# GradCEM

Source: Model-Predictive Control via Cross-Entropy and Gradient-Based Optimization

## Cross Entropy Method (CEM) based motion planning algorithm

- Sample controls from a gaussian distribution.
- 2. Clip the controls within the control bounds of the agent.
- 3. Rollout the trajectories.
- 4. Score the trajectories.
- 5. Select the elite trajectories.
- 6. Set the mean and covariance of the gaussian distribution as the mean and covariance of the elite trajectories.
- 7. Goto step 1.

## **CEM**: Advantages and Disadvantages

#### **Advantages:**

- Exploratory in nature.
- 2. Works with non-smooth cost functions.

#### **Disadvantages:**

1. Computational time increases as the dimensionality of the action space increase.

## Gradient based motion planning algorithm

 Involves backpropagating derivatives of the scoring function with respect to actions for updating the sequence of actions iteratively through gradient descent.

$$\bar{a}_{0:H}^{(k)} := \bar{a}_{0:H}^{(k-1)} + \alpha \nabla_{\bar{a}} \bar{R}(\bar{a}_{0:H}^{(k-1)}, \bar{s}_{0:H}^{(k-1)}), \qquad k = 1, 2, ..., K$$

- 2. **Advantages:** They tend to be very fast even when the action dimension increases.
- 3. Disadvantages:
  - a. Gradient based approaches like sgd need a good starting guess.
  - b. The scoring functions needs to be differentiable.
  - c. They tend to converge to a local-minima.

Initial guers Local minima If the initial guess is bad, gradient based meltods maybet get stude in local minima. minima How do we combine the advantages of both the approaches?



### GradCEM based motion planning algorithm

- 1. Sample controls from a gaussian distribution.
- 2. Clip the controls within the control bounds of the agent.
- 3. Rollout the trajectories.
- 4. Score the trajectories.
- 5. Compute gradients of the scoring function wrt the controls
- 6. Perform gradient descent
- Select the elite trajectories.
- 8. Set the mean and covariance of the gaussian distribution as the mean and covariance of the elite trajectories.
- 9. Goto step 1.







