[1400] - Model Based RL - Neural Dynamics Modeling, CDM, PETS

Model Based RL

Neural Dynamics Learned

Model Predictive Control (MPC)

Cross Entropy Method (CEM) [arxiv]

Deterministic Dynamics (DE plot)

Stochastic Dynamics (Ensemble plot)

Stochastic Dynamics (Probabilistic Ensemble)

Probabilistic Dynamics (Probabilistic Ensemble)

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM)

Deterministic Dynamics (DE plot) - Cross Entropy Method (CEM)

Stochastic Dynamics (Ensemble plot) - Cross Entropy Method (CEM)

Stochastic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM)

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function - Terminal Function

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function - Terminal Function - Action Clipping

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function - Terminal Function - Action Clipping - Action Noise

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function - Terminal Function - Action Clipping - Action Noise - Pendulum

Probabilistic Dynamics (Probabilistic Ensemble) - Cross Entropy Method (CEM) - Random Shooting - Trajectory Sampling - Propagation Method: Mean - Reward Function - Terminal Function - Action Clipping - Action Noise - Pendulum - Cartpole

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