

ReadMe for SD-PDMD

1. Environment

Python 3.5

Mujoco1.3.1: http://www.roboti.us/download/mjpro131_linux.zip

2. Skill Diversity

2.1. Sd.py launches Skill Diversity

The generated skill is stored as a PKL file, and our run results are stored in:

[ACTION_LENGTH100](#) and [ACTION_LENGTH300](#).

Due to the limitation of uploading size, GitHub only shows part of the representative results, and the complete experimental results and videos can be obtained from the following web disk:

<https://pan.baidu.com/s/1i2ybkpvkH2zJDEFtXZbvKg>

Key: 6jlh

Program Run: `python SD.py --env= "Environment" --log_dir= "Storage Location"`

Tips:

- Parameters changes: Row 19
- Environment changes: Row 42

2.2. Visualize_skill. Py allows you to visualize the generated skills. Our visualization results are saved in [Skill Video100](#) and [Skill Video300](#).

Program Run: `python visualize_skills.py "Storage Location of pkl"`

3. PDMD

PDMD is the best similarity evaluation algorithm. Imitate_skill launches the PDMD evaluation method, the expert skill, student skill, and max-path-length is needed (Set as you wish).

Program Run: `Python imitate_skills.py --expert_snapshot="expert pkl" --student_snapshot="student pkl" --max-path-length=100/300`

Please feel free to change and use the code for review and academic purposes.