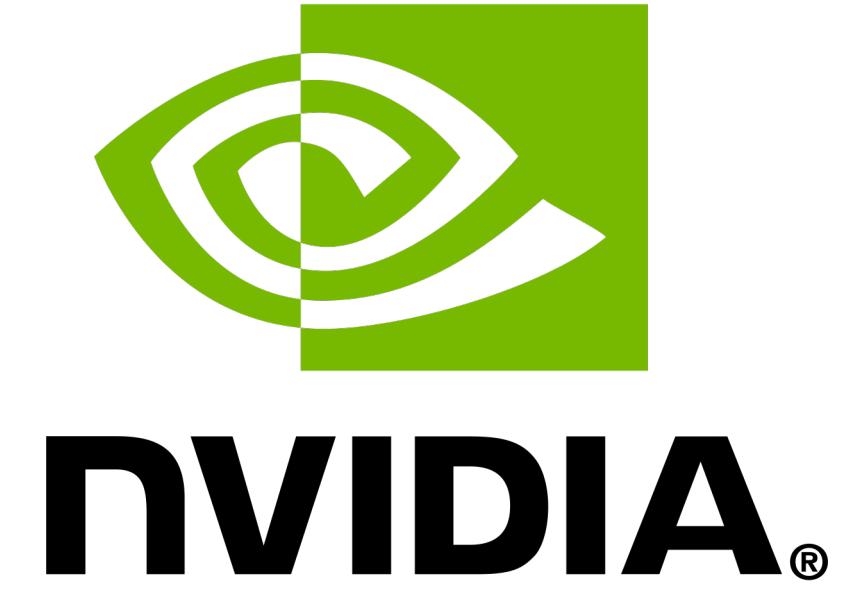




Learning Skill Abstraction from Action-Free Videos

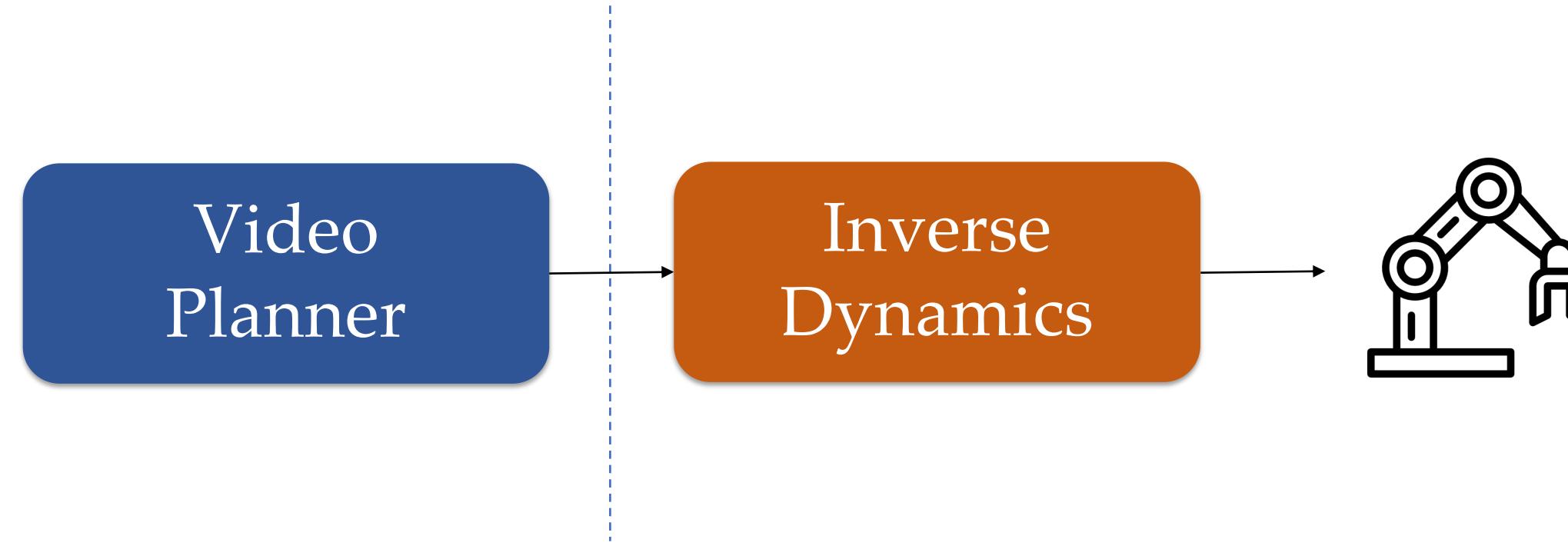
Hung-Chieh Fang^{1*}, Kuo-Han Hung^{1*}, Chu-Rong Chen¹, Po-Jung Chou¹, Chun-Kai Yang¹, Po-Chen Ko¹, Yu-Chiang Frank Wang¹², Yueh-Hua Wu², Min-Hung Chen², Shao-Hua Sun¹

¹National Taiwan University ²NVIDIA



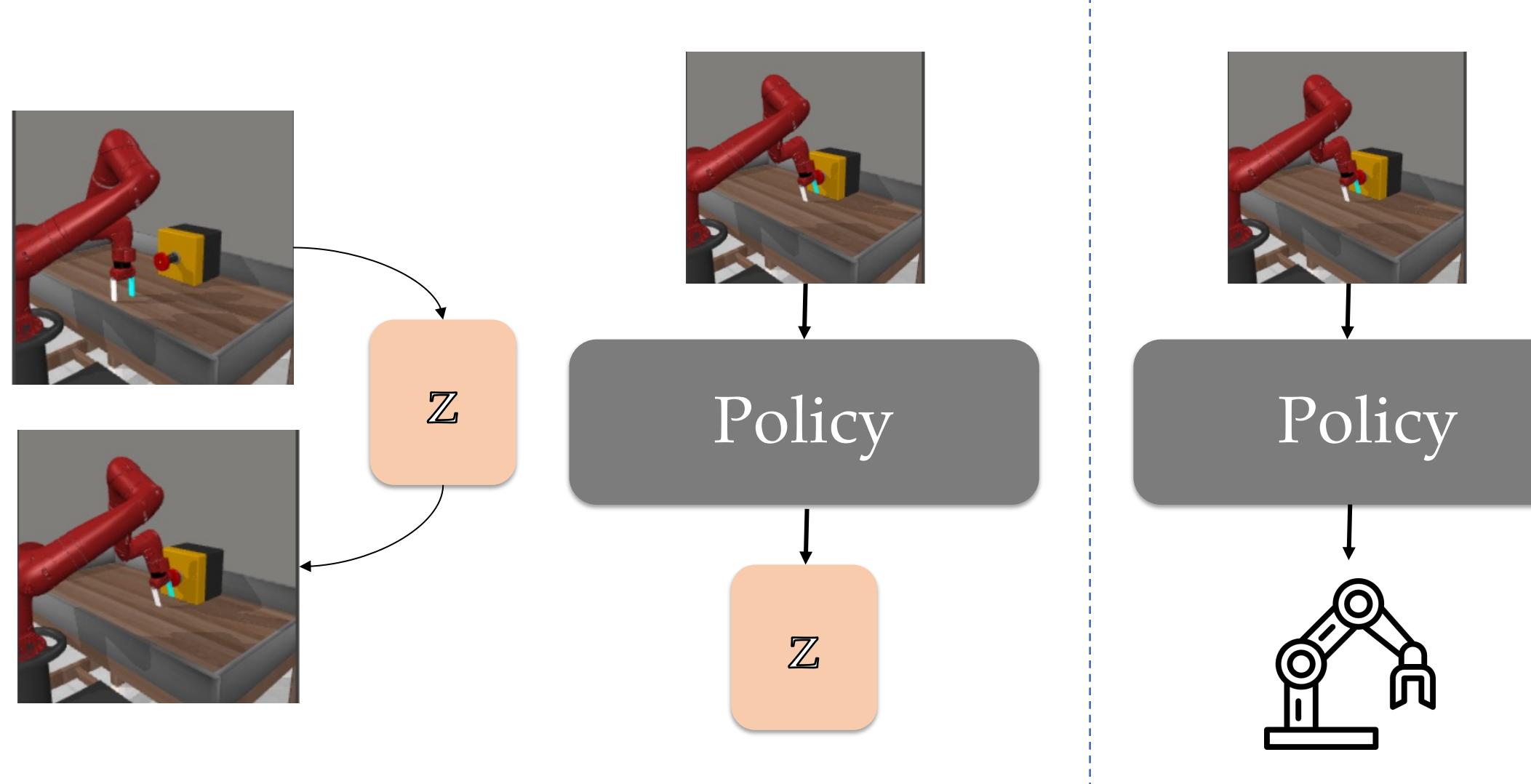
Learning from Videos

Video for Decision Making [1]



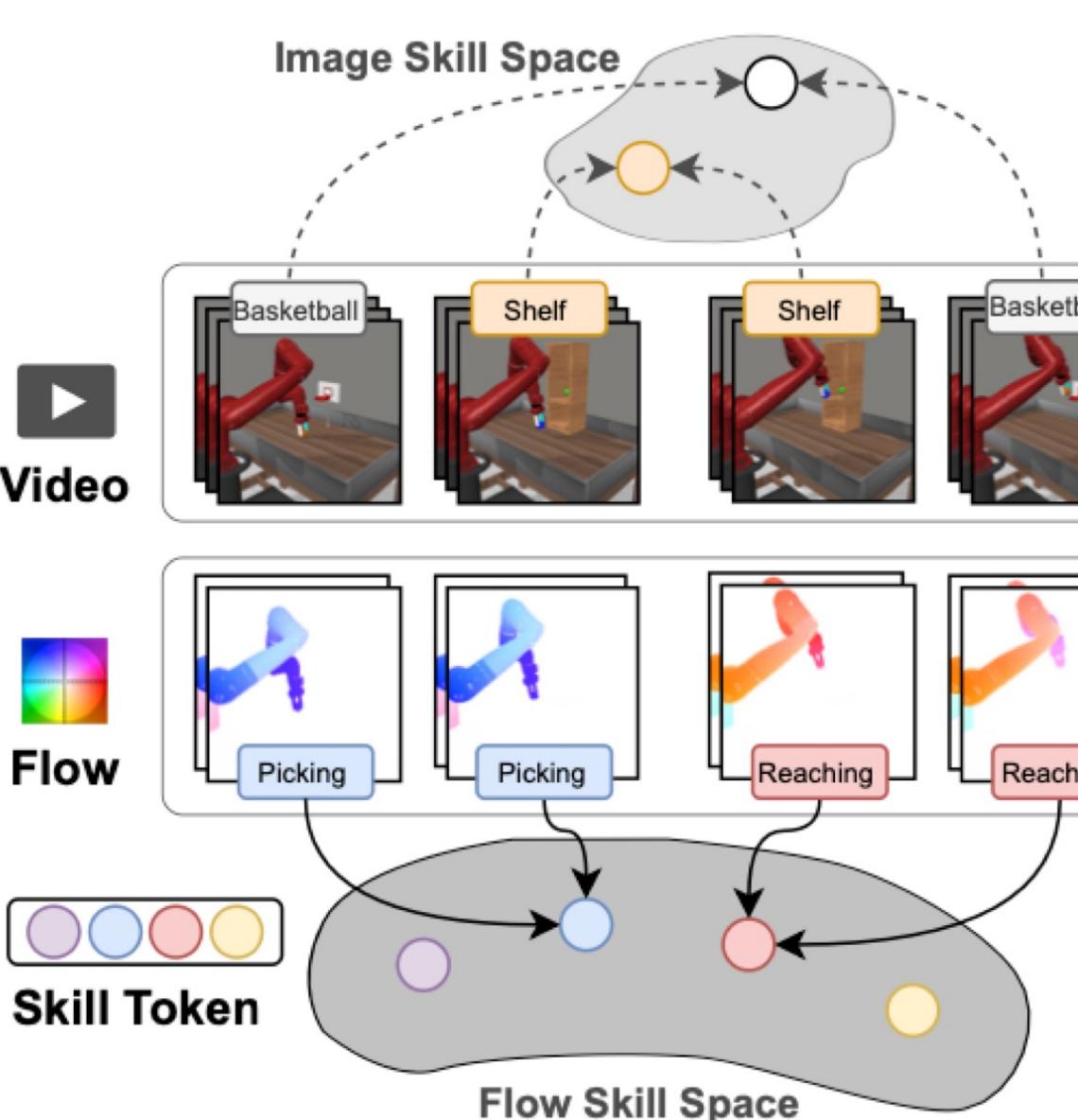
- Hard to translate to low-level actions
- Generating video plans is slow
- + Can train video planner on large-scale videos

Latent Action [2]



- Hard to capture fine-grained motion
- Single-step actions struggle with long-horizon
- + Better translates to low-level actions

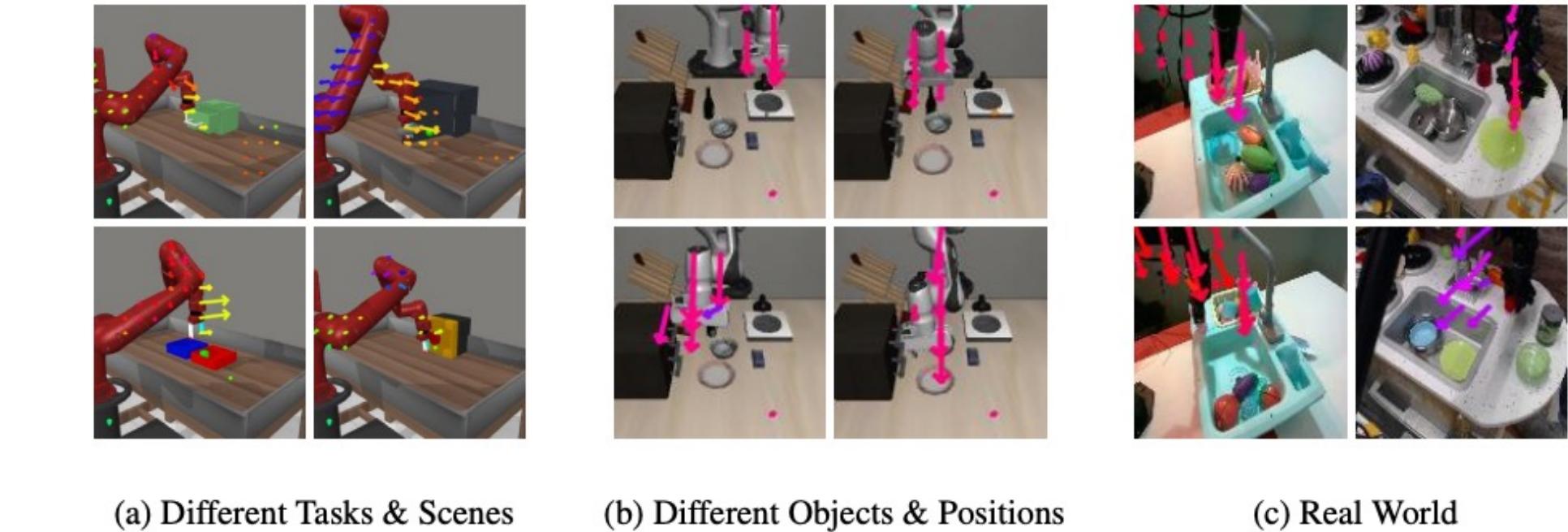
Skills as Shared Structure for Videos



Flow as *action-surrogate* repr. for skill learning

Experiments

Skill Plan Analysis



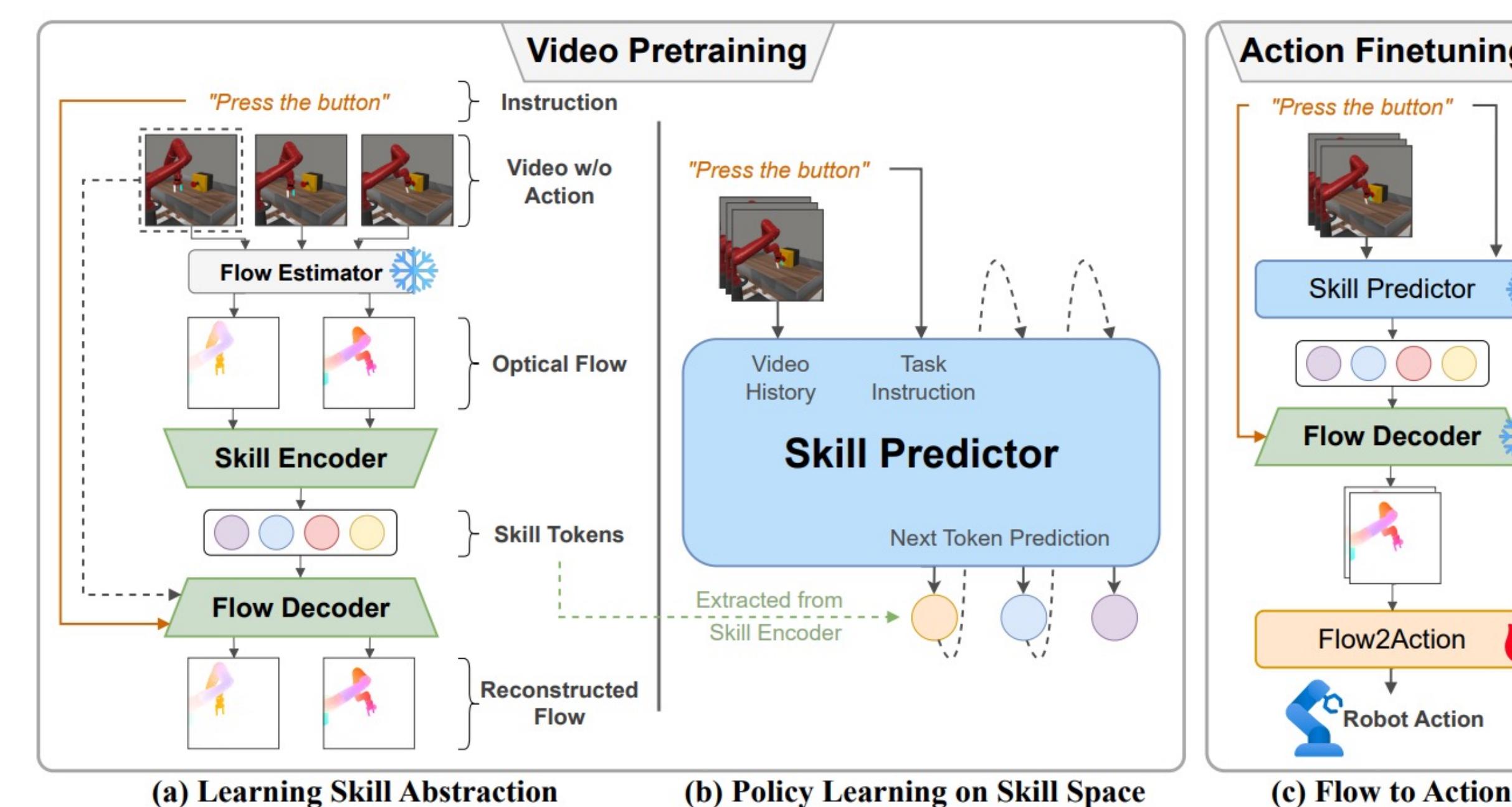
(a) Different Tasks & Scenes (b) Different Objects & Positions (c) Real World

Multi-task Learning

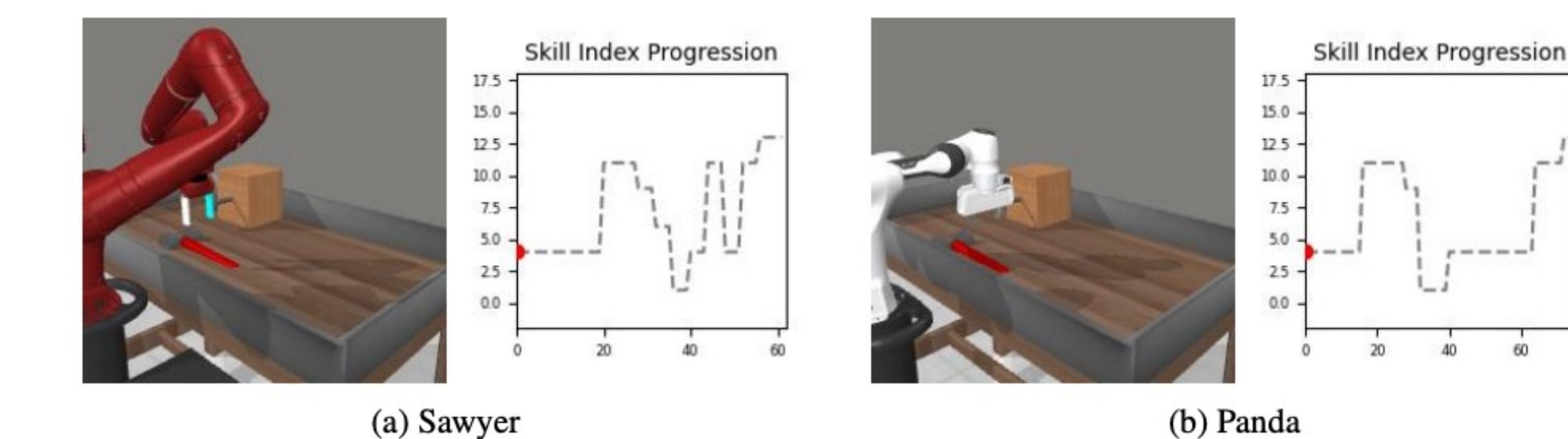
	door-open	door-close	bin-picking	box-close	drawer-open
BC	0.64 ± 0.06	1.00 ± 0.00	0.00 ± 0.00	0.20 ± 0.07	0.63 ± 0.02
DP	0.00 ± 0.00	0.84 ± 0.05	0.00 ± 0.00	0.00 ± 0.00	1.00 ± 0.00
AVDC	0.84 ± 0.04	0.92 ± 0.04	0.00 ± 0.00	0.04 ± 0.00	0.02 ± 0.02
LAPA	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00	0.00 ± 0.00
SOF (Ours)	0.98 ± 0.03	1.00 ± 0.00	0.24 ± 0.07	0.12 ± 0.07	0.78 ± 0.04

	faucet-close	faucet-open	handle-press	assembly	Overall
BC	0.78 ± 0.04	1.00 ± 0.00	0.87 ± 0.03	0.00 ± 0.00	0.57 ± 0.01
DP	0.06 ± 0.02	0.86 ± 0.07	0.00 ± 0.00	0.00 ± 0.00	0.31 ± 0.01
AVDC	0.24 ± 0.04	0.78 ± 0.02	0.72 ± 0.04	0.00 ± 0.00	0.42 ± 0.02
LAPA	0.17 ± 0.08	0.28 ± 0.11	0.65 ± 0.11	0.12 ± 0.04	0.14 ± 0.02
SOF (Ours)	0.62 ± 0.06	0.99 ± 0.02	0.69 ± 0.06	0.82 ± 0.07	0.69 ± 0.02

- + Better long-horizon planning with skills
- + Flow allows easier translation to low-level actions



Cross-embodiment Learning



Reference

- [1] Du et al. "Learning Universal Policies via Text-Guided Video Generation." NeurIPS'23
- [2] Ye et al. "Latent Action Pretraining from Videos." ICLR'25