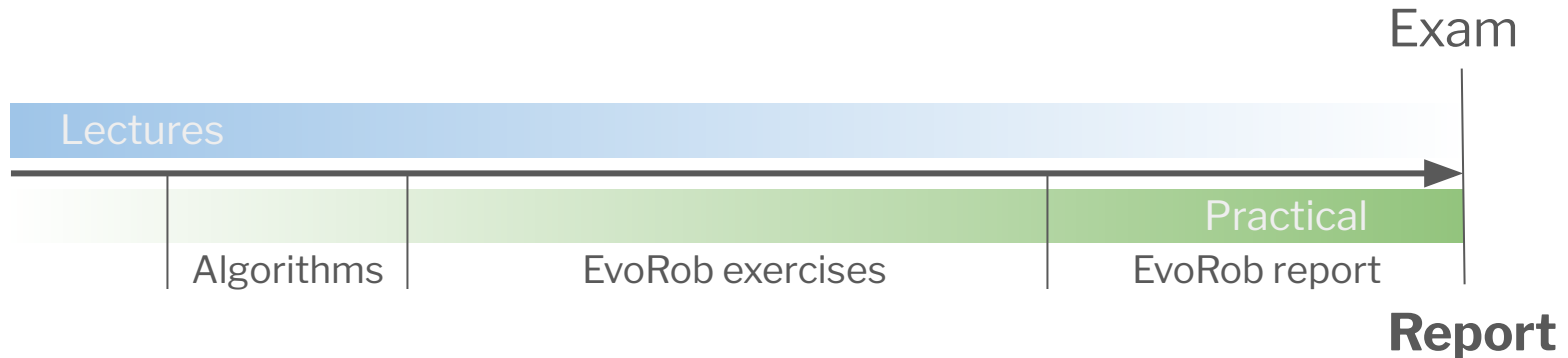
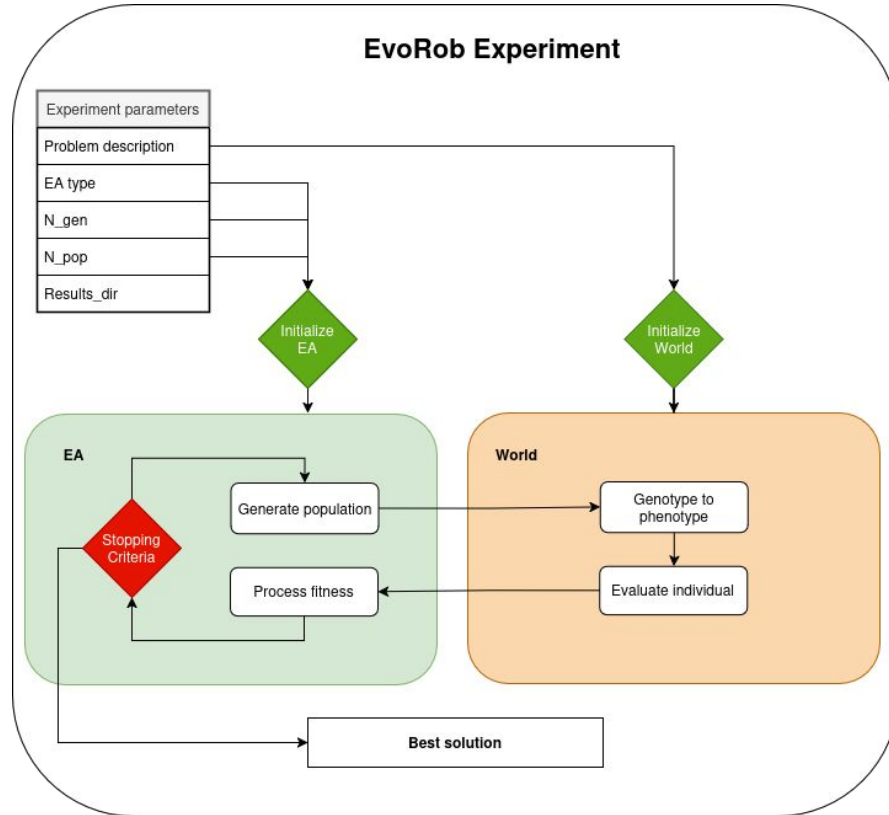


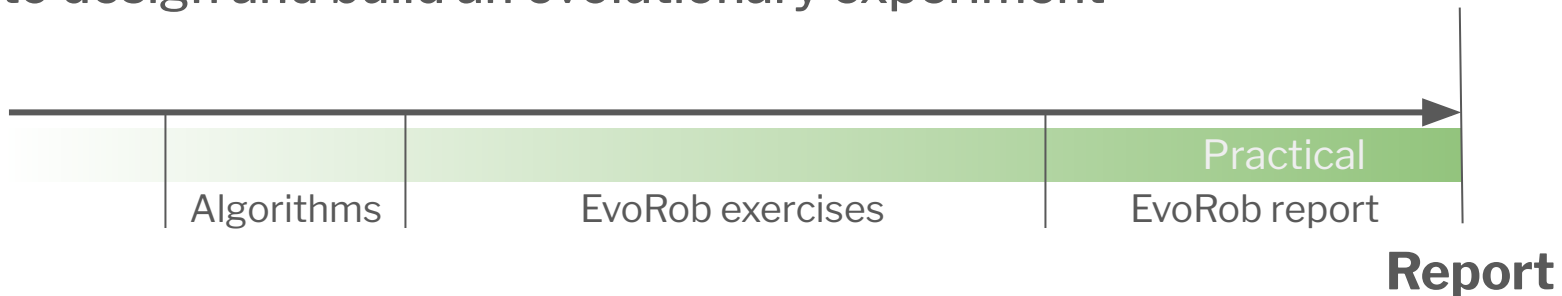
All practicals are in Python

- Algorithms (evolutionary algorithms)
- EvoRob exercises (evolutionary robotics experiments)
- **EvoRob report (Final grade)**

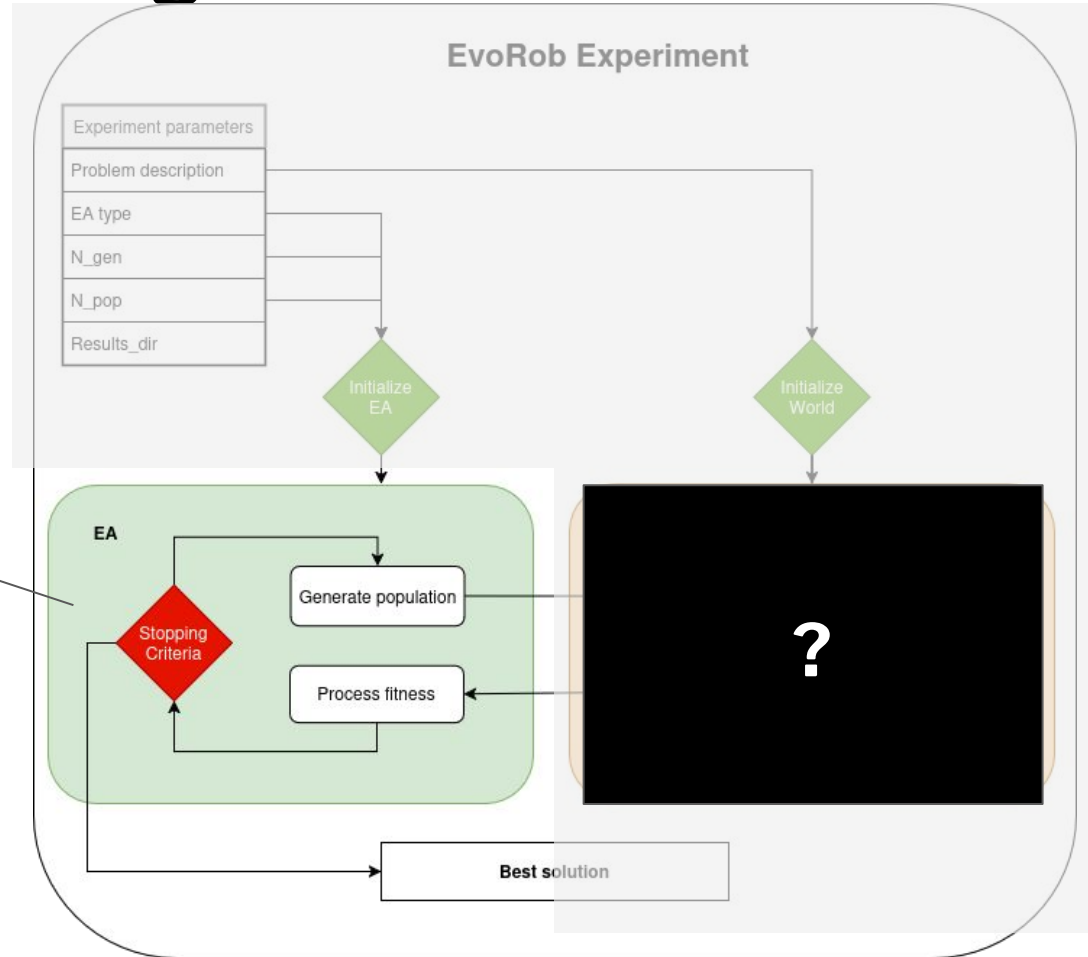




- Hands-on experience with commonly used evolutionary algorithms and deep reinforcement learning algorithms in robotics.
- Proficiency with state-of-the-art software tools like (OpenAI) Gym environments and the MuJoCo physics engine.
- Ability to design and build an evolutionary experiment

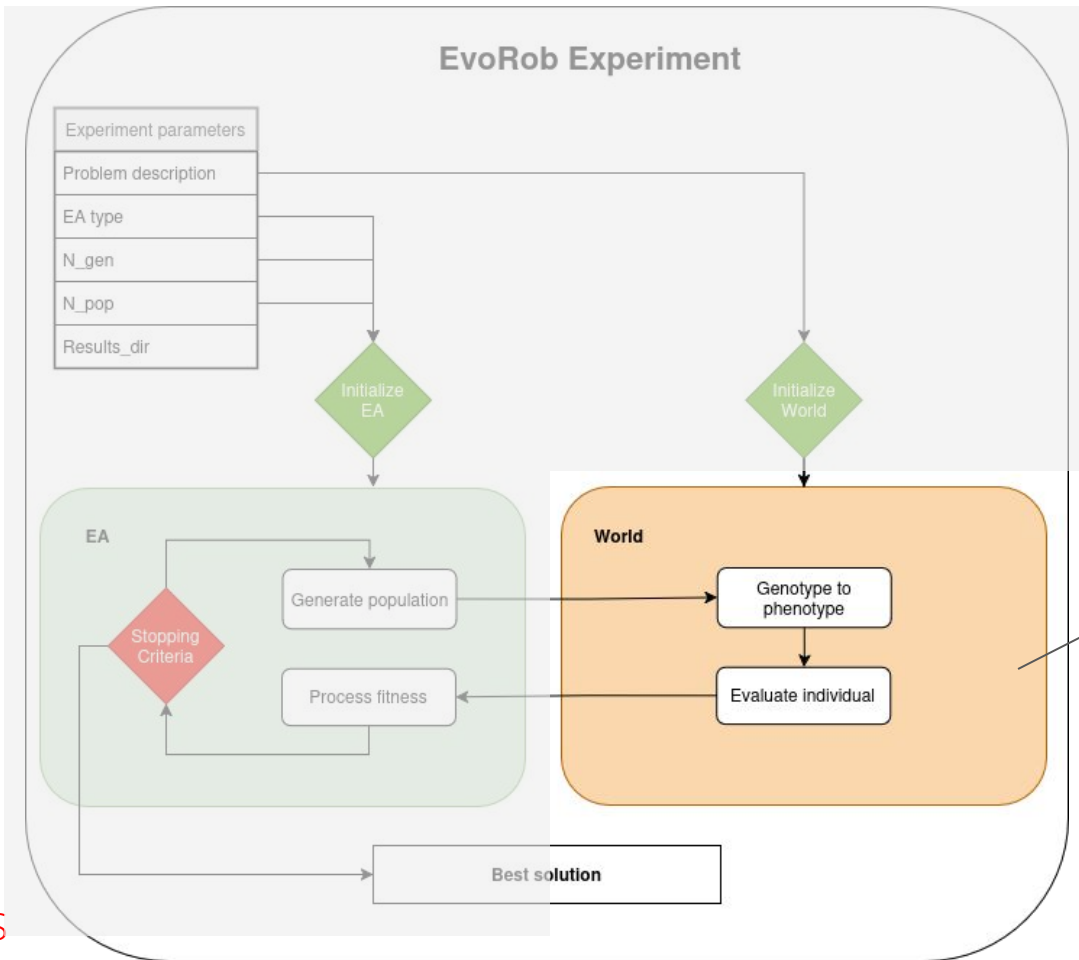


Algorithms



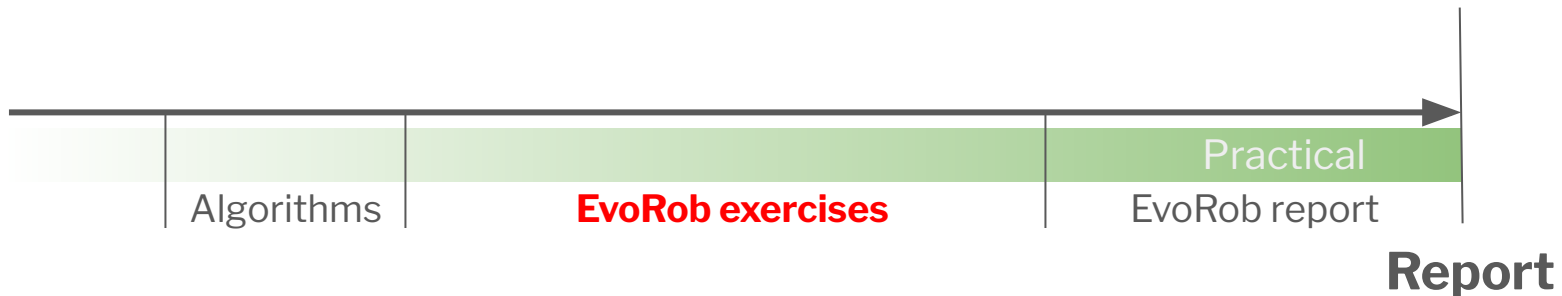
- Hands-on experience with commonly used evolutionary algorithms
 - GA: combinatorial optimisation
 - ES: real-valued optimisation
 - NSGA-II: multi-objective optimisation
- Will be used for the EvoRob exercises





EvoRob exercises

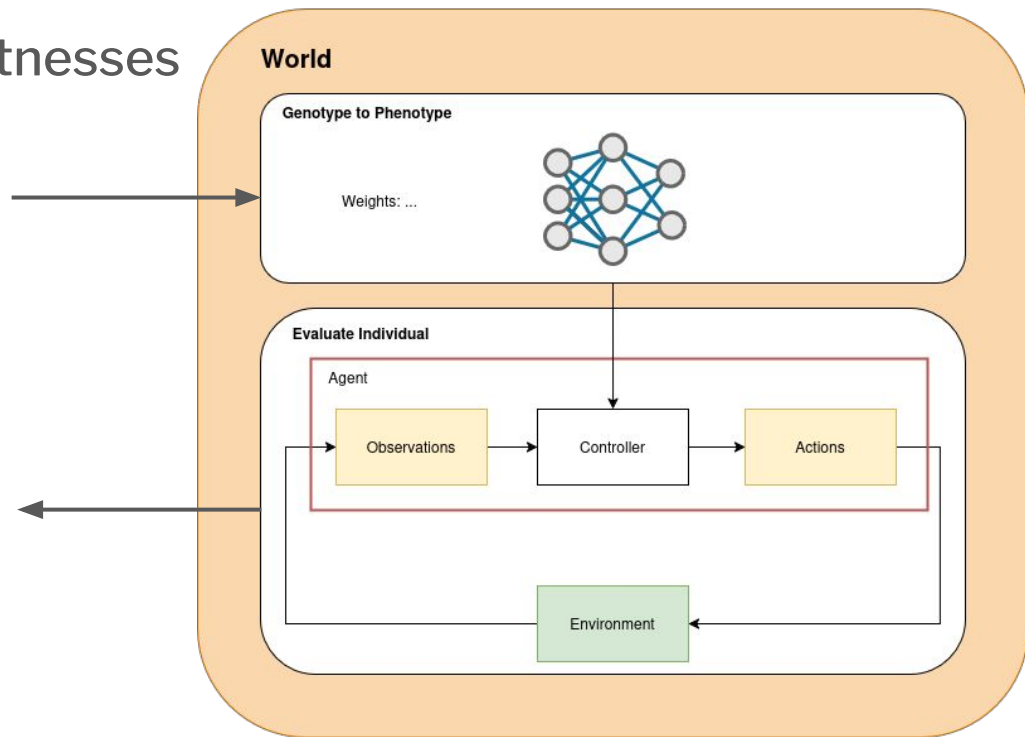
- Hands-on experience with commonly used evolutionary algorithms and deep reinforcement learning algorithms in robotics.
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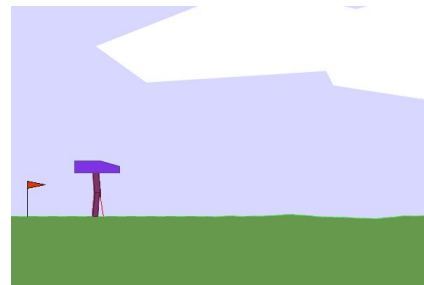
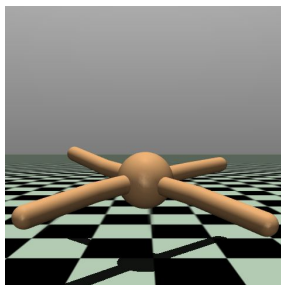
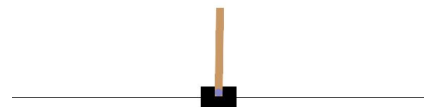
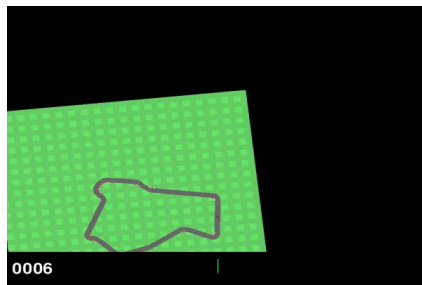
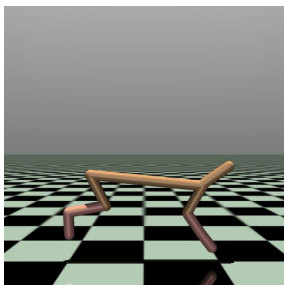
Translate genomes \rightarrow robots \rightarrow fitnesses

We need:

- Simulation environment
- Physics engine



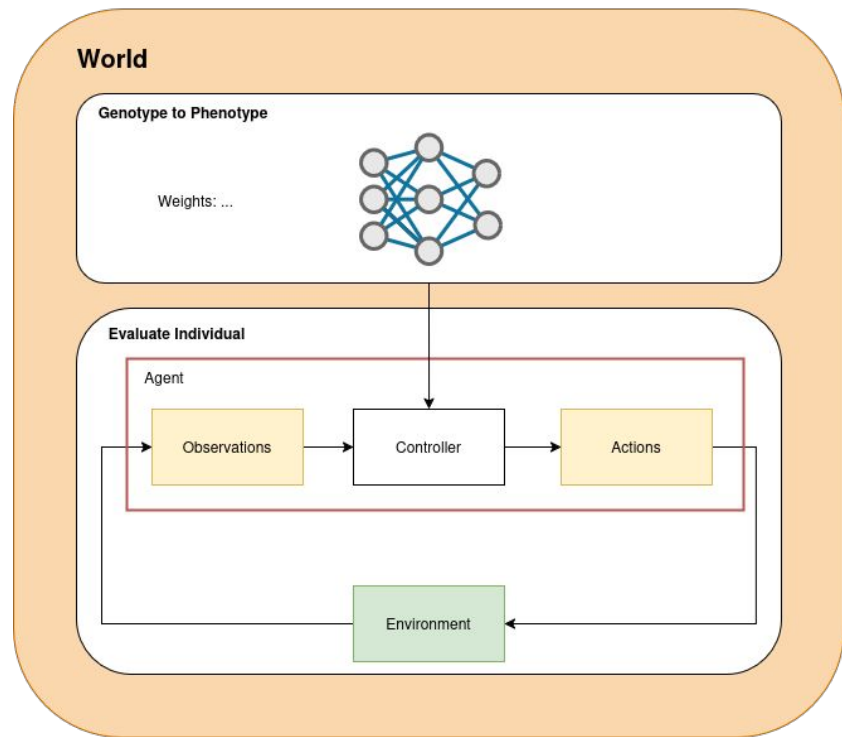
(OpenAI) Gym: simulation environment



Translate genomes \rightarrow robots \rightarrow fitnesses

We need:

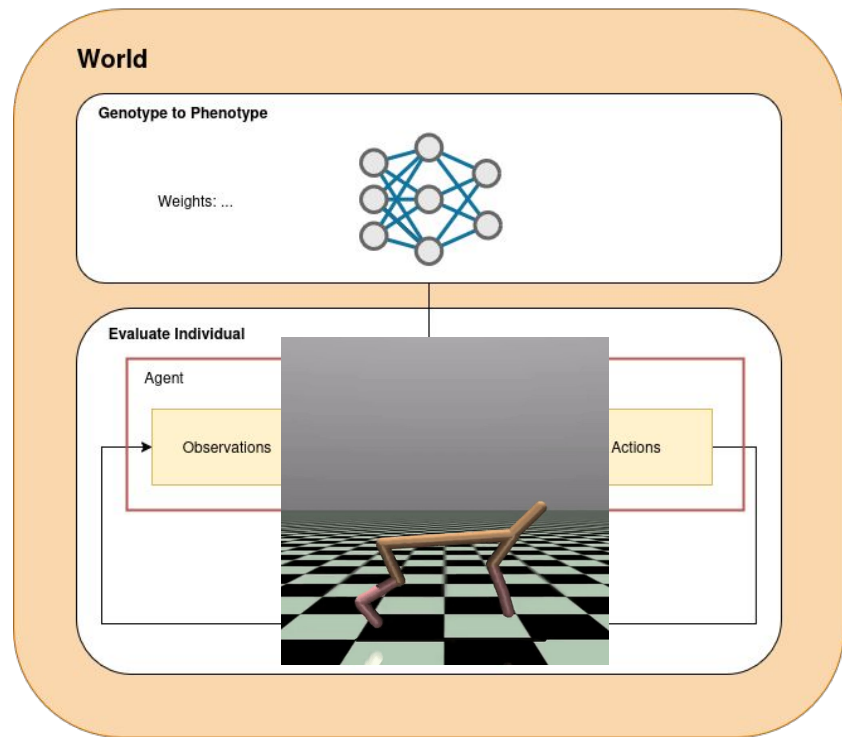
- Simulation environment
- Physics engine



Translate genomes \rightarrow robots \rightarrow fitnesses

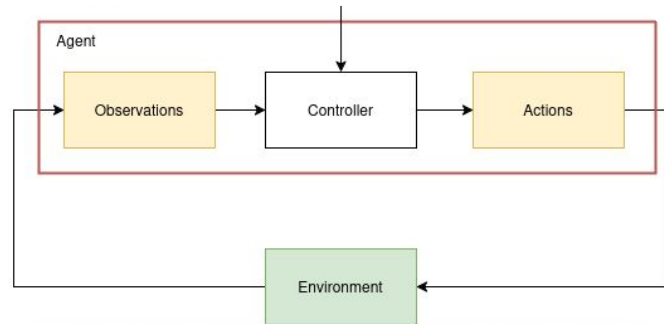
We need:

- Simulation environment (gym)
- Physics engine



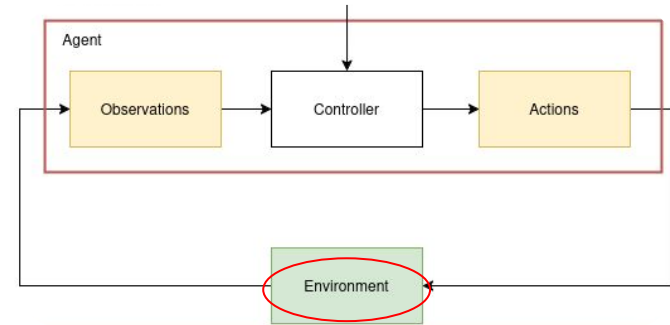
Robot simulation with: Gym interface

```
observations, _ = gym.reset()  
  
For n_time_steps:  
    actions = controller(observations)  
    observations, _ = gym.step(actions)
```



Robot simulation with: Gym interface

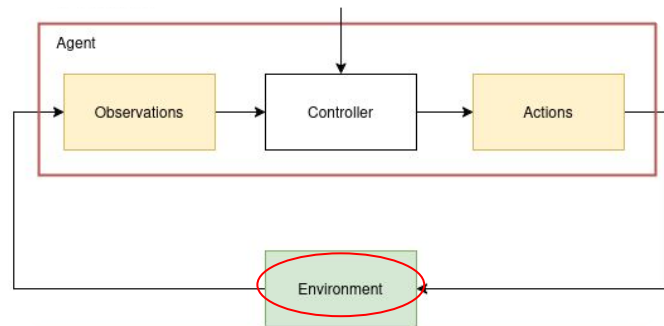
```
observations, _ = gym.reset()  
  
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    observations, _ = gym.step(actions)
```



Translate genomes \rightarrow robots \rightarrow fitnesses

We need:

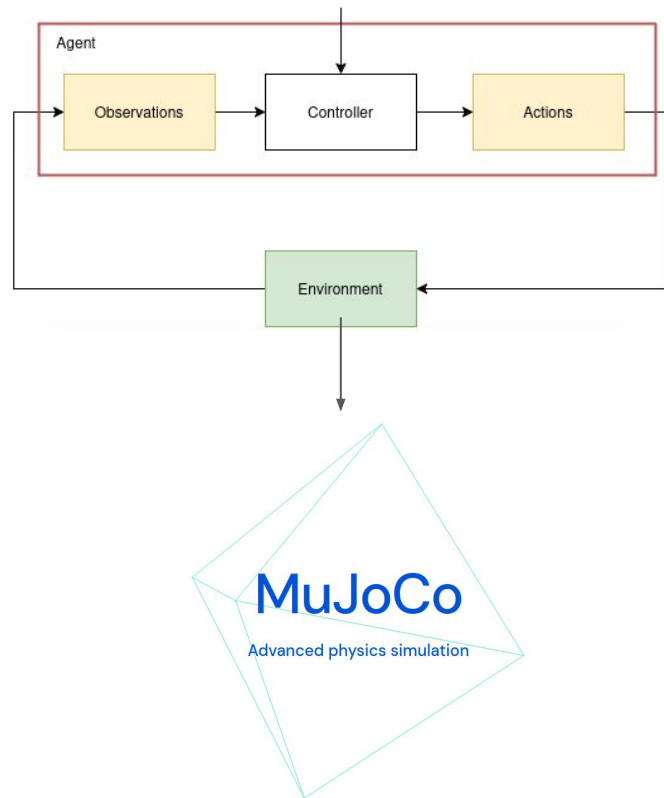
- Simulation environment (gym)
- Physics engine



Translate genomes \rightarrow robots \rightarrow fitnesses

We need:

- Simulation environment (gym)
- Physics engine (MuJoCo)





MuJoCo
Advanced physics simulation

World

Generate to Phenotype

World

Evolve Individual

Generate

Observe

Control

Act

Environment

EvoRob Experiment

Experiment parameters

- Problem description
- EA type
- EA pop
- EA pop
- EA pop
- EA pop

EA

World

Best solution

```
graph TD
    subgraph Parameters [Experiment parameters]
        direction TB
        P1[Problem description]
        P2[EA type]
        P3[EA pop]
        P4[EA pop]
        P5[EA pop]
    end

    Parameters --> EA_Exit(( ))
    Parameters --> World_Exit(( ))

    EA_Exit --> EA_Start{ }
    EA_Start --> EA_Gen[Generate population]
    EA_Gen --> EA_Proc[Process fitness]
    EA_Proc --> EA_Exit

    World_Exit --> World_Start{ }
    World_Start --> World_Gen[Generate to phenotype]
    World_Gen --> World_Eval[Evaluate individual]
    World_Eval --> World_Start

    EA_Exit --> Best[Best solution]
```


IMPERIAL

Adaptive & Intelligent Robotics Lab

PhD applicants

We are seeking highly motivated and talented PhD students to help us research using learning algorithms (deep reinforcement learning, quality diversity optimization, evolutionary algorithms and others) to improve the adaptivity, versatility and autonomy of physical robots. This objective encapsulates several major research directions, including:

Senior Robotics Manipulation Engineer

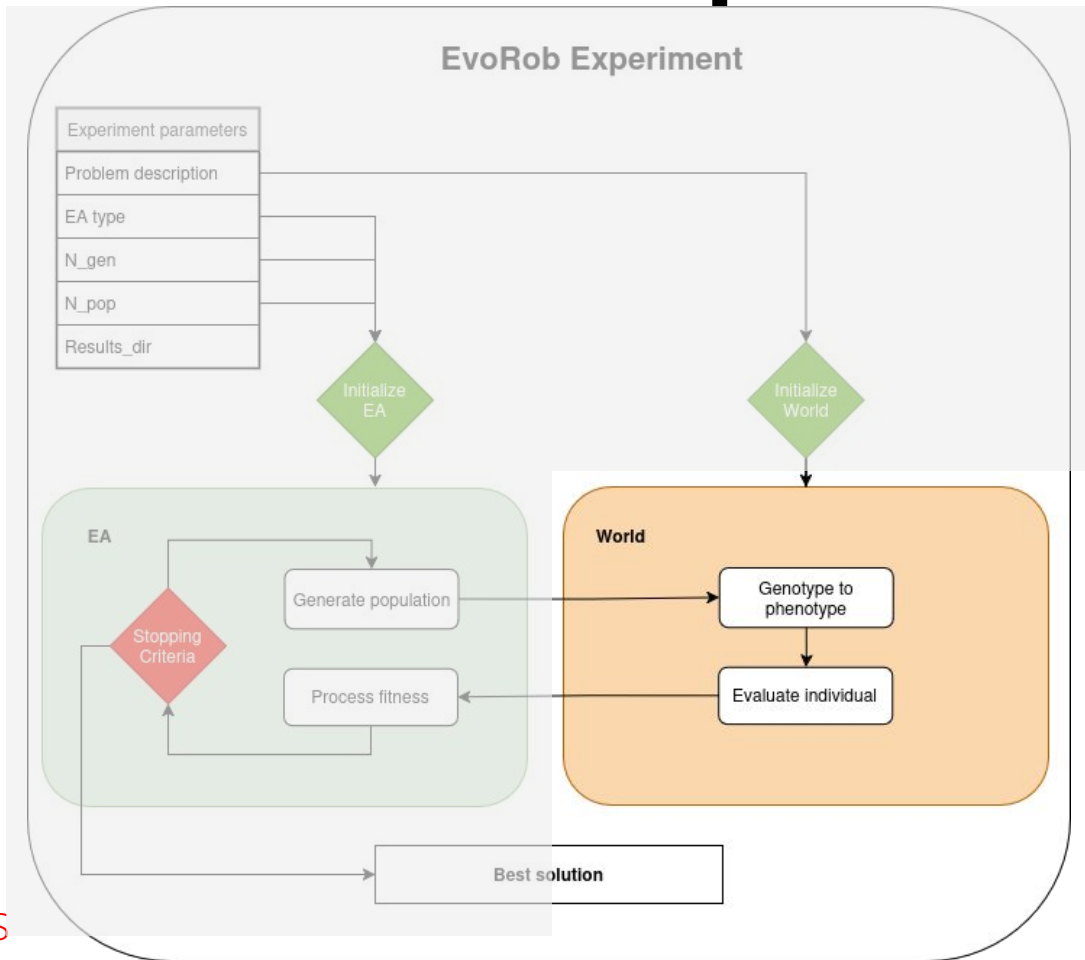
Qualifications:

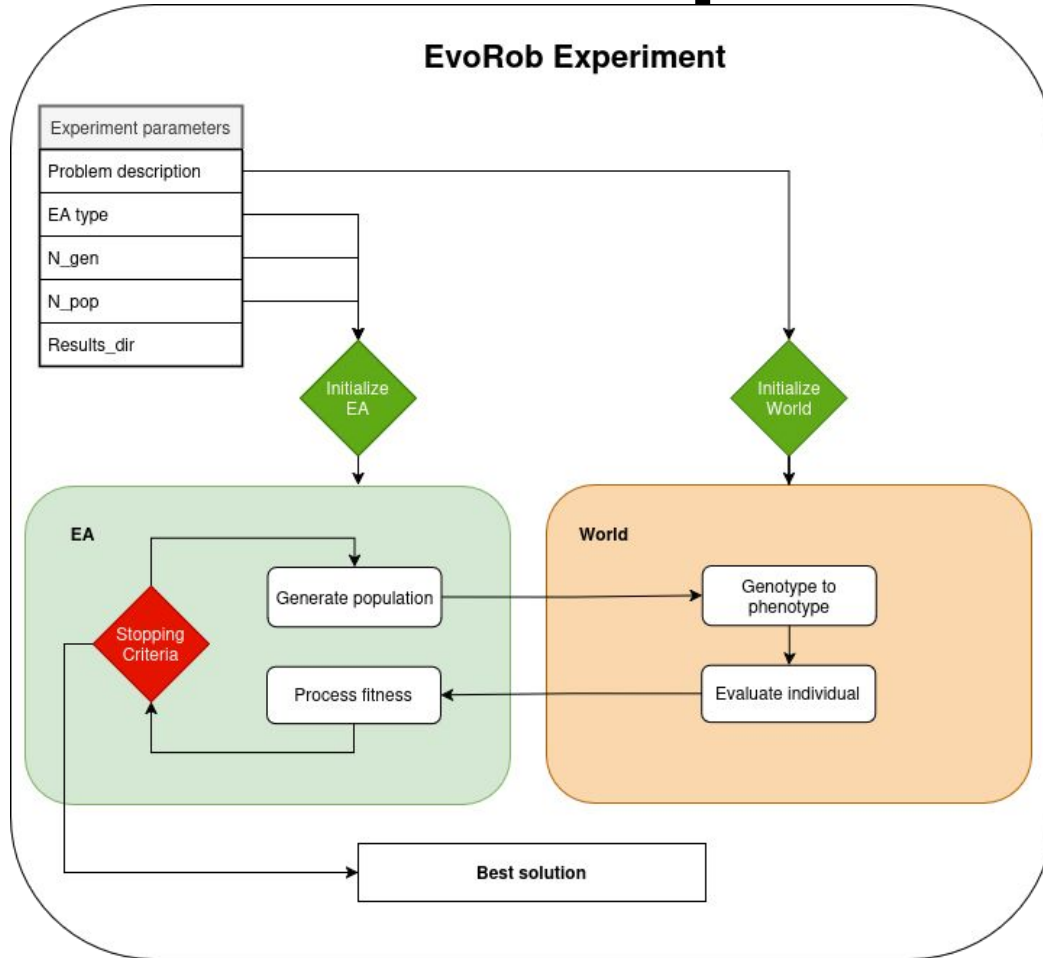
- Solid understanding of control theory, with a focus on manipulation and locomotion tasks.
- Proficiency in Python/C++ and deep learning frameworks like PyTorch.
- Extensive experience with GPU programming, including CUDA and GPU-accelerated libraries.
- Experience with robotics simulation frameworks (e.g., OpenAI Gym) is a plus.
- Thrives in a fast-paced, dynamic environment and possesses the ability to contribute to all stages of product development.



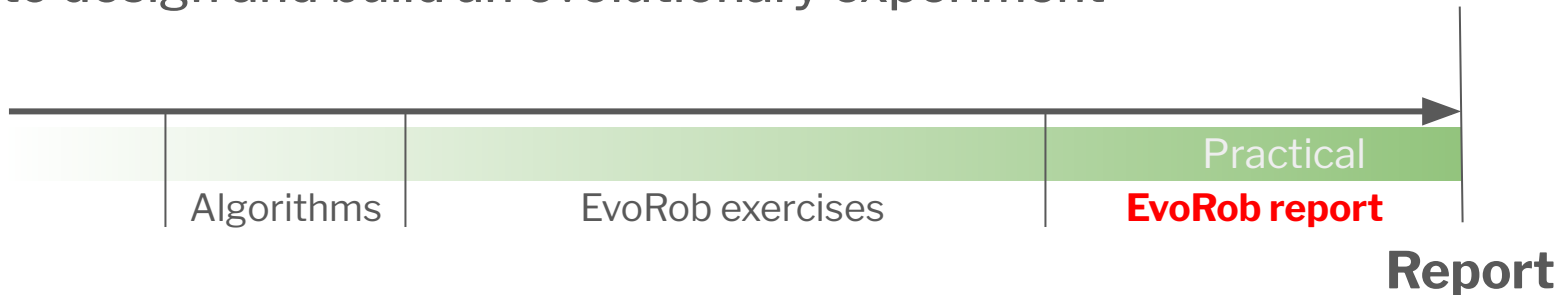
DEEPMIND IS HIRING A

Software Engineer, Robotics Simulation (MuJoCo)



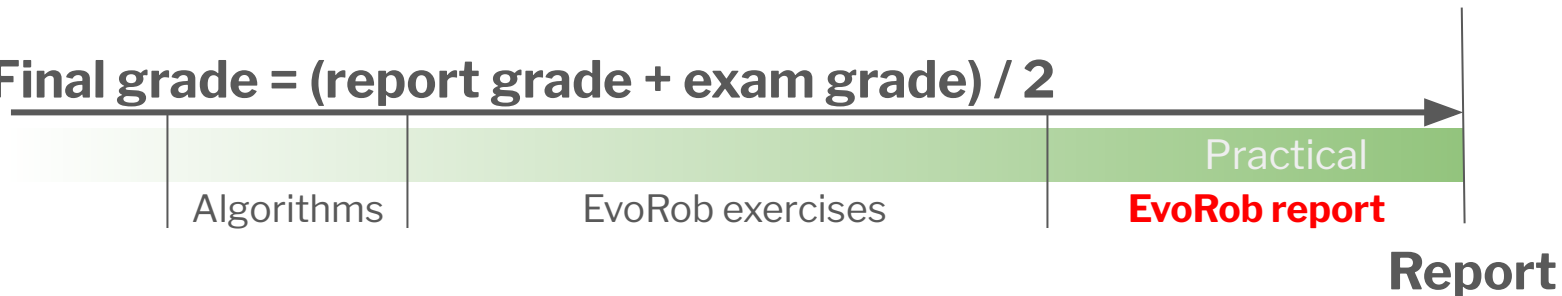


- Hands-on experience with commonly used evolutionary algorithms and deep reinforcement learning algorithms in robotics.
- Proficiency with state-of-the-art software tools like (OpenAI) Gym environments and the MuJoCo physics engine.
- Ability to design and build an evolutionary experiment



- Start on time (multiple experiments can take long)
 - We expect you to understand the EvoRob exercises here
- Groups of 2 student
- Max 2 pages
- Follow the Word template

Final grade = (report grade + exam grade) / 2



- Start on time (multiple experiments can take long)
 - We expect you to understand the EvoRob exercises here
- Groups of 2 student
- Max 2 pages
- Follow the Word template

Title

1. Introduction

Provide a brief introduction to the topic or purpose of your evolutionary experiment. Include a short overview of the objectives, environment, robot design.

EA: Short description of EA

World: Short description of your world

2. Methods

Describe the geno2pheno type (and reason why you choose this representation), fitness function, what do you measure/why, and describe your statistical method.

3. Results

Questions?

For questions outside of lectures/practical:

- **Moodle**