

Install OpenAI gym and roboschool on Ubuntu 16.04 via Anaconda 3

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 - Reference:
 - <https://github.com/openai/gym>
 - <http://blog.csdn.net/jinzhuojun/article/details/78508203>
 - <https://www.jianshu.com/p/350553547c09>
 - <https://www.jianshu.com/p/b9f14b8b1bab>
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1. Preparation

- Install anaconda 3 first, then you need to check whether the `pip/pip2/pip3` command is for python3 in anaconda:

```
(~) (venturer@venturer-ThinkPad-T450s:pts/16)
(15:18:58) -> which pip
/home/venturer/anaconda3/bin/pip
(15:25:30) -> which pip3
/usr/bin/pip3
```

- We can see that `pip3` is still for build-in python3, so we need to change its interpreter:
 - Open pip3 file
 - Change the first line to python3 in anaconda
 - You can check changes by running `pip3 list`

2. Install gym

- Install system packages:

```
1. sudo apt-get install -y python-numpy python-dev cmake zlib1g-dev
libjpeg-dev xvfb libav-tools xorg-dev python-opengl libboost-all-dev
libsdl2-dev swig
```

- Install gym:

```
1. pip3 install -e '[all]'
```

- You can try to run "LunarLand" to check whether Box2D is installed correctly, if not, try following codes:

```
1. pip3 uninstall Box2D-kengz
2. git clone https://github.com/pybox2d/pybox2d.git
3. cd pybox2d
4. python3 setup.py clean
5. python3 setup.py install
```

3. Install roboschool

- Create a new folder "robot" in anaconda, then put roboschool in it:

```
1. mkdir /home/venturer/anaconda3/lib/python3.6/site-packages/robot
2. cd /home/venturer/anaconda3/lib/python3.6/site-packages/robot
3. git clone http://github.com/openai/roboschool.git
```

- Add environment variable in .zshrc

```
1. ROBOSCHOOL_PATH=/home/venturer/anaconda3/lib/python3.6/site-packages/robot/roboschool
2. export PATH="$PATH:ROBOSCHOOL_PATH"
```

- Make sure following packages are installed correctly:

```
1. sudo apt-get install cmake ffmpeg pkg-config qtbase5-dev libqt5opengl5-dev libassimp-dev libpython3.5-dev libboost-python-dev libtinyxml-dev
```

- Install bullet3

```
1. git clone https://github.com/olegklimov/bullet3 -b roboschool_self_collision
2. mkdir bullet3/build
3. cd bullet3/build
4. cmake -DBUILD_SHARED_LIBS=ON -DUSE_DOUBLE_PRECISION=1 -DCMAKE_INSTALL_P
```

```
REFIX:PATH=$ROBOSCHOOL_PATH/roboschool/cpp-household/bullet_local_install -DBUILD_CPU_DEMOS=OFF -DBUILD_BULLET2_DEMOS=OFF -DBUILD_EXTRAS=OFF -DBUILD_UNIT_TESTS=OFF -DBUILD_CLSCKET=OFF -DBUILD_ENET=OFF -DBUILD_OPENGL3_DEMOS=OFF ..
5.  make -j4
6.  make install
7.  cd ../../
```

- Install roboschool

```
1.  pip3 install -e $ROBOSCHOOL_PATH
```

- Check whether roboschool is installed correctly:
 - Run `pip3 list`, you can see roboschool installed
 - Import roboschool in ipython or python3
- Run demos:

```
1.  python3 $ROBOSCHOOL_PATH/agent_zoo/RoboschoolWalker2d_v1_2017jul.py
```

Enjoy it !