



## Glasgow College UESTC Final Year Project

<b>Project Title</b>	Reinforcement Learning Policy-Search Algorithms for a Walking Robot			
<b>Programme</b>	Electronics and Information Engineering, Communications Engineering			
<b>Source of topic</b>	Scientific research	<input checked="" type="checkbox"/>	Industry	
	Teaching		Others	

**Project Type:** Check the most appropriate **boxes** below

Engineering Design	<input checked="" type="checkbox"/>	Firmware Implementation	<input checked="" type="checkbox"/>
Theoretical Study		Software Simulation	
Case Study		Hardware Prototyping	

**Subject Area:** Check the most appropriate **one box** below

Communications		Machine learning	<input checked="" type="checkbox"/>
Control		Signal Processing	
Embedded Processors/Systems		Electronics	
Image Processing		Power	

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<b>University</b>	ShanghaiTech University	<b>School</b>	School of Information Science and Technology
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<b>Project Description</b>	Reinforcement Learning had been widely used in the last few years for problems, ranging from board games to simulations of robots. Although the learning process may require thousands of iterations, new algorithms combine Bayesian learning to find a successful policy to solve the problem. For robots, specifically, such algorithms can be used to enable them to adapt to damages/malfunctions just a few seconds after the problem occurred.		

<b>Prerequisite Skills</b>	Programming, statistics, linear algebra, etc.
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