When hip translation control is not activated, the character's hips keeps lowering with consecutive Compute operations.

Successive Compute operations will accumulate slight offsets in hip when its translation is not constrained. This is the result of slight IK solver deviations, which are unpreventable.

Reallusion FAQ
https://kb.reallusion.com/Product/53220/When-hip-translation-control-is-not-activated-the-characters-hips