

## Imitation Learning

### Key Idea

Expert Demonstrations

Imitate the Expert

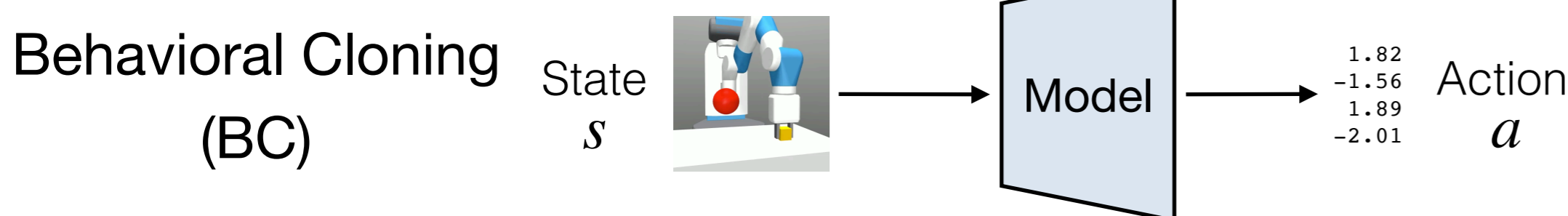
### Expert Demonstration

State and action sequences

$s_{1:n_1}^1$	$s_{1:n_1}^2$	$s_{1:n_1}^3$	$s_{1:n_1}^4$	$s_{1:n_1}^5$
7.34	-2.00	-1.47	4.98	4.68
-3.17	8.51	-1.07	-9.56	-1.41
2.06	-8.63	-1.88	6.92	9.85
3.18	3.61	3.04	-1.80	-1.73
⋮				
$s_{1:n_M}^1$	$s_{1:n_M}^2$	$s_{1:n_M}^3$	$s_{1:n_M}^4$	$s_{1:n_M}^5$
5.32	3.91	-1.64	-2.56	-5.31
2.59	6.38	-1.17	-2.50	-2.12
-2.40	-5.21	1.43	2.13	1.66
6.86	1.27	-1.61	-1.26	-1.24

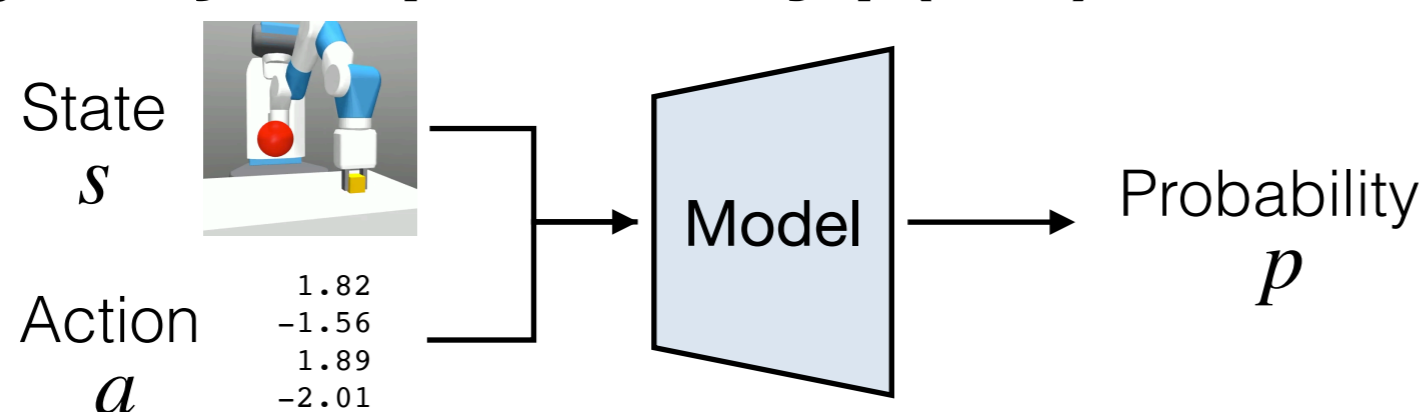
## Modeling Demonstrations

### Modeling the conditional probability $p(a|s)$

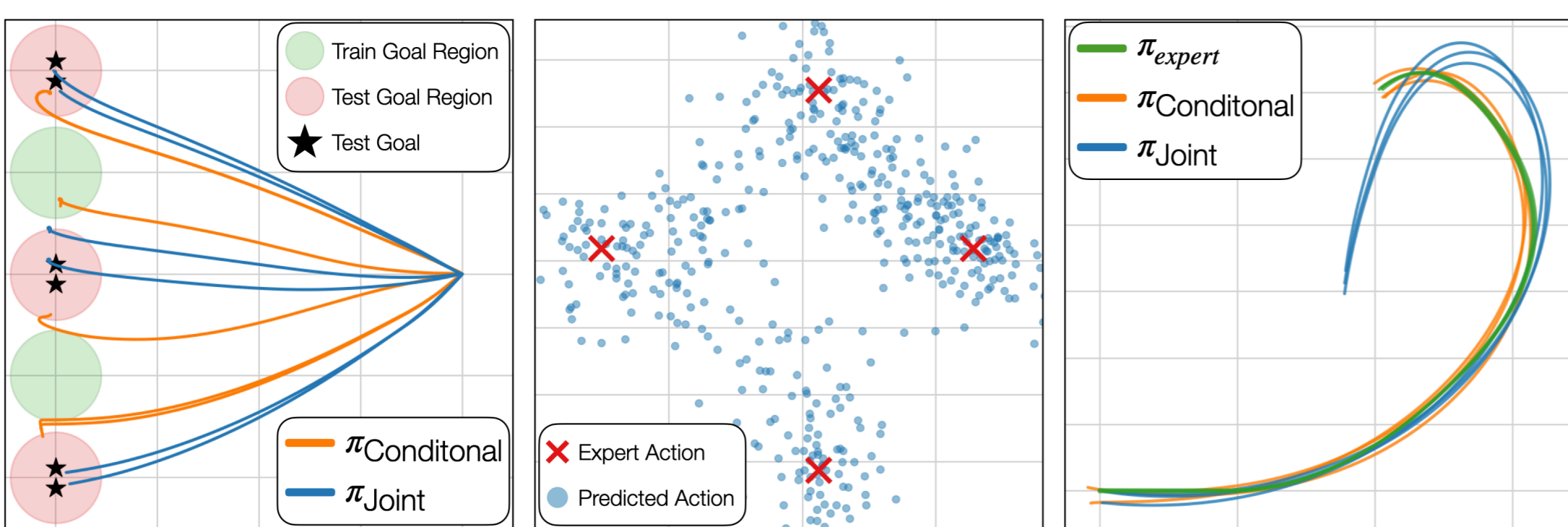


### Modeling the joint probability $p(s, a)$

#### Implicit BC

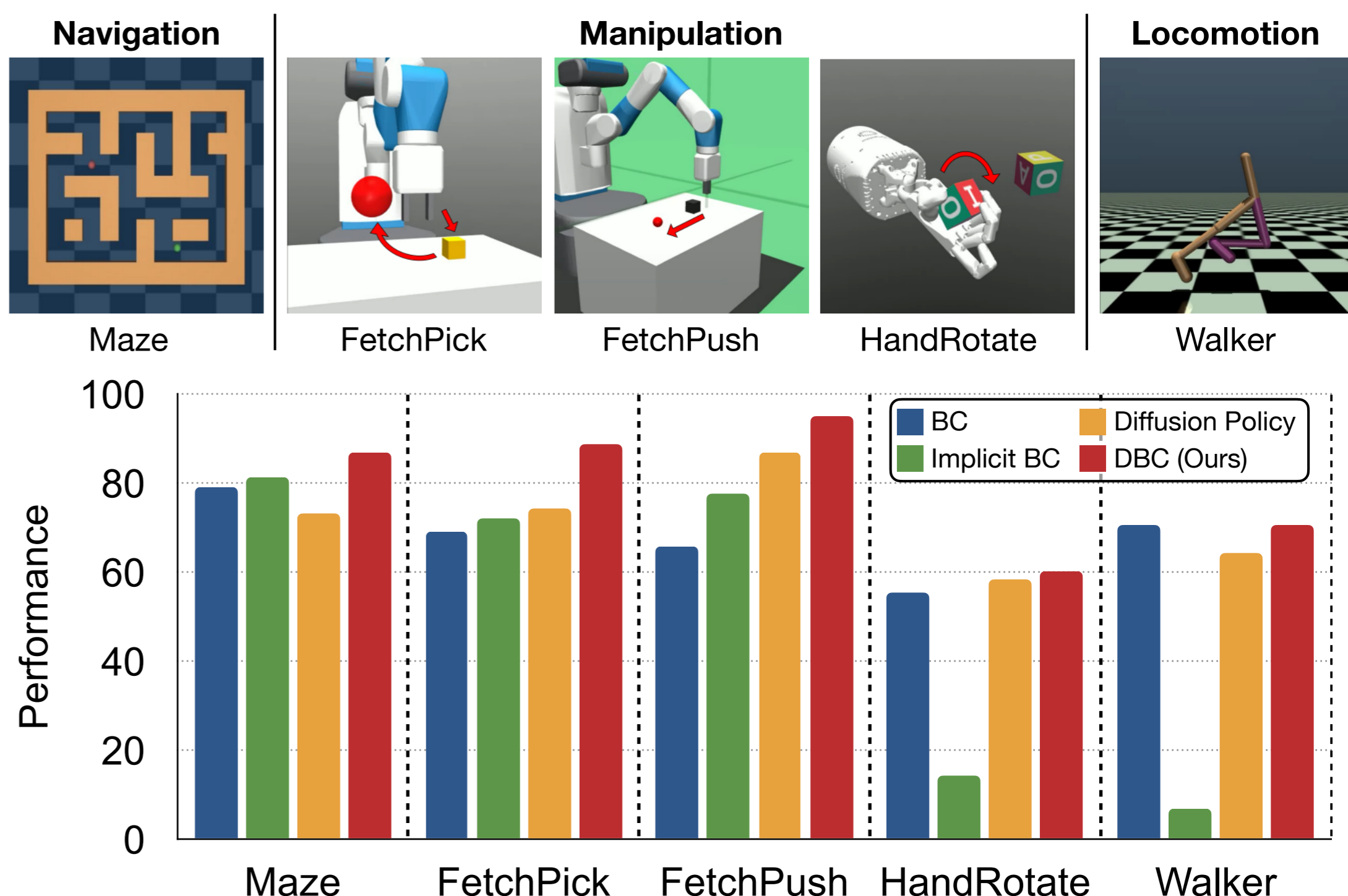


Comparison	Conditional Probability $p(a s)$	Joint Probability $p(s, a)$
<b>Advantages</b>	<ul style="list-style-type: none"> <li>Training stability</li> <li>Inference efficiency</li> </ul>	<ul style="list-style-type: none"> <li>Better generalization</li> </ul>
<b>Disadvantages</b>	<ul style="list-style-type: none"> <li>Poor generalization</li> </ul>	<ul style="list-style-type: none"> <li>Inference inefficiency</li> <li>Manifold overfitting</li> </ul>



- $\pi_{\text{Conditional}}$  generalizes poorly
- $\pi_{\text{Joint}}$  suffers from manifold overfitting

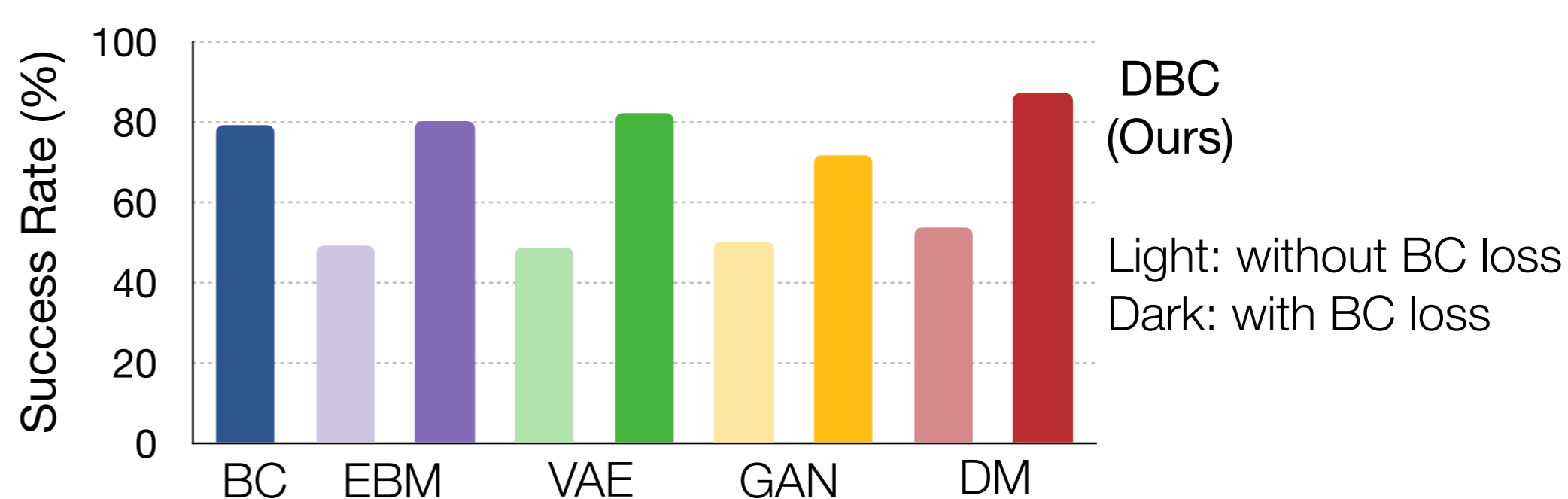
## Main Experiments



## Ablation Studies

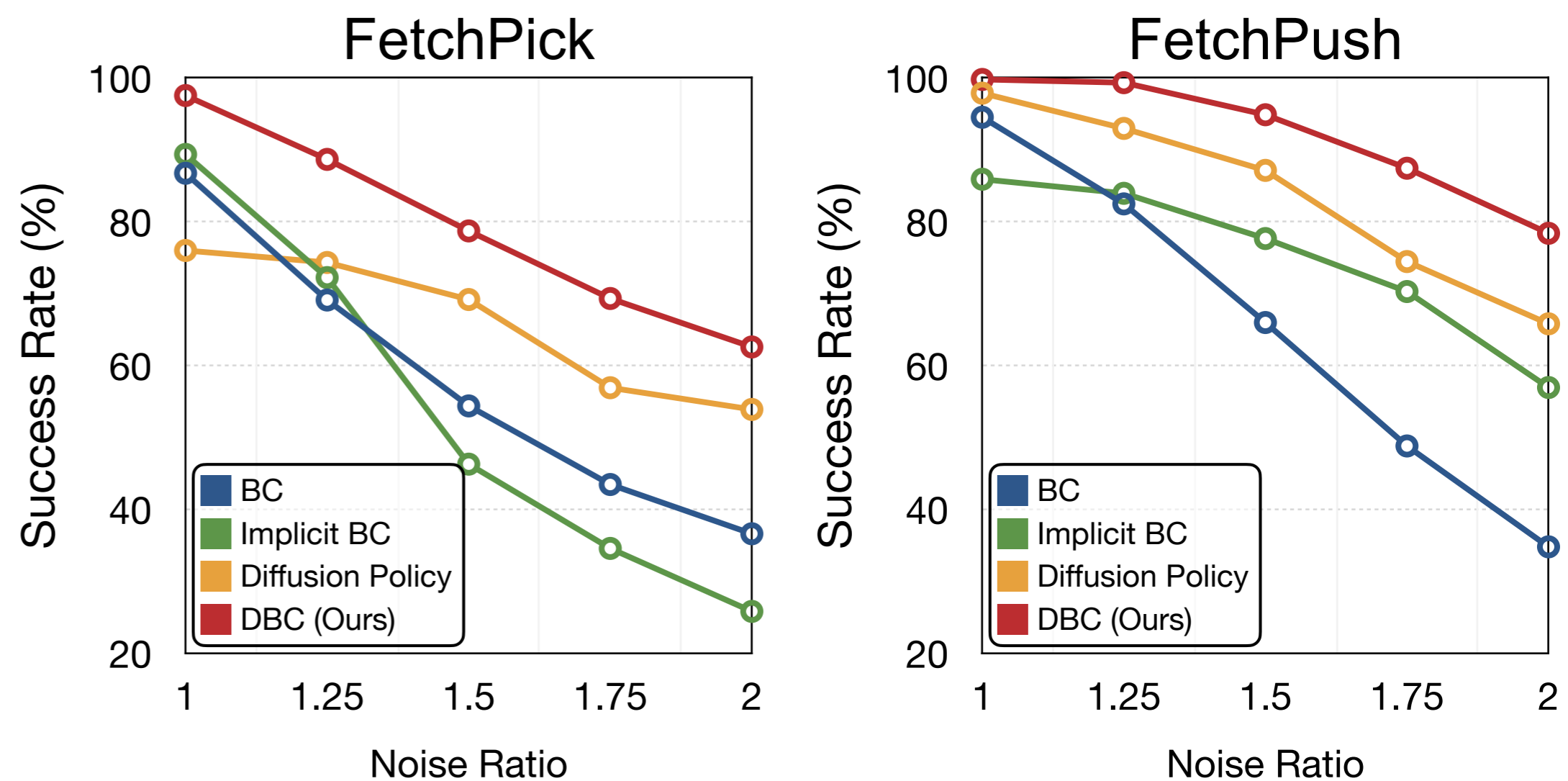
### Comparing generative models on Maze

- Energy-based model (EBM), variational autoencoder (VAE), generative adversarial network (GAN), diffusion model (DM)

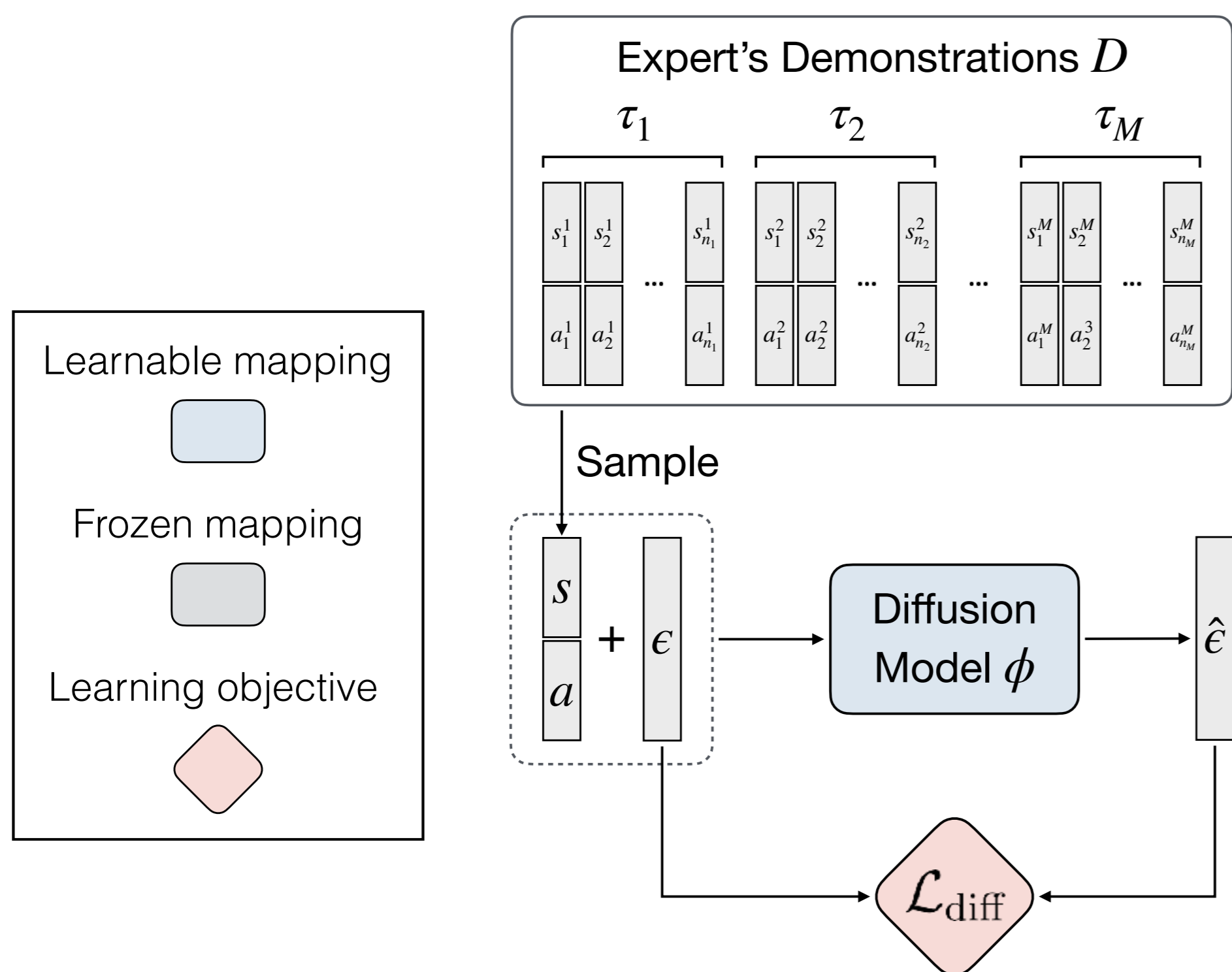


### Evaluating generalization performance on Fetch

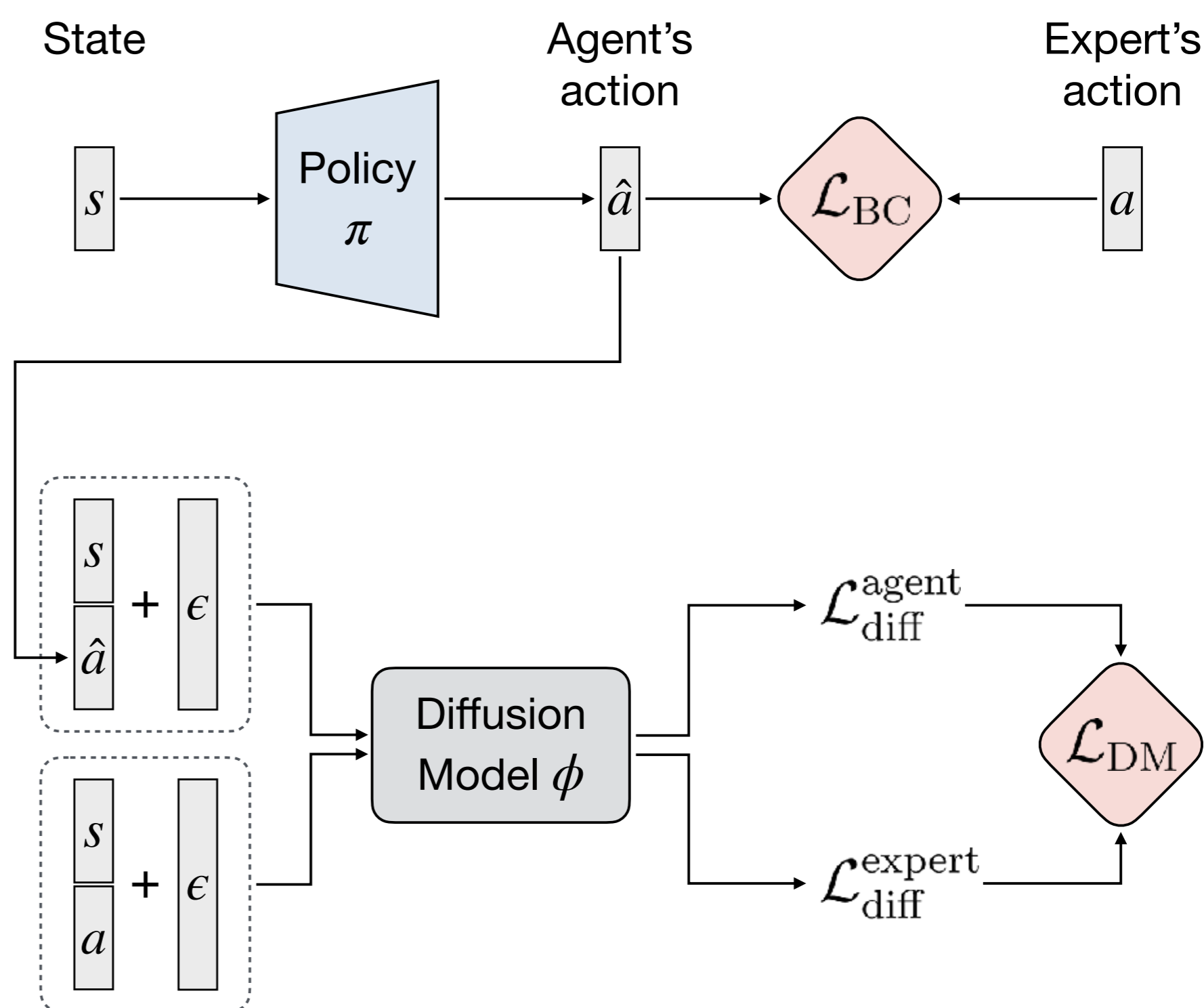
- Varying the noise added to initial states and goal locations



## Our Approach: Diffusion Model-Augmented Behavioral Cloning (DBC)



Stage 1: Learning a Diffusion Model



Stage 2: Learning a Policy with the Learned Diffusion Model