

HW2 – Train virtual humans with RL

- HW2 asks you to 1) use RL to train the virtual human so that it learns to walk toward the goal, and 2) monitor the training process and compare the training performance between PPO and SAC
- Due: Next class meeting
- Upload ppt to Teams

Customize Unity's Ragdoll

- Create your own Ragdoll

Train virtual human to walk using PPO

Monitor the training process to see how the virtual human learns to walk

No. of training steps	Video	Description
100K		
500K		
1M		
5M		
10M		
...		
max = 30M steps		

Train virtual human to walk using SAC

Monitor the training process to see how the virtual human learns to walk

No. of training steps	Video	Description
100K		
500K		
1M		
5M		
10M		
...		
max = 15M steps		

Discussion

- Reward and loss plot
- Compare the training performance in terms of efficiency and stability