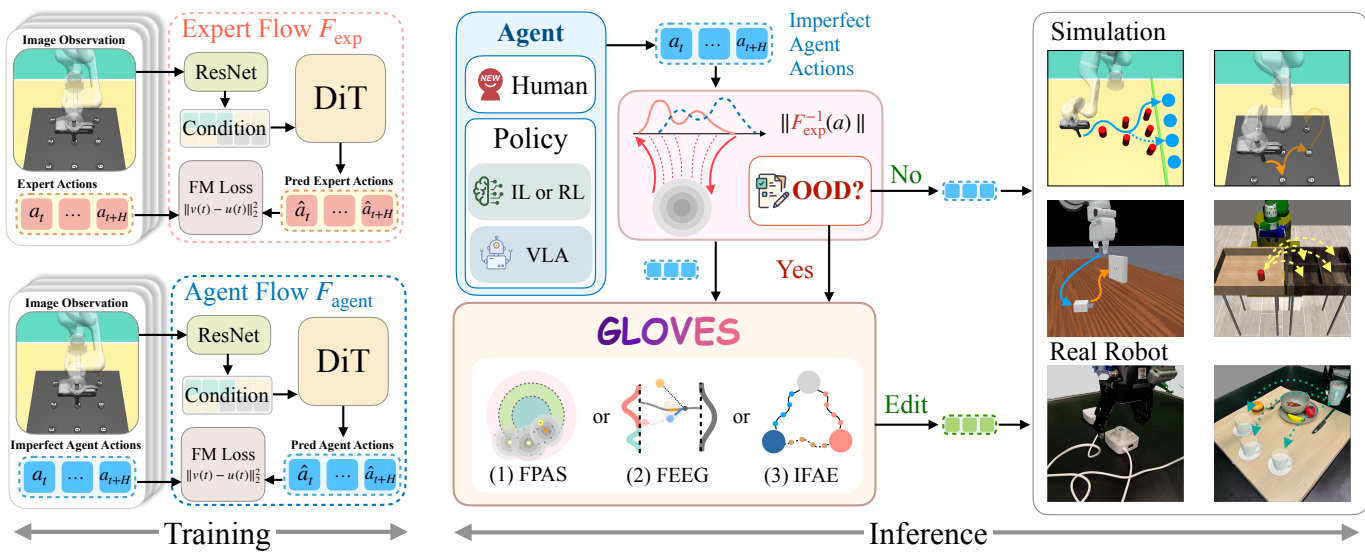


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<sup>1</sup>Toyota Technological Institute at Chicago, <sup>2</sup>Stony Brook University



## Why policy adaptation?

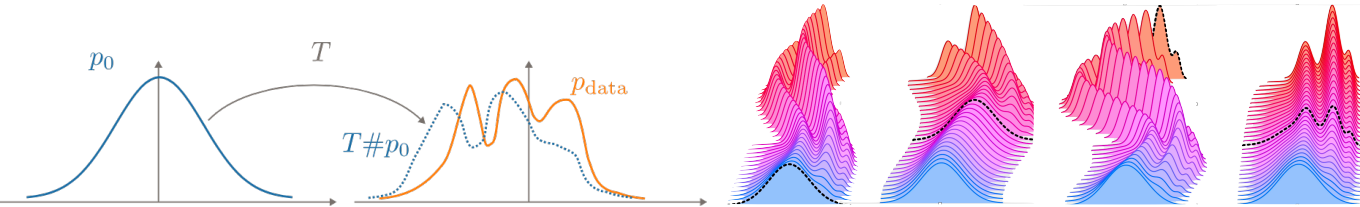
Agents often contain useful task intent but produce imperfect executions; policy adaptation corrects their proposed actions online without requiring policy updates, reward design, or access to dynamics.

## What is flow matching?

Flow matching define a velocity field by ODE<sup>[1]</sup>:

$$\frac{d\phi_t(x)}{dt} = v_t(\phi_t(x))$$

$\phi_t(x)$ : flow map, position of particle at time  $t$        $v_t$ : velocity field, how particle moves  $t = 0 \rightarrow 1$



## Out of distribution detection

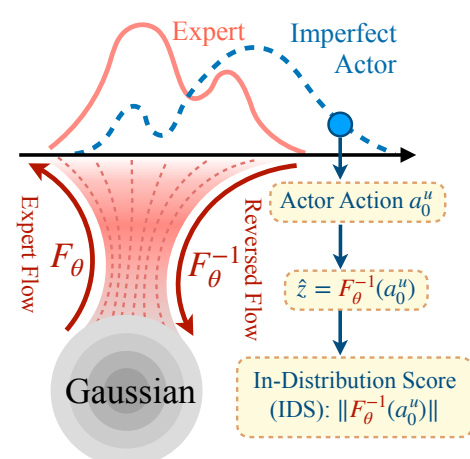
Given a trained flow  $F_\theta(\cdot)$  and a non-conformity score function score  $= \hat{z} = F_\theta^{-1}(x)$ <sup>[2]</sup> and a calibration set  $D_{cal} = \{(x_i)\}_{i=1}^n$

$$p\text{-value} = \frac{|\{j \in \{1, \dots, n\} : F_\theta^{-1}(x_j) \geq F_\theta^{-1}(x_{test})\}| + 1}{n + 1}$$

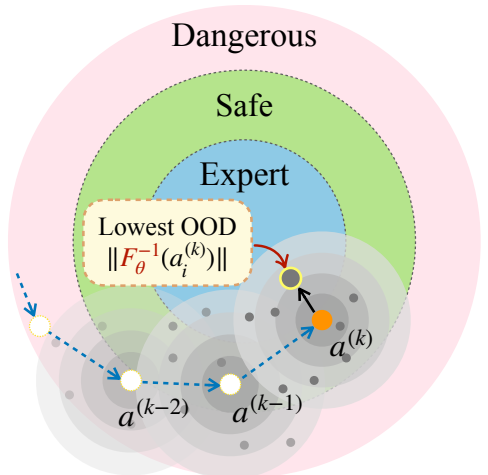
Larger nonconformity score  $\rightarrow$  smaller p-value  $\rightarrow$  more OOD.

In distribution  $C_\alpha(x_{test}) = \{p\text{-value}(x_{test}) > \alpha\}$

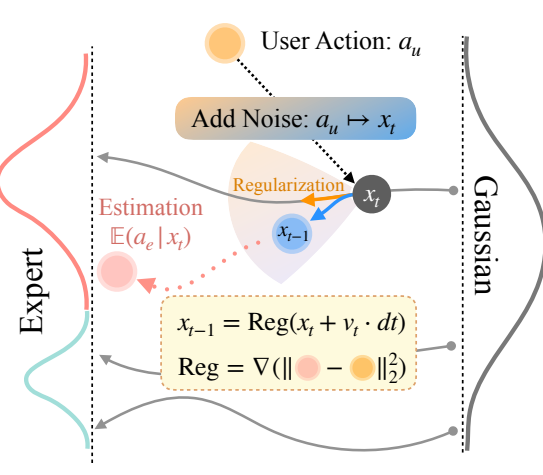
All we need for conformal prediction is expert flow.



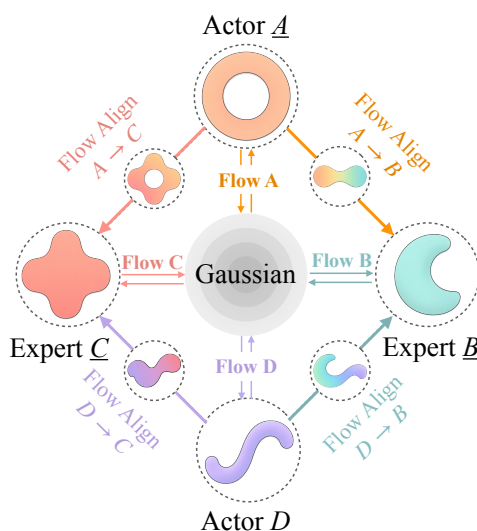
## GLOVES: Policy Adaptation without Policy Updates



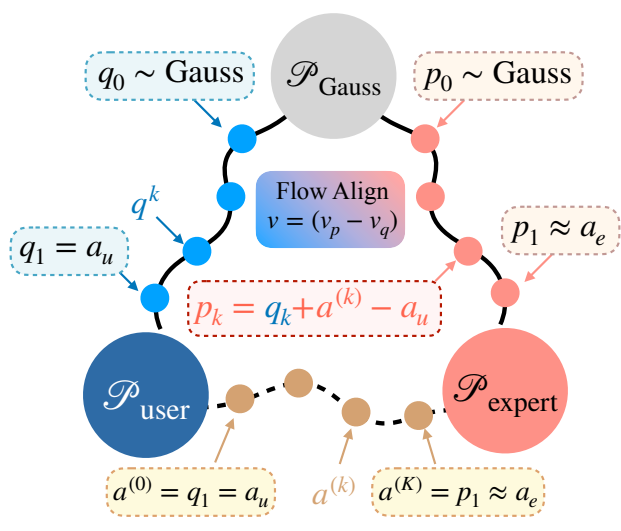
(a) FPAS  
Flow-Prior Action Sampling



(b) FEEG  
Flow Editing with Energy Guidance

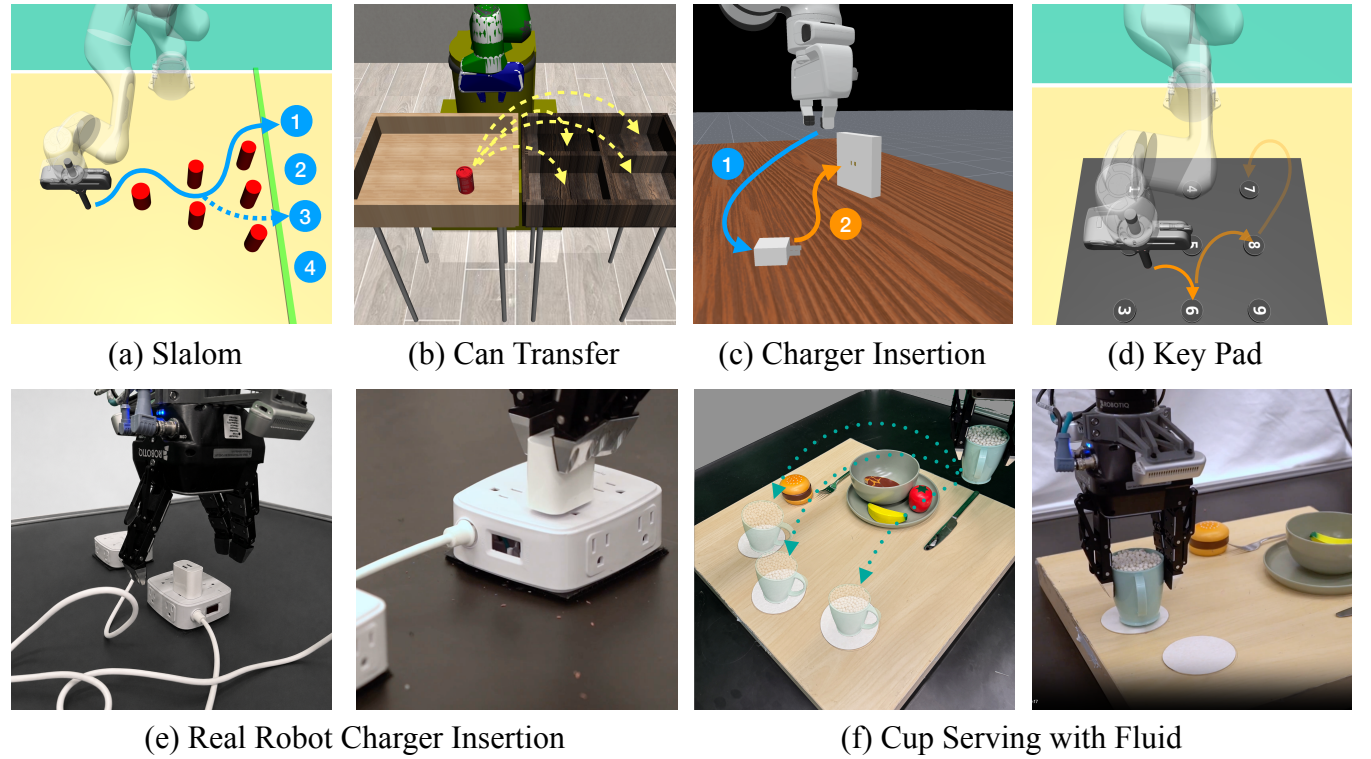


Preliminary: Flow Align<sup>[3]</sup>



(c) IFAE  
Inversion-Free Action-chunk Editing

## Experiments



## Agent Design

**IL Agent:** A goal-conditioned imitation policy is trained from expert demonstrations and then perturbed with noise, delay, slowing, or bias. This creates controlled imperfect agents with known failure modes.

$$\tilde{\mathbf{a}}_k^{\text{laggy}} = \begin{cases} \tilde{\mathbf{a}}_{k-1}, & \text{with probability } p_{\text{lag}}, \\ \mathbf{a}_k, & \text{otherwise.} \end{cases}$$

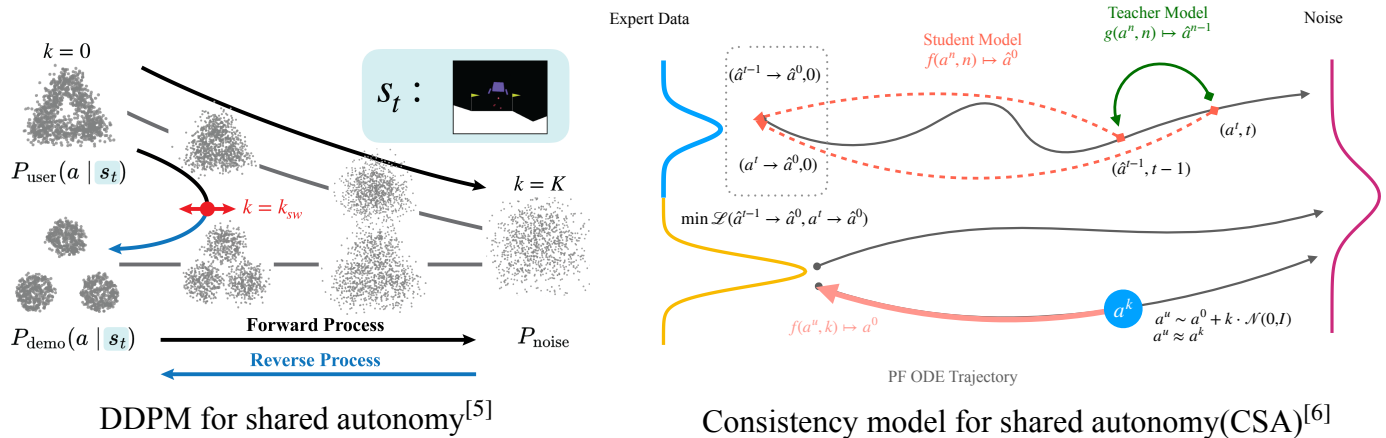
$$\tilde{\mathbf{a}}_k^{\text{shift}} = \begin{cases} \mathbf{a}_k + \mathbf{1}_T(\delta \mathbf{e}_j)^\top, & \text{with probability } p_{\text{shift}}, \\ \mathbf{a}_k, & \text{otherwise.} \end{cases}$$

$$\tilde{\mathbf{a}}_k^{\text{slow}} = \begin{cases} \alpha \mathbf{a}_k, & \text{with probability } p_{\text{slow}}, \quad 0 < \alpha < 1 \\ \mathbf{a}_k, & \text{otherwise,} \end{cases}$$

$$\tilde{\mathbf{a}}_k^{\text{noised}} = \mathbf{a}_k + \epsilon_k, \quad \epsilon_k \sim \mathcal{N}(0, \sigma^2 I).$$

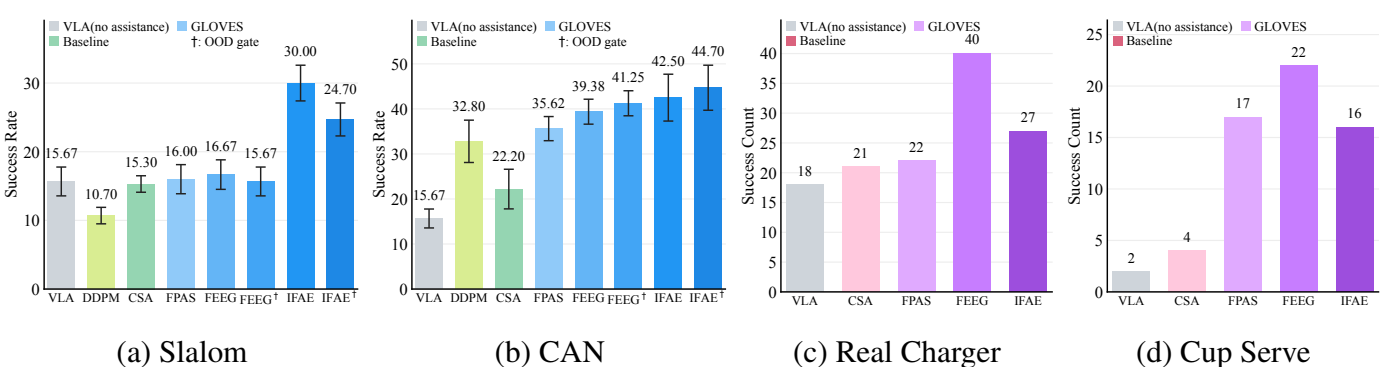
**VLA Agent:** A finetuned vision-language-action model (FLOWER<sup>[4]</sup>) proposes action chunks from images and language instructions. GLOVES improves its execution online while keeping the VLA frozen.

## Baselines



## Results

Task	Agent	Agent Performance	DDPM	CSA	FPAS	FEEG		IFAE	
						w/o OOD	w/ OOD	w/o OOD	w/ OOD
Slalom	laggy	38.7±5.8	15.3±2.2	<b>43.6±5.0</b>	<b>41.0±7.6</b>	31.7±3.8	31.0±3.7	39.4±5.4	39.3±5.3
	noised	40.0±7.1	33.3±3.3	42.7±5.3	46.0±6.1	46.7±5.8	45.7±5.8	<b>53.7±5.3</b>	<b>53.6±5.4</b>
	slow	55.7±5.1	35.7±3.3	42.3±4.0	60.0±5.0	49.3±5.6	49.3±5.6	<b>74.6±4.6</b>	<b>74.0±4.4</b>
	shift	28.0±2.8	15.0±2.3	<b>69.7±4.0</b>	47.7±7.3	49.0±5.5	36.7±4.0	<b>65.0±4.7</b>	<b>70.0±4.7</b>
Can	laggy	48.1±8.2	53.8±5.3	51.5±5.3	53.8±7.1	55.0±6.3	53.1±6.5	<b>66.6±5.1</b>	<b>81.9±4.4</b>
	noised	50.9±5.6	1.6±1.4	<b>60.3±5.0</b>	48.4±3.2	52.5±5.7	50.6±5.8	<b>55.9±5.2</b>	55.6±5.0
	slow	23.1±6.0	62.2±5.0	70.9±4.8	29.4±4.6	62.8±3.5	60.9±4.8	<b>72.2±4.7</b>	<b>71.6±4.7</b>
	shift	54.7±3.9	80.3±4.2	52.5±5.5	57.2±3.2	<b>93.4±3.3</b>	<b>92.2±3.2</b>	56.9±5.4	58.1±5.6
Keypad	laggy	54.0±8.1	57.3±2.3	64.0±2.3	62.3±5.3	61.3±6.3	62.3±6.6	<b>82.0±1.7</b>	<b>81.7±1.7</b>
	noised	34.7±5.6	47.7±2.3	25.7±1.7	36.0±6.1	<b>51.3±7.8</b>	<b>50.7±6.9</b>	46.0±2.7	44.8±2.4
	slow	52.7±6.2	81.3±2.0	92.0±1.0	94.0±2.4	<b>95.0±2.6</b>	<b>96.0±2.1</b>	79.3±2.0	88.0±2.0
	shift	52.7±5.6	66.0±2.0	68.0±2.0	68.3±5.1	<b>82.0±3.5</b>	<b>80.7±4.0</b>	61.4±1.7	61.4±1.7
Charger	laggy	38.5±7.0	0.0±0.0	40.0±7.0	41.0±6.8	39.0±7.8	<b>41.0±5.6</b>	40.0±7.0	<b>44.5±7.0</b>
	noised	33.0±5.7	0.0±0.0	48.0±7.0	61.5±7.7	<b>68.5±4.4</b>	<b>73.0±5.3</b>	65.5±6.5	66.4±6.9
	slow	45.0±5.3	0.0±0.0	<b>49.9±7.0</b>	44.5±3.7	46.0±5.5	<b>47.5±5.1</b>	46.0±7.0	44.5±7.0
	shift	36.0±5.0	0.0±0.0	60.5±6.5	49.0±4.8	<b>68.0±5.7</b>	<b>64.5±4.3</b>	36.0±7.0	40.4±6.6



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