathcal{M}$  and the corresponding candidate substitutions  $\mathcal{C}'$ , allowing a structured and systematic refinement of the original prompt (Madaan et al., 2023). It plays a crucial role in ensuring robustness and adaptability. Rather than relying on a single sentence, the incorporation of diverse alternatives allows for a more broader exploration of possible sentences.

### 2.2 Semantic Centrality-based Selection

After the candidate generation process, the semantic centrality selection strategy is employed to determine the most general and robust feedback. Let each candidate  $s \in \mathcal{S}$  be assigned to a vector embedding  $\mathbf{e}_s \in \mathbb{R}^d$  by a text embedding model  $g : \mathcal{S} \rightarrow \mathbb{R}^d$ . The similarity between two candidates  $s$  and  $s'$  is quantified by the inner product  $\langle \mathbf{e}_s, \mathbf{e}_{s'} \rangle$ . We then define a score  $I(s)$  for each candidate as following equation

$$I(s) = \sum_{s' \in \mathcal{S}} \langle \mathbf{e}_s, \mathbf{e}_{s'} \rangle. \quad (1)$$

<sup>1</sup>Our code will be available at <https://example.com/>.

<sup>2</sup><https://github.com/XinyuanWangCS/PromptAgent>.

Method	BIG-Bench tasks							General NLU tasks				Total Avg.
	Penguins	Geometry	Epistemic	Obj. Count.	Temporal	Causal Judge.	Avg.	Subj	TREC	CB	Avg.	
Human (ZS)	<b>98.73</b>	48.00	84.40	78.80	91.00	64.00	77.49	66.80	65.60	80.36	70.92	75.30
Human (FS)	97.47	41.50	80.60	49.40	93.40	58.00	70.06	<b>85.30</b>	75.20	<u>85.71</u>	<u>82.07</u>	74.06
CoT (ZS)	97.47	55.50	82.00	93.20	90.80	65.00	80.66	67.80	65.00	<b>87.50</b>	73.43	78.25
CoT	97.47	69.50	87.40	93.80	96.80	66.00	85.16	79.60	77.40	<u>85.71</u>	80.90	83.74
PromptAgent	<b>98.73</b>	<u>77.50</u>	<b>89.20</b>	<u>94.80</u>	<b>99.60</b>	<u>67.00</u>	<u>87.81</u>	73.90	<u>85.40</u>	82.14	80.48	<u>85.36</u>
Ours	<b>98.73</b>	<b>85.00</b>	<b>89.20</b>	<b>96.20</b>	<u>98.60</u>	<b>69.00</b>	<b>89.46</b>	<u>80.00</u>	<b>86.00</b>	82.14	<b>82.71</b>	<b>87.21</b>

Table 1: Comparison across BBH tasks and General NLU tasks. Test accuracy (%) is reported.

This score reflects the degree to which a given candidate represents the overall set in the embedding space. In practice, we compute the embedding matrix  $\mathbf{E} \in \mathbb{R}^{|\mathcal{S}| \times d}$ , where each row corresponds to an embedding  $\mathbf{e}_s$ , and then obtain  $I(s)$  by adding the rows of the matrix product  $\mathbf{E}\mathbf{E}^\top$ . The candidate feedback texts are ranked based on their scores, and we select the top-1 index as generalized feedback  $\mathcal{F}_g$ , marginalizing the others.

The score  $I(s)$  quantifies how central a candidate is within the overall distribution in the embedding space. Since semantically similar embeddings cluster together (Elekes et al., 2017), this score tends to prioritize candidates near the centroid of the distribution. A previous work (Saba, 2023) suggests that such central representations often correspond to higher-level abstractions, making them more generalizable. Consequently, this method reduces the reliance on domain-specific expressions and favors feedback that is more broadly applicable across diverse contexts.

### 3 Experiments

#### 3.1 Set-up

**Datasets.** The datasets are used to evaluate the effectiveness of prompt optimization on various reasoning and classification tasks from a subset of challenging BIG-Bench tasks (Suzgun et al., 2023; Srivastava et al., 2023) (Penguins in a table, Object Counting, Epistemic Reasoning, and Temporal Sequences) and general natural language understanding (NLU) tasks, i.e., Subjective (Pang and Lee, 2004), TREC (Voorhees and Tice, 2000), and CB (De Marneffe et al., 2019). Each dataset is divided into train, validation, and test sets. A detailed description of the datasets is reported in Appendix C.

**Baselines.** For baseline comparisons, we consider both human-crafted and automatically optimized prompts. The human prompt (ZS) and the few-shot version of human prompt (FS) (Suzgun

et al., 2023) baselines provide a reference for manually designed prompts, while CoT and zero-shot version of CoT (ZS) serve as strong reasoning-based baselines. Meanwhile, PromptAgent employs MCTS to automatically optimize prompts. These baselines ensure that we can rigorously evaluate whether our method outperforms both manual and automated prompt generation techniques across different types of problems.

**Implementation Details.** In the experiment, we use the same evaluation framework as PromptAgent, GPT-4o mini as the base LLM, GPT-4 turbo as the optimizer LLM, and the text embedding model  $g$  as text-embedding-3-large from OpenAI<sup>3</sup>. In all experiments, we set  $\mathcal{M}$  to 2 and  $\mathcal{K}$  to 50 for the purpose of computational efficiency. We set the temperature to 0.0 for the base LLM and 1.0 for the optimizer LLM. We set the number of iterations for MCTS to 12, adding 3 children of the leaf node to the tree, the maximum depth to 8, the minimum depth to 2, and the exploration weight to 2.5 for UCT Algorithm. We select the test accuracy based on the node with the highest reward, which is calculated on the validation set.

#### 3.2 Comparative Accuracy

Table 1 compares the proposed method with several baselines, including human baselines, CoT baselines, and PromptAgent, on both BBH and General NLU tasks. Specifically, on the six BBH tasks, our method achieves the highest average accuracy of 89.46%, surpassing PromptAgent’s 87.81%. In the three general NLU tasks, our method reaches an average of 82.71%, compared to 80.48% from PromptAgent. As a result, our method attains the highest total average of 87.21%. These results demonstrate that incorporating more generalized feedback to the base LLM can enhance both the specialized problem-solving abilities and the broader language understanding skills of LLM. This is particularly

<sup>3</sup><https://openai.com/>

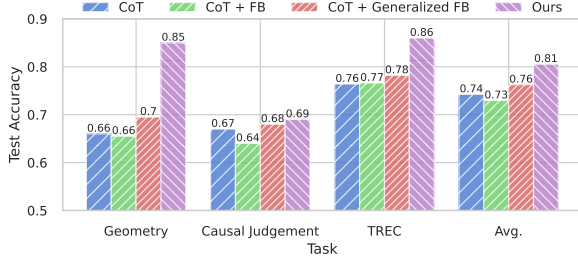


Figure 2: Comparison with different feedback strategies, highlighting the impact of our generalization method.

evident in tasks like Geometry, where our method outperforms other approaches by at least 7.5%p, allowing the base model to explore broader conceptual reasoning steps. This can be viewed as excessively specific feedback can constrain the model to a narrow line of thinking and hinder its ability to adapt to unexpected problem variations, thus reducing overall performance.

### 3.3 Generalization Ability

Figure 2 shows the effects of error feedback on model performance in CoT settings, focusing on the overfitting issue. While incorporating error feedback (CoT+FB) leads to overfitting and reduces performance, generalized feedback (CoT+Generalized FB) improves generalization, demonstrating significant performance boosts. The proposed method, which combines generalized feedback with MCTS, further enhances performance, leading to more consistent results. More details are reported in Appendix F.

### 3.4 Convergence Analysis

Figure 3 shows the performance trends in varying tree depths for Human, CoT, PromptAgent (Base), and the proposed method (Ours) in the task of Object Counting. The trajectories illustrate the evolution of average performance during both training (reward) and testing steps. As tree depth increases, ours consistently outperforms the base model, demonstrating superior generalization by effectively narrowing the gap between training and testing performance. Notably, ours not only achieves higher performance after full exploration, but also shows a better result over Human and CoT baselines even at earlier depths.

### 3.5 Cost Efficiency

Figure 4 compares our method with the baseline (PromptAgent) in terms of cost and test accuracy in various tasks. Despite incorporating an additional

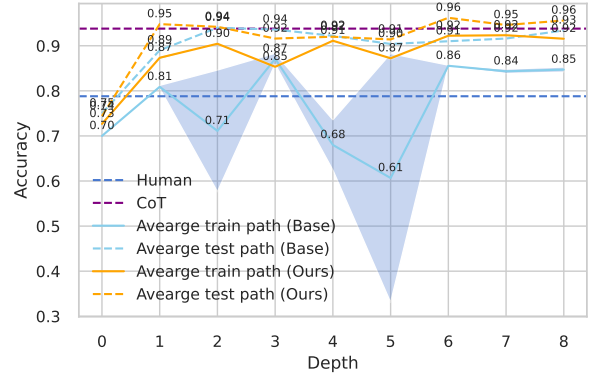


Figure 3: Convergence analysis of different methods based on tree depth in the task of Object Counting. Shaded regions indicate the variance.

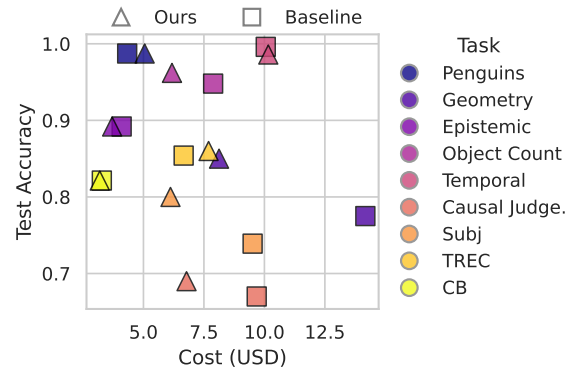


Figure 4: Cost analysis of our method (triangles) and the baseline (squares) in both cost and test accuracy. Each task is represented by different colors.

embedding model, ours achieves a lower average cost (6.34 USD vs 7.74 USD) while achieving a higher test accuracy, as reported in Table 1. This suggests that our method not only improves accuracy, but also reduces search costs more effectively. Furthermore, it indicates that our generalization has ability to condense contexts (Zhou et al., 2022).

## 4 Concluding Remarks

In this paper, we identify the risk of prompt overfitting in LLMs and emphasize the necessity of prompt generalization to achieve robust prompts. Furthermore, our findings show that properly generalizing the context can effectively mitigate the risk. Building on these findings, we propose a simple method called semantic centrality selection that restructures model feedback to extract general core concepts while reducing reliance on task-specific patterns. Through extensive experiments across nine tasks, our method demonstrates superior generalization while reducing cost.

## Limitations

While effective in the general tasks tested, its performance in specialized domains is still uncertain and may rather decrease. Moreover, our method can be computationally intensive, especially with many candidates. Furthermore, the use of another pre-trained model and additional algorithms raises concerns about increased computational costs. Our future work will focus on balancing generalization with the domain-specific details required in complex reasoning scenarios.

## Ethical Statement

We follow fundamental ethical principles to ensure responsible use of datasets while minimizing potential social harms. All datasets are sourced from publicly available materials and used in accordance with applicable privacy and copyright regulations.

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## A Reproducibility Statement

In all experiments, we used OpenAI’s API and acknowledge that the experimental results may vary depending on the knowledge cutoff of the models provided by OpenAI. The knowledge cutoff<sup>4</sup> for GPT-4o mini is October 2023, for GPT-4 Turbo is December 2023, and the text-embedding-3-small model was released in January 2024. Nevertheless, to ensure reproducibility, we provide our source code for public access<sup>5</sup>,

<sup>4</sup><https://platform.openai.com/docs/models>.

<sup>5</sup>Not during review.

the data split details in Table 2, exact input prompts in Table 3, 5, 6, and 7, and templates in Table 4. In addition, we manually set the seeds to 42 as the dataset loader incorporates some degree of randomness.

## B Computing Environment and License

All experiments were conducted on Ubuntu 22.10, with an Intel(R) Xeon(R) Gold 6326 CPU (2.90GHz) and NVIDIA A100 GPUs (80GB). The source code for this study is adapted from PromptAgent (licensed under Apache-2.0). All the datasets used in the experiments are publicly available.

## C Dataset Description

We use six tasks from Big-Bench<sup>6</sup> (Srivastava et al., 2023), and three common NLU tasks. The description of each task is as follows.

Task	Train	Val.	Test
Penguins in A Table	70	70	79
Geometry	150	150	200
Epistemic Reasoning	300	200	500
Object Counting	150	150	500
Temporal Sequences	150	150	500
Causal Judgement	90	90	100
Subjective	200	200	1000
TREC	200	200	500
CB	125	125	56

Table 2: The number of samples in the training, validation, and test data split.

**Big-Bench tasks.** The Penguins in A Table task presents a structured reasoning challenge in which models must answer questions based on a tabular representation of penguin attributes. Each row corresponds to an individual penguin, and attributes such as age, height, and weight are provided. It requires the model to extract relevant information from the table, perform numerical reasoning.

The Geometry task tests the model’s ability to recognize and classify geometric shapes based on their scalable vector graphics (SVG) paths. It contains a variety of simple and complex geometric figures, and the task demands an understanding of how sequences of drawing commands correspond to different shapes.

<sup>6</sup><https://github.com/google/BIG-bench>.

In the Epistemic Reasoning task, models must determine whether a given premise entails a hypothesis. It evaluates the model’s ability to recognize epistemic distinctions, such as differentiating between beliefs and factual statements. Some statements involve indirect inferences or degrees of uncertainty, making it necessary for the model to reason beyond simple surface-level text matching.

The Object Counting task focuses on numerical reasoning by presenting scenarios in which objects are grouped or described in varying ways. The challenge requires the model to correctly count items while accounting for linguistic ambiguities, such as plural forms, implicit quantities, and collectively referenced objects. It is particularly useful for assessing how well the models handle numeracy and aggregation.

The Temporal Sequences task assesses the model’s ability to understand and reason about chronological events. Given a sequence of activities, the model must infer when a particular event could have taken place. It involves constraints such as available time slots, activity durations, and event dependencies, which requires the model to accurately track and manipulate time-based information.

The Causal Judgment task evaluates the model’s understanding of causal relationships. Given a scenario, the model must determine whether an event was a direct result of a preceding action or simply correlated. It is particularly challenging, as it requires distinguishing between correlation and causation, as well as recognizing implicit intentions behind actions.

**General NLU.** The Subjective<sup>7</sup> (Pang and Lee, 2004) consists of text classification examples in which the model must determine whether a given sentence is subjective or objective. Subjectivity is typically marked by personal opinions, emotions, or qualitative judgments, whereas objectivity is associated with factual statements. The challenge involves correctly identifying linguistic cues that signal subjective interpretation without being misled by neutral descriptive language.

The TREC<sup>8</sup> task (Voorhees and Tice, 2000) is a well-established question classification benchmark. Given a natural language question, the model must categorize it into one of several predefined types, such as entity, abbreviation, location, or numeric

value. It tests the model’s ability to interpret the intent behind a question and align it with a structured taxonomy of possible responses.

The CB<sup>9</sup> task (De Marneffe et al., 2019) is designed for natural language inference, requiring models to determine whether a hypothesis is entailed, contradicted, or neutral concerning a given premise. It contains sentences with varying levels of implicit meaning, requiring careful semantic interpretation to distinguish between direct entailment, contradiction, and unrelated statements.

## D Human Prompts

We report the human prompts used in our experiments in Table 3. These prompts serve as the base input for prompt optimization, with additional task-specific prompts—covering task descriptions, questions, and answer formats—incorporated for each sample.

## E Feedback Template

The exact template used to generate feedback is reported in Table 4. We create the template considering the planning process with mini-batching. This template facilitates a structured approach to analyzing incorrect examples, identifying specific segments, and generating semantic replacements.

## F Details of Feedback Analysis

Figure 2 investigates the impact of different feedback mechanisms on the performance of the model within a few-shot CoT framework. Specifically, we evaluate the risk of overfitting induced by error feedback in models that take advantage of a few-shot CoT. The experimental setup compares several configurations: the baseline few-shot CoT (Table 5), a version with feedback integrated into the training process (CoT+FB, Table 6), a variation employing generalized feedback (CoT+Generalized FB, Table 7), and the proposed method which integrates generalized feedback with MCTS (Ours).

The comparison of Tables 5, 6, and 7 highlights key information on the role of feedback in prompting strategies. The baseline few-shot CoT (Table 5) follows a step-by-step reasoning approach, ensuring interpretability and logical breakdown. However, it lacks explicit feedback to guide error correction, making it susceptible to systematic errors.

<sup>7</sup><https://huggingface.co/datasets/SetFit/subj>.

<sup>8</sup><https://huggingface.co/datasets/CogComp/trec>.

<sup>9</sup>[https://huggingface.co/datasets/aps/super\\_glue](https://huggingface.co/datasets/aps/super_glue).

Task	Human prompt
Penguins in A Table	Answer questions about a table of penguins and their attributes.
Geometry	Name geometric shapes from their SVG paths.
Epistemic	Determine whether one sentence entails the next.
Object Count	Questions that involve enumerating objects of different types and asking the model to count them.
Temporal	Answer questions about which times certain events could have occurred.
Causal Judge.	Answer questions about causal attribution.
Subj	Given the text, choose between 'subjective' and 'objective'.
TREC	Tag the text according to the primary topic of the question. Choose from (A) Abbreviation, (B) Entity, (C) Description and abstract concept, (D) Human being, (E) Location, (F) Numeric value.
CB	Read carefully the following premise and hypothesis, and determine the relationship between them. Choose from 'contradiction', 'neutral' and 'entailment'.

Table 3: Human prompt used in the experiments.

Incorporating direct error feedback (CoT+FB, Table 6) improves interpretability by explicitly addressing common mistakes, as seen in the highlighted incorrect answers and explanations. Although this provides immediate correction, it risks overfitting the model to specific feedback patterns, as it tends to memorize corrections instead of developing a more generalized problem-solving strategy. This issue is evident in the experimental results, where CoT+FB performs less well compared to the standard CoT, with a lower average accuracy (0.8079 vs. 0.8344). The decline is especially noticeable in tasks requiring flexible reasoning, such as Geometry.

To mitigate this, the CoT+Generalized FB approach (Table 7) introduces a structured feedback mechanism that not only identifies errors but also generalizes the reasoning process by categorizing object types explicitly. This method reinforces filtering and classification skills, improving generalization in various tasks. As a result, it outperforms CoT+FB with an average accuracy of 0.8304, demonstrating a stronger ability to handle tasks that require adaptive problem-solving.

The proposed method, which integrates generalized feedback with MCTS, further enhances this approach by dynamically guiding the reasoning process and mitigating the risk of overfitting. Including MCTS facilitates a more robust exploration of reasoning paths, allowing for a balanced approach

between specific error correction and generalization. This results in superior performance across multiple domains, particularly in tasks that require abstraction and long-term dependencies.

In conclusion, the observed performance gains underscore the importance of designing feedback mechanisms that do not anchor the model to specific error cases. Generalized feedback, unlike error-specific feedback, promotes a more adaptable reasoning process, helping the model to improve its performance in tasks that require generalized logical thinking. By combining generalized feedback with MCTS, our method effectively guides the model towards more refined and contextually appropriate solutions, providing a path to more robust and scalable few-shot learning systems.

Section	Description
Purpose	I'm writing prompts for a language model designed to handle various scenarios in a general and robust way. This means the model must identify or construct a solid plan that leads to correct, plan-oriented answers.
Current prompt	Below is my current prompt: {cur_prompt}.
Issues	Despite aiming for a plan-based solution, this prompt fails to address the following examples correctly: {example_string}.
Analysis	<p>Please examine each incorrect example step by step.</p> <ul style="list-style-type: none"> <li>- Concentrate on how the existing plan (or lack thereof) leads to the wrong answer.</li> <li>- Pay special attention to any deficiencies in how the prompt organizes or outlines steps, rather than focusing on a single domain, version, or specific detail.</li> </ul>
Requirements	<p>Then, produce an integrated feedback that addresses these common plan-related issues collectively.</p> <p>Your feedback should highlight any overarching problems in the prompt's plan, propose corrections or improvements to that plan, and ensure that your advice remains sufficiently abstract and broadly applicable—avoid overly specific or domain-constrained details unless absolutely necessary for clarity.</p>
Masking process	<p>Next, identify exactly {mask_num} segments in your feedback that are too narrow, overly technical, or domain-specific.</p> <ul style="list-style-type: none"> <li>- Replace each identified sentence with a unique [MASK_n] placeholder (e.g. [MASK_1], [MASK_2], ...).</li> <li>- For each [MASK_n], propose {candidate_num} alternative candidates that broaden or generalize the concept, so the final plan remains applicable to a variety of scenarios.</li> </ul>
Key reminders	<ul style="list-style-type: none"> <li>- The goal is to understand the deeper, shared reasons for the planning failures and how to create a more robust plan overall.</li> <li>- The final feedback should be broadly applicable, rather than tailored to a single domain or overly specific detail.</li> <li>- The [MASK_n] replacements and candidate phrases should reflect more generalized or inclusive expressions.</li> </ul>
Output formatting	<p>Be sure that in the final feedback:</p> <ol style="list-style-type: none"> <li>1. You only have {mask_num} total [MASK_n] tokens.</li> <li>2. Each token has a different index (e.g., [MASK_1], [MASK_2], ... up to [MASK_{mask_num}]).</li> <li>3. You provide exactly {candidate_num} candidates for each [MASK_n].</li> </ol>
Example	<p>Feedback without [MASK]: [Your feedback in a single consolidated paragraph or set of paragraphs, before inserting any [MASK]].</p> <p>Feedback with [MASK]: [Your feedback text, but with the identified overly specific sentences replaced by [MASK_n]].</p> <p>Then, for each mask token, provide candidates in the form: &lt;START&gt;{Candidates_[MASK_1]:[candidate1, ..., candidate_num]}&lt;END&gt;.</p>

Table 4: Template for generating structured error feedback.

---

**Input**

---

Q: I have a blackberry, a clarinet, a nectarine, a plum, a strawberry, a banana, a flute, an orange, and a violin. How many fruits do I have?

A: Let's think step by step.

We first identify the fruits on the list and include their quantity in parentheses:

- blackberry (1)

- nectarine (1)

- plum (1)

- strawberry (1)

- banana (1)

- orange (1)

Now, let's add the numbers in parentheses:

$1 + 1 + 1 + 1 + 1 + 1 = 6.$

The answer is 6.

Q: I have three oranges, a piano, an apple and two clarinet. How many musical instruments do I have?

---

**Output**

---

We first identify the musical instruments in the list:

- piano (1)

- clarinet (2)

Now, let's add the numbers:

$1 + 2 = 3.$

The answer is 3.

---

Table 5: Baseline few-shot chain-of-thought prompting (CoT). This setting provides step-by-step reasoning without error feedback, ensuring clear logic flow. The context, highlighted in blue, structured thought decomposition, emphasizing the identification and categorization of relevant objects.

---

**Input**

---

Q: I have a blackberry, a clarinet, a nectarine, a plum, a strawberry, a banana, a flute, an orange, and a violin. How many fruits do I have?

A: The most common wrong answer is 9.

The mistake occurs when people count all listed objects instead of **filtering out the non-fruits**.

Items such as "**clarinet**," "**flute**," and "**violin**" are not fruits and should not be included in the **total count**.

Let's think step by step.

We first identify the fruits on the list and include their quantity in parentheses:

- blackberry (1)

- nectarine (1)

- plum (1)

- strawberry (1)

- banana (1)

- orange (1)

Now, let's add the numbers in parentheses:

$1 + 1 + 1 + 1 + 1 + 1 = 6$ .

The answer is 6.

Q: I have three oranges, a piano, an apple and two clarinet. How many musical instruments do I have?

---

**Output**

---

We first **identify the fruits** on the list and include their quantity in parentheses:

- orange (3)

- apple (1)

Now, let's add the numbers in parentheses:

$3 + 1 = 4$ .

The answer is 4.

---

Table 6: Few-shot chain-of-thought prompting with error feedback (CoT+FB). This setting incorporates explicit error identification, as highlighted in red, allowing the model to recognize common mistakes. The cyan-colored context still emphasizes logical reasoning but may lead to overfitting by enforcing rigid feedback structures.

---

### Input

---

Q: I have a blackberry, a clarinet, a nectarine, a plum, a strawberry, a banana, a flute, an orange, and a violin. How many fruits do I have?

A: The most common wrong answer is 9 , the total number of items in the list.

Errors occur when people fail to differentiate between relevant and irrelevant objects.

It is important to filter out **objects that do not belong to the target category**.

Let's think step by step.

We first identify the fruits on the list and include their quantity in parentheses:

- blackberry (1)
- nectarine (1)
- plum (1)
- strawberry (1)
- banana (1)
- orange (1)

Now, let's add the numbers in parentheses:

$$1 + 1 + 1 + 1 + 1 + 1 = 6.$$

The answer is 6.

Q: I have three oranges, a piano, an apple and two clarinet. How many musical instruments do I have?

---

### Output

---

We first identify the **objects that belong to the target** on the list and include their quantity in parentheses:

- orange (3, not a musical instrument)
- piano (1, musical instrument)
- apple (1, not a musical instrument)
- clarinet (2, musical instruments)

Now, let's add the number of musical instruments:

$$1 \text{ (piano)} + 2 \text{ (clarinets)} = 3.$$

The answer is 3.

---

Table 7: Few-shot chain-of-thought prompting with generalized error feedback (CoT+Generalized FB). This setting refines error feedback by introducing a more structured approach, **highlighted in yellow**, which guide the model in differentiating between relevant and irrelevant objects. The structured feedback promotes better generalization and mitigates overfitting risks.