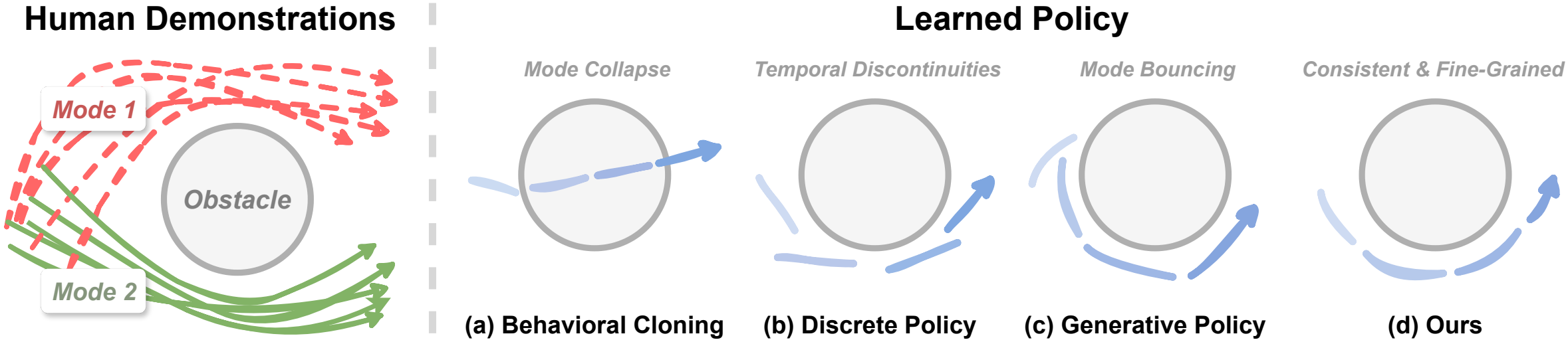
Human Demonstrations
Mode 1
Obstacle
Mode 2
Learned Policy
Mode Collapse
Temporal Discontinuities
Mode Bouncing
Consistent & Fine-Grained
(a) Behavioral Cloning
(b) Discrete Policy
(c) Generative Policy
(d) Ours