

Diagnostic Evaluation

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Robotic Vision Lab
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Committee

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- Dr. Nicholas Gans
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- Dr. Vassilis Athitsos
- Dr. Manfred Huber
- Dr. Deok Gun Park

Research Interests

- Real-time robotic control and manipulation: deformable linear objects (DLO) manipulation
- Optimal control of nonlinear and chaotic systems: MPC-Koopman control and online system identification
- Real-time system identification from high dimensional data: DMD, piDMD
- Vision-based navigation and scene reconstruction: Xest (QuEst+VEst+QEKF), XSfM (X structure from motion from multiple images)
- Advanced and agile manufacturing: Digital twin, digital thread, photo-realistic and physics-based simulation

Course Work

CSE	5360	AI-1	B1	B
EE	5322	Intel. Control Systems	B2	A
CSE	5301	Data Structures	A1	B
CSE	5311	Algorithms	A2	B
CSE	6363	ML	C1	B
CSE	5306	Distributed Systems	A3	B
EE	5323	Nonlinear Systems	B3	A
CSE	5351	Parallel Processing	A4	B
EE	5325	Robotics	B4	B
MATH	5392	Math Modeling	B5	--
CSE	5368	Neural Networks	C2	--

CSE	6397	Research in CS		P
CSE	6397	Research in CS		R
CSE	6397	Research in CS		R
CSE	6397	Research in CS		--

requirements	
A:1-4	core courses
B:1-3	5000
C:1-3	6000
D:1-6	dissertation research

Requirements

A BS to PhD student must enroll for a minimum of 30 semester hours of coursework as follows:

Completion of 4 core courses with a minimum GPA of 3.5:

- CSE 5311 - Design and Analysis of Algorithms (completed) and three of the following:
 - CSE 5301 - Data Analysis and Modeling Techniques (completed)
 - CSE 5306 - Distributed Systems (completed)
 - CSE 5317 - Design and Construction of Compilers
 - CSE 5350 - Computer Systems Architecture or CSE 5351 - Parallel Processing (completed)
- Completion of at least three 6000 level courses (9 hours) as PhD student at UTA: 6369, 6367, 6363

Research Direction

- Vision-based navigation and scene reconstruction: Xest (QuEst+VEst+QEKF), XSfM (X structure from motion from multiple images) → DMD as denoising solution to QuEst
- Real-time manipulation of deformable linear objects (DLO): piDMD+Koopman → develop end-to-end explicit modeling from data and optimal control via MPC-Koopman controller, dataset for a cable
- Digital twin (DT) on Nvidia Omniverse: Reinforcement learning, rapid data generation, and sim2reality transfer
- DT for rapid expansion to 2D and 3D deformable object: Introduce unit segment object for deformable, object oriented programming (OOP), and hierarchical state machine (HSM) → agile implementation, computationally optimal for a given hardware

› Thank you!