

## 15-464/15-664 Reference List for April 17<sup>th</sup> 2020

We focused on this paper today and the techniques which it utilizes, including trajectory optimization using CMA-ES, linear regression, and deep reinforcement learning:

Liu, Libin, and Jessica Hodgins. "Learning basketball dribbling skills using trajectory optimization and deep reinforcement learning." *ACM Transactions on Graphics (TOG)* 37, no. 4 (2018): 1-14.

<https://blog.deepmotion.com/2018/08/07/deepdribble-simulating-basketball-with-ai/>

<https://www.youtube.com/watch?v=8DSJmTJtUJQ>

<https://deepmotion.com/ai-motion-brain>

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