## AdaFlow: Imitation Learning with Variance-Adaptive Flow-Based Policies Xixi Hu, Bo Liu, Xingchao Liu, Qiang Liu @ UT Austin

## What This is About:

We show a simple way to train a robot's action-generating model with rectified flow (flow matching), so it can produce actions in just one step (almost)—no extra complicated training steps, such as distillation needed.

# How the Method Works:

- We use rectified flow (flow matching) to train the robot's action model
- The method learns a flow (or diffusion) policy with expert demonstrations
- During training, the model predicts action and state variance.
- State variance shows if the action deterministic or uncertain.
- For low-variance states, it generates actions in one step, like Behavior Cloning (BC)
- For high-variance states, it takes more steps to ensure accuracy.
- **Key advantage:** fast and efficient, with no extra training steps like distillation.



# How to Apply the Method to Your Robot Policy:

- Train your model using the following loss function:

$$\min_{\phi} \mathbb{E} \bigg[ \int_{0} \frac{\|\boldsymbol{u} - \boldsymbol{x}_{0} - v_{\theta}(\boldsymbol{x})\|}{2\sigma_{\phi}^{2}(\boldsymbol{x}_{t}, t)} \bigg]$$

- a GT action
- Use the following algorithm for sampling actions: ullet
  - Algorithm 1 AdaFlow: Execution
  - 2: Initialize  $\boldsymbol{z}_0 \sim \mathcal{N}(0, I), t = 0.$
  - 3: while t < 1 do
  - Compute step size

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\epsilon_t = \text{Clin}
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- Update  $t \leftarrow t + \epsilon_t, \mathbf{z}_t \leftarrow \mathbf{z}_t + \epsilon_t v_{\theta}(\mathbf{z}_t, t \mid \mathbf{s}).$
- 6: end while
- 7: Execute action  $a = z_1$ .

### **Experiments:**

Method	NFE↓	Task 1	Task 2	Task 3	Task 4	Task 5	Task 6	Average
Rectified Flow (Needs reflow)	1	0.90	0.82	0.98	0.82	0.82	0.96	0.88
Diffusion Policy	1	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Diffusion Policy	2	0.00	0.58	0.36	0.66	0.36	0.32	0.38
Diffusion Policy	20	0.94	0.84	0.98	0.78	0.82	0.92	0.88
AdaFlow	1.27	0.98	0.80	0.98	0.82	0.90	0.96	0.91

Table 4: Success Rate on LIBERO Benchmark. The highest success rate for each task are highlighted in **bold**.



• Make your model predict a scalar value (variance) in addition to the actions.

 $\mathbb{E}\left[\int_{0}^{1} \frac{\left\|oldsymbol{a} - oldsymbol{x}_{0} - v_{ heta}(oldsymbol{x}_{t}, t | oldsymbol{s}) 
ight\|^{2}}{2\sigma_{\star}^{2}(oldsymbol{x}_{t}, t | oldsymbol{s})} + \log \sigma_{\phi}^{2}(oldsymbol{x}_{t}, t | oldsymbol{s}) \mathrm{d}t
ight].$ 

 $x_0$  Random Gaussian noise  $v_ heta$  Policy model

 $\sigma_{\phi}$  Predicted variance

1: Input: Current state s, minimal step size  $\epsilon_{\min}$ , error threshold  $\eta$ , pre-trained networks  $v_{\theta}$  and  $\sigma_{\phi}$ .

$$p\left(rac{\eta}{\sigma_{\phi}(\boldsymbol{z}_t, t \mid \boldsymbol{s})}, \quad [\epsilon_{\min}, \ 1-t]
ight).$$

**Diffusion Policy Rectified Flow** BC AdaFlow **Behavior Diversity** Fast Action Generation No Distillation / Reflow

AdaFlow outperforms baseline methods like BC and Diffusion Policy in both navigation and manipulation tasks. AdaFlow excels in benchmarks like RoboMimic and maze navigation, with high success rates and diverse actions.

