## D. Algorithm tables

As introduced in Section 5, Trifle generally works in two phases: rejection sampling for action generation and beam search for action selection. The main algorithm is illustrated in Algorithm 1, where we take the current state  $s_t$  as well as the past trajectory  $\tau_{< t}$  as input, utilize the specified value estimate  $f_v$  as a heuristic to guide beam search, and output the best trajectory. After that, we extract the current action  $a_t$  from the output trajectory to execute in the environment.

At the first step of the beam search, we will perform rejection sampling to obtain a candidate action set  $\mathbf{a_t}$  (line 4 of Algorithm 1). The concrete rejection sampling procedure for s-Trifle is detailed in Algorithm 2. The major modification of m-Trifle compared to s-Trifle is the adoption of a multi-step value estimate instead of the single-step value estimate, which is also shown in Algorithm 3.

## **Algorithm 1** Trifle with Beam Search

733 6: **for** t = 1, ..., H **do** 

```
7: X_{t-1} \leftarrow X_{t-1}.repeat(\lambda, \dim = 0) \triangleright Scale the number of trajectories from N to \lambda N

8: C_t \leftarrow \{\operatorname{concat}(\mathbf{x}_{t-1}, x) \mid \forall \mathbf{x}_{t-1} \in X_{t-1}, \operatorname{sample} x \sim p_{\mathcal{M}}(\cdot \mid \mathbf{x}_{t-1})\} \triangleright Candidate next-token prediction

9: X_t \leftarrow \operatorname{topk}_{X \in \mathcal{C}_t} (f_v(X), \mathbf{k} = N) \triangleright keep N most rewarding trajectories
```

10: **end for** 

11: **return**  $\operatorname{argmax}_{X \in X_H} f_v(X)$ 

## Algorithm 2 Rejection Sampling with Single-step Value Estimate

```
2: Output: The sampled action a_t^{1:k}
3: Let x_t \leftarrow \operatorname{concat}(\tau_{< t}, s_t)
4: for i=1,...,k do
5: Compute p_{\operatorname{GPT}}(a_t^i \mid x_t, a_t^{< i})
Note that a_t^{< 1} = \varnothing.
```

6: Compute  $p_{\text{TPM}}(V_t \mid x_t, a_t^{< i}) = \sum_{a_t^{i:k}} p_{\text{TPM}}(V_t \mid x_t, a_t^{1:k})$  > The marginal can be efficiently computed by PC in linear time.

7: Compute  $v_{\delta} = \max_{v} \{v \in \operatorname{val}(V_t) \mid p_{\mathrm{TPM}}(V_t \geq v \mid x_t, a_t^{< i}) \geq 1 - \delta\}$ , for each  $a_t^i \in \operatorname{val}(A_t^i)$ 

1: **Input:** past trajectory  $\tau_{< t}$ , current state  $s_t$ , dimension of action k, rejection rate  $\delta > 0$ 

749 8: Compute  $\tilde{p}(a_t^i \mid x_t, a_t^{< i}; v_\delta) = \frac{1}{Z} \cdot p_{\text{GPT}}(a_t^i \mid x_t, a_t^{< i}) \cdot p_{\text{TPM}}(V_t \ge v_\delta \mid x_t, a_t^{\le i})$   $\triangleright$  Apply Equation (2)

9: Sample  $a_t^i \sim \tilde{p}(a_t^i \mid x_t, a_t^{< i}; v_\delta)$ 

10: **end for** 

11: **return**  $a_t^{1:k}$ 

## **Algorithm 3** Multi-step Value Estimate

```
1: Input: \tau \leq t = (s_0, a_0, ..., s_t, a_t), sequence model \mathcal{M}, terminal timestep t' > t, discount \gamma
```

2: **Output:** The multi-step value estimate  $\mathbb{E}[V_t^{\mathrm{m}}]$ 

3: Sample future actions  $a_{t+1}, ..., a_{t'}$  from  $\mathcal{M}$ 

4: Compute  $p_{\text{TPM}}(r_h \mid \tau_{\leq t}, a_{t+1:h}) = \sum_{s_{t+1:h}} p_{\text{TPM}}(r_h \mid \tau_{\leq t'})$  for  $h \in [t+1, t']$   $\triangleright$  Marginalize over intermediate states  $s_{t+1:h}$ 

5: Compute  $p_{\text{TPM}}(\text{RTG}_{t'} \mid \tau_{\leq t}, a_{t+1:t'}) = \sum_{s_{t+1:t'}} p_{\text{TPM}}(\text{RTG}_{t'} \mid \tau_{\leq t'})$ 

```
6: compute \mathbb{E}\left[V_t^{\mathrm{m}}\right] = \sum_{h=t}^{t'} \gamma^{h-t} \mathbb{E}_{r_h \sim p_{\mathrm{TPM}}(\cdot \mid \tau_{< t}, a_{t+1:h})} \left[r_h\right] + \gamma^{t'+1-t} \mathbb{E}_{\mathrm{RTG}_{t'} \sim p_{\mathrm{TPM}}(\cdot \mid \tau_{< t}, a_{t+1:t'})} \left[\mathrm{RTG}_{t'}\right]
```

7: return  $\mathbb{E}[V_t^{\mathrm{m}}]$