# Generating a Terrain-Robustness Benchmark for Legged Locomotion: A Prototype via Terrain Authoring and Active Learning

**Chong Zhang and Lizhi Yang** 

Thomas Mousseau

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# **Overview**

### 1. Problem Setup

- 1.1 Legged Locomotion Challenges
- 1.2 Benchmark Limitations

## 2. Methodology and Architecture

- 2.1 Terrain Authoring
- 2.2 Active Learning with GFlowNet

### 3. Experiments and Results

- 3.1 Experimental Setup
- 3.2 Results and Analysis

### 4. Conclusion

- 4.1 Key Insights
- 4.2 Future Directions