

# Dual RL: Unification and New Methods for Reinforcement and Imitation Learning

Harshit Sikchi<sup>1</sup>, Qinqing Zheng<sup>2</sup>, Amy Zhang<sup>1,2</sup>, Scott Niekum<sup>3</sup>

<sup>1</sup>The University of Texas at Austin

<sup>2</sup>FAIR, Meta AI

<sup>3</sup>University of Massachusetts Amherst

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김동민

<https://arxiv.org/abs/2302.08560>

<https://hari-sikchi.github.io/dual-rl/>

# Motivation

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- on-policy policy gradient는 학습하고 있는 policy를 이용해서 rollout을 하여 활용하므로 데이터만 얻을 수 있다면 안정적인 학습이 가능함
- off-policy, offline-RL은 replay buffer 등의 기존 데이터를 이용해서 학습을 수행
  - SAC, TD3 등은 분포 불일치(distribution mismatch)로 인해 value function 과대추정과 학습 불안정을 겪음
- offline 데이터를 활용하여 on-policy policy gradient처럼 학습할 수 있을까?
  - Dual RL은 state-action visitation distribution 기반 regularized RL 문제를 convex optimization으로 표현하고, 이를 Lagrangian dual로 변환하여 unconstrained 형태로 최적화함
  - 이 dual 문제는 policy gradient를 off-policy 데이터로 계산하지만 on-policy gradient와 동일한 방향을 가지도록 수정되기 때문에 수렴성 및 안정성을 동시에 확보할 수 있음

# Preliminaries

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- state-action visitation distribution

$$d^\pi(s, a) = (1 - \gamma)\pi(a|s) \sum_{t=0}^{\infty} \gamma^t P(s_t = s | \pi)$$

- Bellman operators

- Q-backup

$$\mathcal{T}_r^\pi Q(s, a) = r(s, a) + \gamma \mathbb{E}_{s' \sim p(\cdot|s, a), a' \sim \pi(\cdot|s')} [Q(s', a')]$$

- V-backup

$$\mathcal{T}_r V(s, a) = r(s, a) + \gamma \mathbb{E}_{s' \sim p(\cdot|s, a)} [V(s')]$$

- f-divergence

$$D_f(d^\pi(s, a) || d^O(s, a))$$

- convex conjugate of  $f^*$  of function  $f$

$$f^*(y) = \sup_{x \in \mathbb{R}} [\langle x \cdot y \rangle - f(x)]$$

- convex conjugate with positivity constraint

$$f_p^*(y) = \sup_{x \in \mathbb{R}} [\langle x \cdot y \rangle - f(x)] \quad s.t. \quad x > 0$$

# Overview

Regularized RL

- Convex Primal
- f-divergence regularization
- linear Bellman constraints

Lagrangian duality

Dual RL (unconstrained dual)

- optimize over  $\{Q\}$  or  $\{V\}$
- uses  $f^*$  (convex conjugate)

On-policy policy gradient  
computed from off-policy data  
(stability + convergence)

Dual-Q (2-player game)

$$\begin{aligned} \max_{\pi} \min_Q & (1 - \gamma) \mathbb{E}_{s \sim d_0, a \sim \pi(s)} [Q(s, a)] \\ & + \alpha \mathbb{E}_{(s, a) \sim d^O} [f^* ([\mathcal{T}_r^\pi Q(s, a) - Q(s, a)] / \alpha)] \end{aligned}$$

Dual-V (1-player optimization)

$$\begin{aligned} \min_V & (1 - \gamma) \mathbb{E}_{s \sim d_0} [V(s)] \\ & + \alpha \mathbb{E}_{(s, a) \sim d^O} [f_p^* ([\mathcal{T}V(s, a) - V(s)] / \alpha)] \end{aligned}$$

Special case: IL

- IL as RL with reward=0
- $d^O = d^E$

Special case: ReCOIL (proposed)

- $d_{\text{mix}}^S := \beta d(s, a) + (1 - \beta)d^S(s, a)$
- $d_{\text{mix}}^{E,S} := \beta d^E(s, a) + (1 - \beta)d^S(s, a)$

Special case: RL

Pessimistic value learning  
CQL, ATAC

Special case: RL

Implicit-way  
XQL, f-DVL(proposed)

# Reinforcement Learning as a Convex Program (1)

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- Reinforcement learning problem with regularized optimization objective is a convex optimization

$$\max_{\pi} J(\pi) = \mathbb{E}_{d^\pi(s,a)}[r(s,a)] - \alpha D_f(d^\pi(s,a) \parallel d^O(s,a))$$

- rewriting as a convex problem that searches for a visitation distribution that satisfies the Bellman-flow constraints

$$\begin{aligned} \max_{\pi} J(\pi) &= \max_{\pi} \left[ \max_d \mathbb{E}_{d(s,a)}[r(s,a)] - \alpha D_f(d(s,a) \parallel d^O(s,a)) \right] \\ \text{s.t } d(s,a) &= (1 - \gamma)d_0(s).\pi(a|s) + \gamma \sum_{s',a'} d(s',a')p(s'|s',a')\pi(a|s), \forall s \in \mathcal{S}, a \in \mathcal{A} \end{aligned}$$

- constraint is called Bellman Flow constraint
  - it is required to make visitation distribution  $d$  to be valid in RL framework
  - the above problem is termed as **primal-Q**

- Lagrangian Dual without Constraints

$$\max_{\pi} \min_Q (1 - \gamma) \mathbb{E}_{s \sim d_0, a \sim \pi(s)} [Q(s,a)] + \alpha \mathbb{E}_{(s,a) \sim d^O} [f^*([T_r^\pi Q(s,a) - Q(s,a)]/\alpha)]$$

- $Q(s,a)$  is dual variable
  - $f^*$  is the convex conjugate of  $f$
  - exact same solution with primal-Q can be obtained because strong duality holds
  - GAN-like adversarial optimization should be performed, and it makes the problem be difficult
  - what if play around with  $V$  instead of  $Q$ ?

# Reinforcement Learning as a Convex Program (2)

- what if play around with  $V$  instead of  $Q$ ?

- what if play around with  $V$  instead of  $Q$ ?
- constraints of primal-Q are overconstrained: the constraints already determine the unique solution
- primal-V
- dual-V (Lagrangian dual of primal-V)
- single-player non-adversarial optimization

$$\text{s.t } d(s, a) = (1 - \gamma)d_0(s).\pi(a|s) + \gamma \sum_{s', a'} d(s', a')p(s'|s, a')\pi(a'|s), \forall s \in \mathcal{S}, a \in \mathcal{A}$$

- constraints of primal-Q are overconstrained: the constraints already determine the unique solution  $d^\pi$
- rendering the inner maximization w.r.t  $d$  unnecessary

- **Primal-V**

$$\max_{d \geq 0} \mathbb{E}_{d(s,a)}[r(s,a)] - \alpha D_f(d(s,a) || d^O(s,a))$$

$$\text{s.t } \sum_{a \in \mathcal{A}} d(s, a) = (1 - \gamma)d_0(s) + \gamma \sum_{(s', a') \in \mathcal{S} \times \mathcal{A}} d(s', a')p(s'|s, a'), \forall s \in \mathcal{S}$$

- **Dual-V (Lagrangian dual of primal-V)**

$$\min_V (1 - \gamma)\mathbb{E}_{s \sim d_0}[V(s)] + \alpha \mathbb{E}_{(s,a) \sim d^O} [f_p^* ([\mathcal{T}V(s,a) - V(s)]) / \alpha]$$

- single-player non-adversarial optimization

# Imitation Learning Consideration (1)

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- Consider the following **primal-Q** form of f-divergence between the mixture distributions

$$\max_{d(s,a)} -D_f(d_{\text{mix}}^S(s,a) \parallel d_{\text{mix}}^{E,S}(s,a))$$

s.t  $\forall s \in \mathcal{S}, a \in \mathcal{A}$ ,  $d(s,a) = (1 - \gamma)d_0(s)\pi(a|s) + \gamma \sum_{(s',a') \in \mathcal{S} \times \mathcal{A}} d(s',a')p(s'|s,a)\pi(a|s)$

$$d_{\text{mix}}^S := \beta d(s,a) + (1 - \beta)d^S(s,a)$$
$$d_{\text{mix}}^{E,S} := \beta d^E(s,a) + (1 - \beta)d^S(s,a)$$

- This is a valid imitation learning formulation
- since the global maximum of the objective is attained at  $d = d^E$
- The above primal formulation deters offline learning, as it requires sampling from  $d$  to estimate the f-divergence
- Thus consider its dual formulation that allows us to derive an off-policy objective that only requires samples from the offline data
- This formulation is termed ReCOIL (**R**elaxed **C**overage for **O**ff-policy **I**mitation **L**earning)

$$\max_{\pi} \min_Q \beta(1 - \gamma)\mathbb{E}_{d_0,\pi}[Q(s,a)] + \mathbb{E}_{s,a \sim d_{\text{mix}}^{E,S}}[f^*(\mathcal{T}_0^\pi Q(s,a) - Q(s,a))] - (1 - \beta)\mathbb{E}_{s,a \sim d^S}[\mathcal{T}_0^\pi Q(s,a) - Q(s,a)]$$

- Imitation learning, or occupancy matching is a direct consequence of the regularized RL problem
  - when the reward is set to be 0
  - and the regularization distribution and  $d^0$  are set to be the expert visitation distribution  $d^E$

# Imitation Learning Consideration (2)

- ReCOIL

- without discriminator  $r^{\text{imit}}(s, a) = -\log \frac{d^S(s, a)}{d^E(s, a)}$ 
  - estimating pseudo reward could be ill-defined in state-action space with zero/less expert support
- without coverage assumption
  - suboptimal data visitation covers the expert visitation  $d^S > 0$  wherever  $d^E > 0$
- ReCOIL is a Bellman consistent Energy-based Model

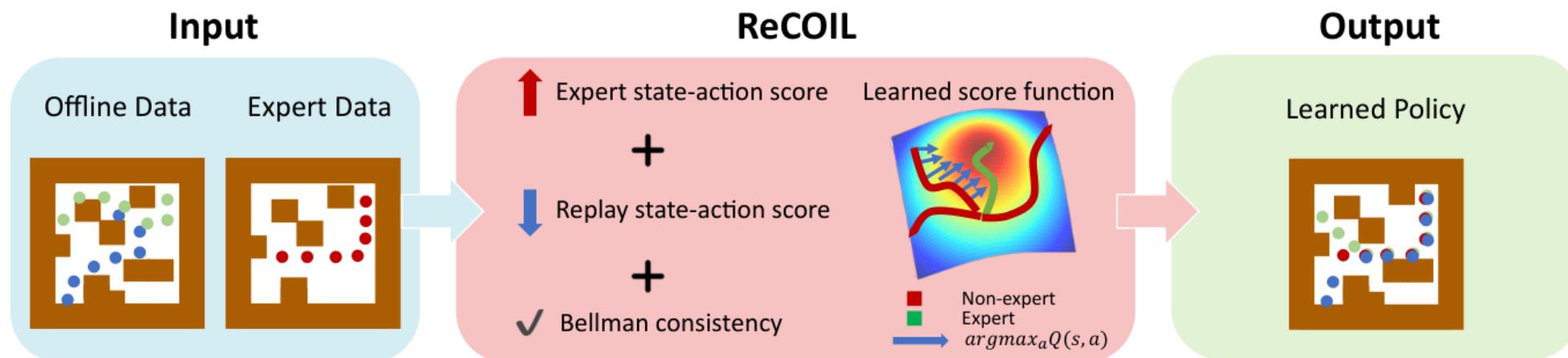


Figure 6: Recipe for ReCOIL: Learn a Bellman consistent EBM - A model which increases the score of expert transitions, and decreases the score of replay transitions while maintaining Bellman consistency throughout.

# Implicit maximizers for offline RL

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- Dual-V Learning ( $f$ -DVL): A new class of offline RL methods
- The dual-V objective gives a new class of methods parameterized by the choice of function  $f$  for offline RL

$$\min_V (1 - \lambda) \mathbb{E}_{s \sim d^O} [V(s)] + \lambda \mathbb{E}_{(s,a) \sim d^O} [\bar{f}_p^* (\bar{Q}(s, a) - V(s))]$$

- Extreme Q-learning (XQL), a implicit maximization based offline RL method, was derived using the hypothesis that Bellman errors are Gumbel distributed. In fact, XQL can simply be seen as a special case of  $f$ -DVL when  $f$  is chosen to be the reverse-KL divergence. The choice of setting  $f$  corresponding to reverse KL divergence leads to a exponential conjugate which makes learning unstable due to exploding gradients. Choosing divergences with low-order  $f_p^*$  can lead to stable off-policy algorithms. Our experiments rely on Total-Variation and Chi-square divergences to obtain across the board improvements

# Experiments

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- Benchmark: D4RL
- Imitation Learning
  - 1) How does ReCOIL perform and compare with previous offline IL methods?
  - 2) Can ReCOIL accurately estimate the policy visitation distribution  $d\pi$  and the reward function/intent of the expert?
- Reinforcement Learning
  - 3) How does f-DVL perform and compare with previous offline RL methods?
  - 4) Is the training of f-DVL more stable than XQL?

# Experiments:

## 1) How does ReCOIL perform and compare with previous offline IL methods?

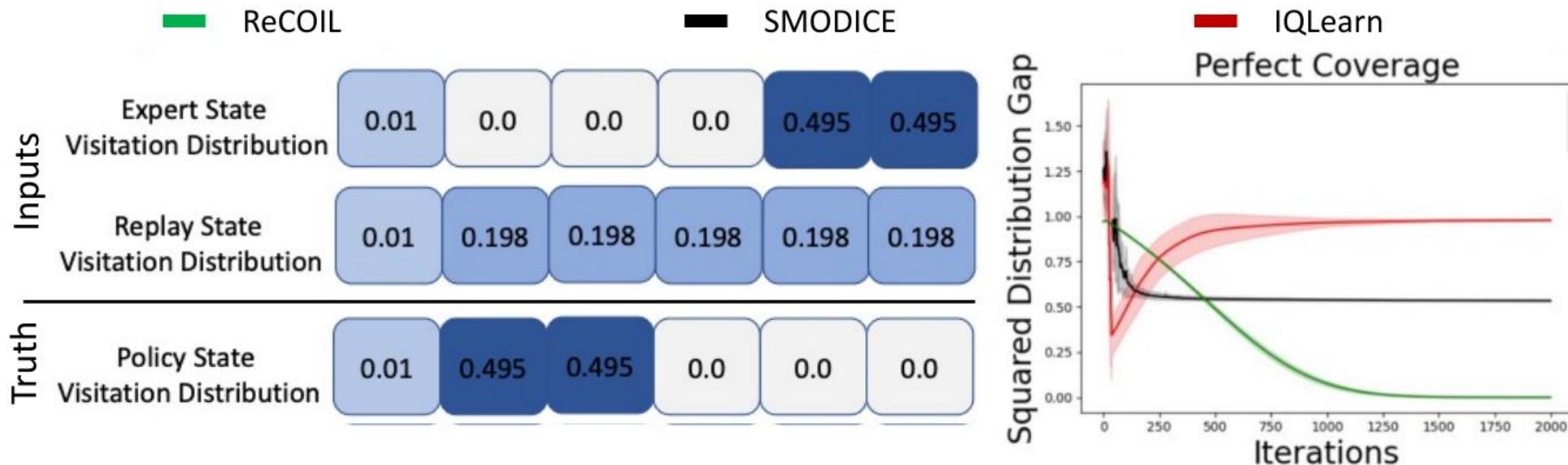
- *random+expert* and *medium+expert*
  - suboptimal dataset: 1 million transitions of the random or medium D4RL datasets
  - expert demonstrations: 200
- *random+few-expert* and *medium+few-expert*
  - suboptimal datasets mixed with only 30 expert demonstrations
  - more difficult setting

	Suboptimal Dataset	Env	RCE	ORIL	SMODICE	BC (only expert data)	BC (full dataset)	IQ-Learn (offline)	ReCOIL	Expert
• <i>random+expert</i> and <i>medium+expert</i>	random+expert	hopper	51.41±38.63	73.93±11.06	<b>101.61±7.69</b>	4.52±1.42	5.64±4.83	1.85 ±2.19	<b>108.18±3.28</b>	111.33
		halfcheetah	64.19±11.06	60.49±3.53	<b>80.16±7.30</b>	2.2±0.01	2.25±0.00	4.83±7.99	<b>80.20±6.61</b>	88.83
		walker2d	20.90±26.80	2.86±3.39	<b>105.86±3.47</b>	0.86±0.61	0.91±0.5	0.57±0.09	<b>102.16±7.19</b>	106.92
		ant	105.38±14.15	73.67±12.69	<b>126.78±5.12</b>	5.17±5.43	30.66±1.35	42.23±20.05	<b>126.74±4.63</b>	130.75
• <i>random+few-expert</i> and <i>medium+few-expert</i>	random+few-expert	hopper	25.31±18.97	42.04±13.76	60.11±18.28	4.84±3.83	3.0±0.54	1.37 ±1.23	<b>97.85±17.89</b>	111.33
		halfcheetah	2.99±1.07	2.84±5.52	2.28±0.62	-0.93±0.35	2.24±0.01	1.14±1.94	<b>76.92±7.53</b>	88.83
		walker2d	40.49±26.52	3.22±3.29	<b>107.18±1.87</b>	0.98±0.83	0.74±0.20	0.39±0.27	83.23±19.00	106.92
		ant	<b>67.62±15.81</b>	25.41 ± 8.58	-6.10±7.85	0.91±3.93	35.38±2.66	32.99±3.12	<b>67.14±8.30</b>	130.75
• <i>random+few-expert</i> and <i>medium+few-expert</i>	medium+expert	hopper	58.71±34.06	61.68±7.61	49.74±3.62	16.09±12.80	59.25±3.71	12.90±24.00	<b>88.51±16.73</b>	111.33
		halfcheetah	65.14±13.82	54.66±0.88	59.50±0.82	-1.79±0.22	42.45± 0.42	25.67±20.82	<b>81.15±2.84</b>	88.83
		walker2d	<b>96.24±14.04</b>	8.19±7.70	2.62±0.93	2.43±1.82	72.76±3.82	59.37±30.14	<b>108.54±1.81</b>	106.92
		ant	<b>86.14±38.59</b>	102.74±6.63	104.95±6.43	0.86±7.42	95.47±10.37	37.17±41.15	<b>120.36±7.67</b>	130.75
• <i>random+few-expert</i> and <i>medium+few-expert</i>	medium few-expert	hopper	<b>66.15±35.16</b>	17.40±15.15	47.61±7.08	7.37±1.13	46.87±5.31	11.05±20.59	<b>50.01±10.36</b>	111.33
		halfcheetah	<b>61.14±18.31</b>	43.24±0.75	46.45±3.12	-1.15±0.06	42.21±0.06	26.27±20.24	<b>75.96±4.54</b>	88.83
		walker2d	<b>85.28±34.90</b>	6.81±6.76	6.00±6.69	2.02±0.72	70.42±2.86	73.30±2.85	<b>91.25±17.63</b>	106.92
		ant	<b>67.95±36.78</b>	81.53±8.618	81.53±8.618	-10.45±1.63	81.63±6.67	35.12±50.56	<b>110.38±10.96</b>	130.75
• <i>random+few-expert</i> and <i>medium+few-expert</i>	cloned+expert	pen	19.60±11.40	-3.10±0.40	-3.36±0.71	13.95±11.04	34.94±11.10	2.18±8.75	<b>95.04±4.48</b>	106.42
		door	0.08± 0.15	-0.33±0.01	0.25± 0.54	-0.22±0.05	0.011±0.00	0.07±0.02	<b>102.75±4.05</b>	103.94
		hammer	1.95±3.89	0.25± 0.01	0.15± 0.078	2.41±4.48	5.45± 7.84	0.27±0.02	<b>95.77±17.90</b>	125.71
		relocate	-0.25±0.04	-0.29±0.01	1.75±3.85	-0.17±0.04	-0.24± 0.01	-0.1±0.12	<b>67.43±14.60</b>	118.39
• <i>random+few-expert</i> and <i>medium+few-expert</i>	human+expert	pen	17.81±5.91	-3.38±2.29	-2.20±2.40	13.83±10.76	90.76±25.09	14.29±28.82	<b>103.72±2.90</b>	106.42
		door	-0.05±0.05	-0.33±0.01	-0.20± 0.11	-0.03±0.05	103.71±1.22	5.6±7.29	<b>104.70±0.55</b>	103.94
		hammer	5.00±5.64	1.89±0.70	-0.07±0.39	0.18±0.14	122.61±4.85	5.32±1.38	<b>125.19±3.29</b>	125.71
		relocate	0.02±0.10	-0.29±0.01	-0.16±0.04	-0.13±0.11	81.19±7.73	-0.04±0.22	<b>91.98±2.89</b>	118.39
• <i>partial+expert</i>	partial+expert	kitchen	6.875±9.24	0.00±0.00	39.16± 1.17	2.5±5.0	45.5±1.87	0.0±0.0	<b>60.0±5.70</b>	75.0
	mixed+expert	kitchen	1.66±2.35	0.00±0.00	42.5±2.04	2.2±3.8	42.1±1.12	0.0±0.0	<b>52.0±1.0</b>	75.0

- Methods based on coverage assumption fail when
  - 1) coverage is low (few expert trajectories in dataset)
  - 2) in high dimensional tasks where the discriminator easily overfits
- ReCOIL outperforms baselines by a large margin

# Experiments:

2) Can ReCOIL accurately estimate the policy visitation distribution  $d^\pi$  and the reward function/intent of the expert?



- expert와 policy의 visitation distribution이 거의 반대인 상황임에도, ReCOIL이 coverage가 불충분한 오프라인 데이터만으로 정책  $\pi$ 의 실제 분포  $d^\pi$ 를 가장 잘 복원함

# Experiments:

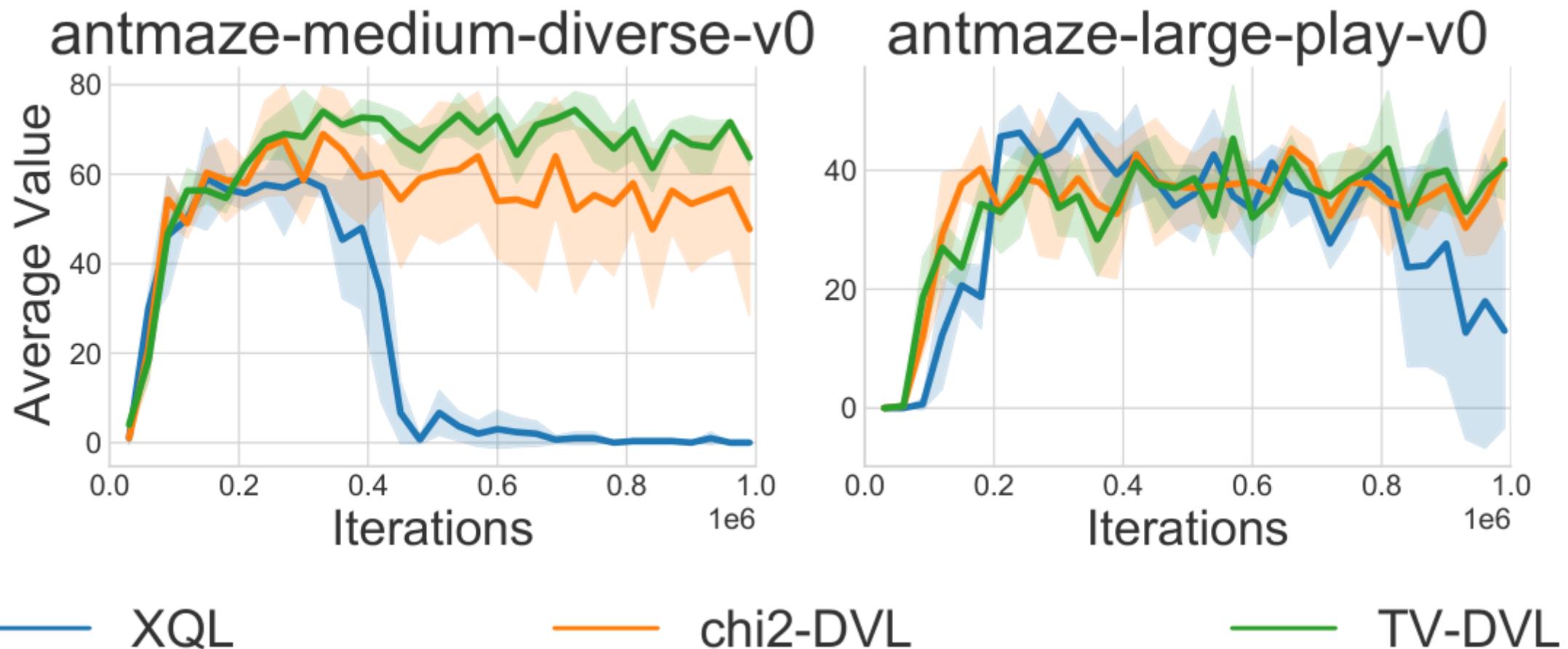
## 3) How does f-DVL perform and compare with previous offline RL methods?

Dataset	BC	10%BC	DT	TD3+BC	CQL	IQL	XQL(r)	<i>f</i> -DVL ( $\chi^2$ )	<i>f</i> -DVL (TV)
halfcheetah-medium-v2	42.6	42.5	42.6	<b>48.3</b>	44.0	<b>47.4</b>	47.4	<b>47.7</b>	47.5
hopper-medium-v2	52.9	56.9	67.6	59.3	58.5	66.3	<b>68.5</b>	63.0	64.1
walker2d-medium-v2	75.3	75.0	74.0	<b>83.7</b>	72.5	78.3	81.4	80.0	81.5
halfcheetah-medium-replay-v2	36.6	40.6	36.6	<b>44.6</b>	<b>45.5</b>	44.2	44.1	42.9	<b>44.7</b>
hopper-medium-replay-v2	18.1	75.9	82.7	60.9	95.0	94.7	95.1	90.7	<b>98.0</b>
walker2d-medium-replay-v2	26.0	62.5	66.6	<b>81.8</b>	77.2	73.9	58.0	52.1	68.7
halfcheetah-medium-expert-v2	55.2	<b>92.9</b>	86.8	90.7	91.6	86.7	90.8	89.3	91.2
hopper-medium-expert-v2	52.5	<b>110.9</b>	107.6	98.0	105.4	91.5	94.0	105.8	93.3
walker2d-medium-expert-v2	107.5	109.0	108.1	<b>110.1</b>	108.8	<b>109.6</b>	<b>110.1</b>	<b>110.1</b>	<b>109.6</b>
antmaze-umaze-v0	54.6	62.8	59.2	78.6	74.0	<b>87.5</b>	47.7	83.7	<b>87.7</b>
antmaze-umaze-diverse-v0	45.6	50.2	53.0	71.4	<b>84.0</b>	62.2	51.7	50.4	48.4
antmaze-medium-play-v0	0.0	5.4	0.0	10.6	61.2	<b>71.2</b>	31.2	56.7	<b>71.0</b>
antmaze-medium-diverse-v0	0.0	9.8	0.0	3.0	53.7	<b>70.0</b>	0.0	48.2	60.2
antmaze-large-play-v0	0.0	0.0	0.0	0.2	15.8	39.6	10.7	36.0	<b>41.7</b>
antmaze-large-diverse-v0	0.0	6.0	0.0	0.0	14.9	<b>47.5</b>	31.28	44.5	39.3
kitchen-complete-v0	65.0	-	-	-	43.8	62.5	56.7	<b>67.5</b>	61.3
kitchen-partial-v0	38.0	-	-	-	49.8	46.3	48.6	58.8	<b>70.0</b>
kitchen-mixed-v0	51.5	-	-	-	51.0	51.0	40.4	<b>53.75</b>	52.5

- XQL(r)은 원 논문의 실험 프로토콜 오류를 수정하여 결과를 다시 뽑은 것
  - original paper taking the best average return during training as opposed to the standard practice of taking the average of the last iterate performance across different seeds at 1 million gradient steps

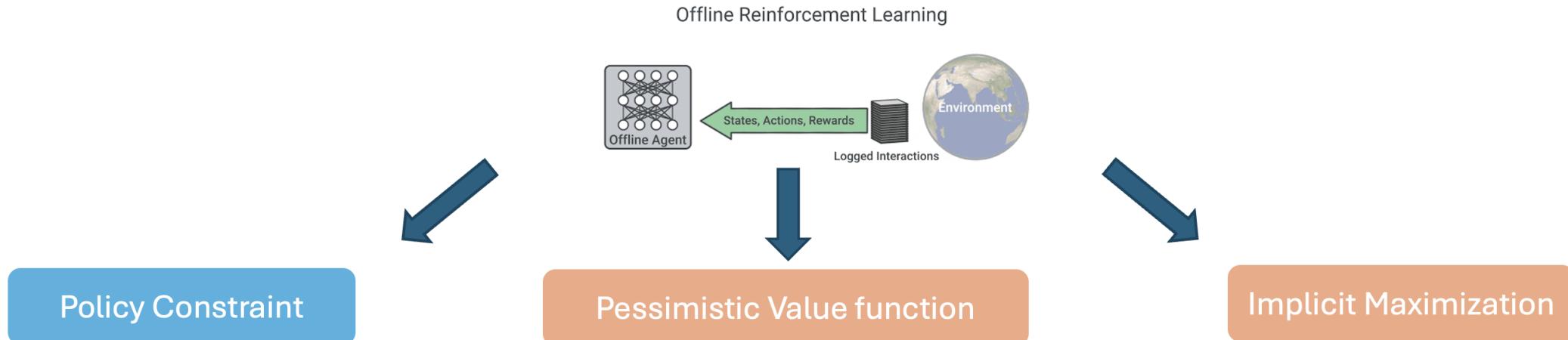
# Experiments:

4) Is the training of f-DVL more stable than XQL?



- XQL training diverges due to the numerical instability of its loss function
- f-DVL fixes this problem by using more well-behaved f-divergences

# Closing: Unifying existing work with dual RL



	Method	dual-Q/V	Gradient	Objective	Off-Policy Data
RL	AlgaeDICE, GenDICE, <i>CQL</i>	<i>Q</i>	semi	regularized RL	Arbitrary
	OptiDICE	<i>V</i>	full	regularized RL	Arbitrary
	<i>XQL</i> , REPS, <i>f-DVL</i>	<i>V</i>	semi	regularized RL	Arbitrary
	VIP, GoFAR	<i>V</i>	full	regularized RL	Arbitrary
	Logistic Q-learning	<i>QV</i> <sup>1</sup>	full	regularized RL	✗
IL	<i>IQLearn</i> , <i>IBC</i>	<i>Q</i>	semi	$D_f(\rho^\pi \  \rho^E)$	Expert-only
	<i>OPOLO</i> , <i>OPIRL</i>	<i>Q</i>	semi	$D_{kl}(\rho^\pi \  \rho^E)$	Arbitrary
	SMODICE	<i>V</i>	full	$D_{kl}(\rho^\pi \  \rho^E)$	Arbitrary
	DemoDICE, LobsDICE	<i>V</i>	full	$D_{kl}(\rho^\pi \  \rho^E) + \alpha D_{kl}(\rho^\pi \  \rho^R)$	Arbitrary
	P <sup>2</sup> IL	<i>QV</i> <sup>1</sup>	full	$D_C(\rho^\pi \  \rho^E)$ <sup>1</sup>	✗
	<b>ReCOIL-Q</b>	<i>Q</i>	full	$D_f(\rho_{mix}^\pi \  \rho_{mix}^{E,R})$	Arbitrary
	<b>ReCOIL-V</b>	<i>V</i>	full	$D_f(\rho_{mix}^\pi \  \rho_{mix}^{E,R})$	Arbitrary

# 후일담

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- arxiv version1:
  - Imitation from Arbitrary Experience: A Dual Unification of Reinforcement and Imitation Learning Methods
  - ICLR Workshop 2023
- arxiv version2-3:
  - Dual RL: Unification and New Methods for Reinforcement and Imitation Learning
  - ICLR 2024
  - 후속 연구가 아닌 버전 업데이트인데 새로운 학회에 발표해도 되는건가?
- visitation distribution 계산을 간소하기 위해 Successor Feature를 도입할 수 있을 것 같은데 저자들의 후속논문이 이와 관련있어보임
  - Proto Successor Measure: Representing the Behavior Space of an RL Agent, ICML 2025
- QinQing Zheng과 Amy Zhang은 Online Decision Transformer의 저자들임
  - Dual RL framework은 Decision Transformer 계열의 Bellman 방정식을 사용하지 않는 연구들을 포용하지는 못함

# Dual RL in a nutshell

Dual RL:  
Unification and  
New Methods  
for Reinforcement  
and Imitation Learning

Regularized RL

- Convex Primal
- f-divergence regularization
- linear Bellman constraints

Lagrangian duality

Dual RL (unconstrained dual)

- optimize over  $\{Q\}$  or  $\{V\}$
- uses  $f^*$  (convex conjugate)

On-policy policy gradient  
computed from off-policy data  
(stability + convergence)

Dual-Q (2-player game)

$$\max_{\pi} \min_Q (1 - \gamma) \mathbb{E}_{s \sim d_0, a \sim \pi(s)} [Q(s, a)] \\ + \alpha \mathbb{E}_{(s, a) \sim d^O} [f^* ([\mathcal{T}_r^\pi Q(s, a) - Q(s, a)] / \alpha)]$$

Dual-V (1-player optimization)

$$\min_V (1 - \gamma) \mathbb{E}_{s \sim d_0} [V(s)] \\ + \alpha \mathbb{E}_{(s, a) \sim d^O} [f_p^* ([\mathcal{T}V(s, a) - V(s)] / \alpha)]$$

Special case: IL

- IL as RL with reward=0
- $d^O = d^E$

Special case: ReCOIL

- $d_{\text{mix}}^S := \beta d(s, a) + (1 - \beta) d^S(s, a)$
- $d_{\text{mix}}^{E,S} := \beta d^E(s, a) + (1 - \beta) d^S(s, a)$

Special case: RL

Pessimistic Value Learning  
CQL, ATAC

Special case: RL

Implicit-way  
XQL, f-DVL(proposed)