







# Lukas Schäfer

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## WORK EXPERIENCE

### Research Intern

11/2020 -- 03/2021

DEMATIC - TECHNOLOGY AND INNOVATION

REMOTE

- ▶ Applying state-of-the-art AI technology to automate large-scale robotic warehouse logistics.

### Navigation Software Engineer, University of Edinburgh

09/2018 -- 08/2019

HYPED -- UNIVERSITY OF EDINBURGH HYPERLOOP TEAM

EDINBURGH, UNITED KINGDOM

- ▶ Developing navigation system of "The Flying Podman" Hyperloop prototype using sensor filtering, processing and control techniques to estimate location, orientation and speed of the pod
- ▶ Finalist for the SpaceX 2019 Hyperloop competition in California in Summer 2019

## PUBLICATIONS

- [1] **Lukas Schäfer**, F. Christianos, J. Hanna, and S. V. Albrecht, "Decoupling exploration and exploitation in reinforcement learning," in *ICML Workshop on Unsupervised Reinforcement Learning (URL); (Revised Under Review)*, 2021.
- [2] G. Papoudakis, F. Christianos, **Lukas Schäfer**, and S. V. Albrecht, "Benchmarking multi-agent deep reinforcement learning algorithms in cooperative tasks," in *Neural Information Processing Systems (NeurIPS), Datasets and Benchmarks Track*, 2021.
- [3] R. Zhong, J. Hanna, **Lukas Schäfer**, and S. V. Albrecht, "Robust on-policy data collection for data efficient policy evaluation," (*Under Review*), 2021.
- [4] T. McInroe, **Lukas Schäfer**, and S. V. Albrecht, "Learning temporally-consistent representations for data-efficient reinforcement learning," (*Under Review*), 2021.
- [5] F. Christianos, **Lukas Schäfer**, and S. V. Albrecht, "Shared experience actor-critic for multi-agent reinforcement learning," in *34th Conference on Neural Information Processing Systems*, 2020.

## EDUCATION

### PhD Data Science & Artificial Intelligence

12/2019 -- Present

UNIVERSITY OF EDINBURGH

EDINBURGH, UNITED KINGDOM

- ▶ Supervisors: Stefano V. Albrecht (primary) and Amos Storkey (secondary)
- ▶ Expected graduation: December 2023
- ▶ Project: Sample Efficiency and Generalisation in Multi-Agent Reinforcement Learning
- ▶ Receiving **Principal's Career Development Scholarship** from the University of Edinburgh
- ▶ Research: Reinforcement Learning, Multi-Agent Systems, Generalisation, Exploration, Intrinsic Rewards

### M.Sc. Informatics

09/2018 -- 08/2019

UNIVERSITY OF EDINBURGH

EDINBURGH, UNITED KINGDOM

- ▶ Degree classification: **Distinction** (77.28%)
- ▶ Received **DAAD** (German Academic Exchange Service) **graduate scholarship** and **Stevenson Exchange Scholarship**
- ▶ Modules include: Reinforcement Learning, Algorithmic Game Theory and its Applications, Machine Learning and Pattern Recognition, Probabilistic Modelling and Reasoning, Decision Making in Robots and Autonomous Agents

### B.Sc. Computer Science, minor subject Japanese

10/2015 -- 09/2018

SAARLAND UNIVERSITY

SAARBRÜCKEN, GERMANY

- ▶ Degree classification: grade of **1.2** (German scale) equivalent to UK **1st class honours**

### Abitur - Secondary School

08/2008 -- 06/2015

WARNDTGYMNASIUM GEISLAUTERN, VÖLKLINGEN

GEISLAUTERN, GERMANY

- ▶ **Grade of 1.0**; school year's best student award, computer science and mathematics award of Saarland University

## SKILLS

### Programming

Competent  
Python • C++

Familiar

C • Java • Rust • SML • HTML • CSS • Matlab • Bash

### Technologies and Tools

PyTorch • TensorFlow • Keras • NumPy • UNIX • Git

### Languages

Native in German • Fluent in English • Intermediate in French • Beginner in Chinese • Beginner in Japanese

## DISSERTATIONS

### M.Sc. Dissertation, Autonomous Agents Research Group

05/2019 -- 08/2019

CURIOSITY IN MULTI-AGENT REINFORCEMENT LEARNING (74%)

- › Applied curiosity as intrinsically computed exploration bonuses for multi-agent reinforcement learning (MARL)
- › Implemented count- and prediction-based curiosities for value-based and policy-gradient MARL methods using PyTorch
- › Evaluated the influence of curiosity on cooperative and competitive MARL under partial observability and sparse rewards in a multi-agent particle environment
- › Applied curiosity led to improved stability and convergence of policy-gradient MARL trained with sparse reward signals

### B.Sc. Dissertation, Foundations of Artificial Intelligence (FAI) Group

04/2018 -- 07/2018

DOMAIN-DEPENDENT POLICY LEARNING USING NEURAL NETWORKS IN CLASSICAL PLANNING (1.0)

- › Transferred domain-dependent policy learning Action-Schema Networks to classical automated planning
- › Keras implementation, adjusted training for classical planning and extended the FastDownward planning framework
- › Extensive evaluation and analysis on IPC domains identifying limitations in generalisation and scalability

## TEACHING EXPERIENCE

### Teaching Assistant, University of Edinburgh

10/2019 -- Present

REINFORCEMENT LEARNING, SCHOOL OF INFORMATICS

- › **Delivering lectures** and **designing RL coursework** covering wide range of topics from single- to multi-agent and deep RL
- › Marking project and exam for reinforcement learning course
- › Advising students on various challenges regarding lecture material and content

### Voluntary Lecturer and Coach, Saarland University

09/2017 -- 10/2017

MATHEMATICS PREPARATION COURSE

- › Assisted the organization of the mathematics preparation course for upcoming computer science students
- › Explained formal languages and predicate logic to ~ 250 participants in daily lectures of the first week
- › Supervised two groups to provide feedback and further assistance in daily coaching-sessions
- › The course received **BESTE-award** for special student commitment 2017 of Saarland University

### Teaching Assistant, Saarland University

10/2016 -- 03/2017

PROGRAMMING 1, DEPENDABLE SYSTEMS AND SOFTWARE GROUP

- › Taught first-year students concepts of functional programming, basic complexity theory and inductive correctness proofs in weekly tutorials and office hours
- › Collectively created learning materials and discussed student progress as part of the whole teaching team

## REVIEWING

- › Reviewer for **NeurIPS 2021 Datasets and Benchmarks Track**
- › Reviewer for **NeurIPS 2020 workshop "The pre-registration experiment: an alternative publication model for machine learning research"**

For software project experience, see [lukaschaefer.com/#projects](https://lukaschaefer.com/#projects)