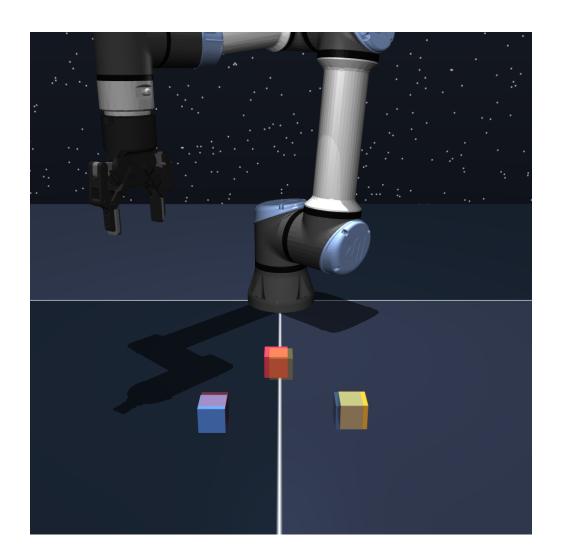
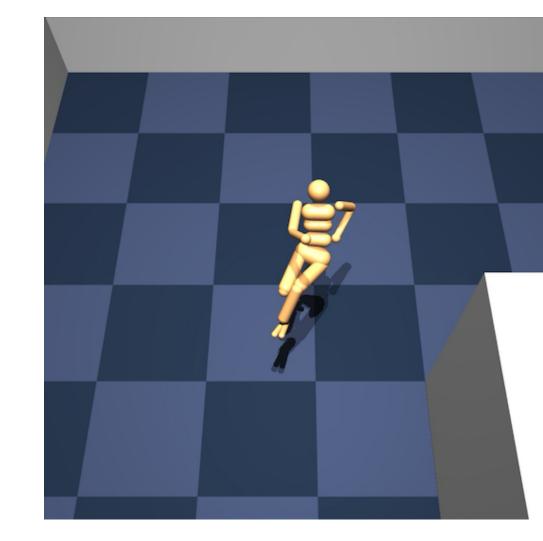
Table 2: OGBench Evaluation

Methods

Task	TRA	GCBC	CRL	GCIQL	GCIVL	QRL
antmaze medium stitch	60.7 ^{(±3.0)*}	45.5 ^(±3.9)	52.7 ^(±2.2)	29.3 ^(±2.2)	44.1 ^(±2.0)	59.1 ^(±2.4)
antmaze large stitch	$12.8^{(\pm 2.0)}$	$3.4^{(\pm 1.0)}$	$10.8^{(\pm 0.6)}$	$7.5^{(\pm 0.7)}$	$18.5^{(\pm 0.8)^{\dagger}}$	18.4 ^(±0.7)
antsoccer arena stitch	$17.0^{(\pm 1.2)}$	24. 5 ^(±2.8)	$0.7^{(\pm 0.1)}$	$2.1^{(\pm 0.1)}$	$21.4^{(\pm 1.1)}$	$0.8^{(\pm 0.2)}$
humanoidmaze medium stitch	46.1 ^(±1.9)	$29.0^{(\pm 1.7)}$	$36.2^{(\pm0.9)}$	12.1 ^(±1.1)	$12.3^{(\pm 0.6)}$	$18.0^{(\pm 0.7)}$
humanoidmaze large stitch	8.6 ^(±1.4)	$5.6^{(\pm 1.0)}$	$4.0^{(\pm 0.2)}$	$0.5^{(\pm 0.1)}$	$1.2^{(\pm 0.2)}$	$3.5^{(\pm 0.5)}$
antmaze large navigate	$35.4^{(\pm 1.8)}$	$24.0^{(\pm 0.6)}$	82.8 ^(±1.4)	34.2 ^(±1.3)	15.7 ^(±1.9)	74.6 ^(±2.3)
cube single noisy	$9.2^{(\pm 0.9)}$	$8.4^{(\pm 1.0)}$	$38.3^{(\pm0.6)}$	99.3 ^(±0.2)	$70.6^{(\pm 3.3)}$	$25.5^{(\pm 2.1)}$

RL methods with a separate value network to update the actor are in gray.





^{*}The best non-RL methods up to significance are highlighted.

[†] We **bold** the best performance across all methods.