

Figure 11: Normalized score across all noise injection factors, for 2-step diffusion. Results averaged over all Adroit tasks, with 20 trials of 100 environments each. The score function is used as the genetic algorithm heuristic. The selector picks using the given heuristic. *Multinomial* uses a temperature of 1, *top k* takes the best samples in a sorted order - the highest score sample is selected at  $t = 0$ . We use a population of 16 on all runs.

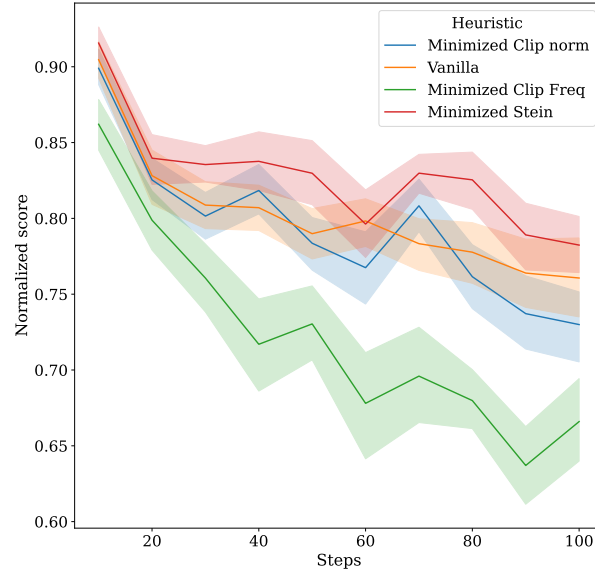


Figure 12: Normalized score across all numbers of steps, for  $\gamma = 1$ , given different genetic algorithm selection heuristics. Results averaged over all Adroit tasks, with 20 trials of 100 environments each. We use a population of 16 on all runs.

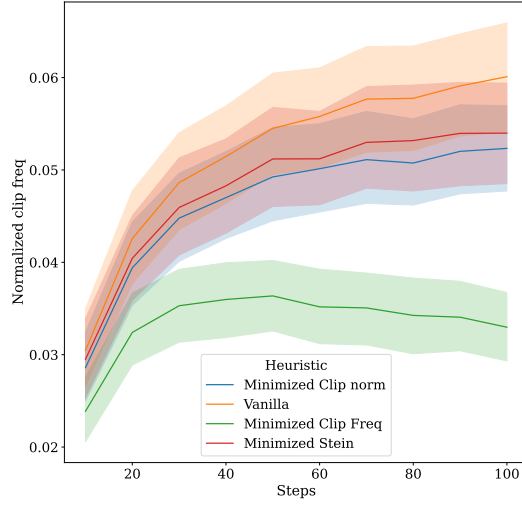


Figure 13: Normalized clipping frequency across all numbers of steps, for  $\gamma = 1$ , given different genetic algorithm selection heuristics. Results averaged over all Adroit tasks, with 20 trials of 100 environments each. We use a population of 16 on all runs.

439 These figures show that minimizing the stein score (or the norm of the estimated noise) is the best  
 440 of simple genetic algorithm heuristics. Using clipping statistics as a heuristics distorts the sampled  
 441 distribution by removing the mode with large values, when the stein based heuristic only measures  
 442 how out of distribution the current intermediary sample is.