

Machine Learning in Robotics

Course Workload		Assessment form (examination/ graded test/ ungraded test)
ECTS	Hours	
3	108	Exam

The course is designed to give students knowledge on machine learning methods and tools to solve applied problems from building a model to robot navigation, motion planning and control.

Course structure:

1. Machine learning tasks in robotics. Basic theory

- 1.1. Mathematical Formulation of Machine Learning Problems and Applied Machine Learning Problems in Robotics
- 1.2. Classification of machine learning methods
- 1.3. Mathematical methods for machine learning: LSM, logistic regression, Bayesian classification, singular decomposition, support vector methods, principal components, independent components
- 1.4. Neural networks: types and architectures, limitations and hyperparameter tuning

2. Supervised learning to detect and classify objects in the environment

- 2.1. Detection, segmentation, position estimation and classification tasks in object manipulation
- 2.2. Feature extraction in the video stream
- 2.3. Semantic annotation
- 2.4. Learning on synthetic data

3. Simultaneous localization and mapping based on Bayesian approaches and unsupervised learning methods

- 3.1. Bayesian methods of simultaneous localization and mapping: probabilistic measurement and motion models, particle filters
- 3.2. Visual SLAM algorithms
- 3.3. Neural network methods for software depth map reconstruction
- 3.4. Classification of stationary and moving objects

4. Machine learning methods for modeling and identification

- 4.1. Problem statement of dynamic systems identification, regression models and types of identification
 - 4.2. The problem of balanced dimensionality reduction
 - 4.3. Autoencoders for dynamic systems
 - 4.4. SINDy sparse identification algorithm for nonlinear dynamical systems
 - 5. Learnable composite control algorithms for robotic systems
-

- 5.1. Direct and indirect adaptation methods
 - 5.2. Control algorithms with moving horizon
 - 5.3. Machine learning and evolutionary computing in controller design
 - 5.4. Composite control algorithms
 - 6. Planning and control of robot movements based on reinforcement learning methods
-

- 6.1. Markov chain
 - 6.2. Problem statement, policies, and trade-offs of reinforcement learning
 - 6.3. Machine learning methods for solving the inverse kinematics problem
 - 6.4. Manipulator trajectory planning based on reinforcement learning
 - 6.5. Reinforcement learning for walking robots
-