

Wolverine

Deep Reinforcement Learning for UAV

Semester Project for EE5894 Robot Motion Planning, Fall2018, Virginia Tech

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Simulator: [AirSim](#)

Open Source Library: [CNTK](#)

Install AirSim on Mac

0. Before start

- make sure good network connection and speed, the whole installation cost more than 20G size download.
- my case:
 - Hardware - MacBook Pro (Retina, 13-inch, Early 2015);
 - Graphics - Intel Iris Graphics 6100 1536 MB;
 - OS - **High Sierra Version 10.13.6**;
 - Xcode - version 10.0
- install Xcode, and do launch to make sure it is well installed.

1. install [Epic Games Launcher](#)

2. launch Epic Games Launcher, in left Bar, click "Library", install the **Unreal Engine**, where I choose the newest version 4.20, the installation take around an hour for the ~20G download .

3. after unreal engine is installed, launch it. Choose "Learn" at left Bar, select the **Landscape Mountains** scene, which is the official and most widely used one, and it cost ~2G download.

4. When download finished, choose "Create Project" to save it.

5. Build Airsim:

- change path to where you want to install, for my case, I choose ~.

- ```
git clone https://github.com/Microsoft/AirSim.git
cd AirSim
./setup.sh
./build.sh
```

- the build take me around 20 min

6. Run Blocks, open the **Blocks.uproject** under **Unreal/Environments/Blocks/**, it may ask you to rebuild.

7. copy the folder `unreal/plugins` of `Blocks` to `LandscapeMountains`, in that airsims could run as a plugin in this project.
8. Launch the `LandscapeMountains.uproject`.

## Reference

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- install AriSim on Mac in Chinese([https://blog.csdn.net/qq\\_26919935/article/details/80901773](https://blog.csdn.net/qq_26919935/article/details/80901773))