

ALI BANIASAD

Tehran, Iran

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Education

Sharif University of Technology <i>Master of Science in Aerospace Engineering</i>	Sep. 2022 – Sep. 2025 <i>Tehran, Iran</i>
Sharif University of Technology <i>Bachelor of Science in Aerospace Engineering</i>	Sep. 2017 – May 2022 <i>Tehran, Iran</i>







Research Interests

- Reinforcement Learning
- Robotics
- Multi-Agent Systems
- Automatic Control
- Game Theory
- Embedded ML

Publications

- 2025 [J] A. Sharifi, **A. BaniAsad**, et al., “Applied an In-Motion Transfer Alignment Approach During Global Positioning System Outages Utilizing a Recurrent Neural Network Algorithm,” *Eng. Appl. AI* — [Elsevier DOI](#).
- 2025 [C] **A. BaniAsad** and H. Nobahari, “Robust DDPG Reinforcement Learning Differential Game Guidance in Low-Thrust, Multi-Body Dynamical Environments,” *23rd Int. Conf. of Iranian Aerospace Society* — [Published](#).
- 2025 [C] M. Amirpour, **A. BaniAsad** and H. Nobahari, “Reinforcement Learning-Based Controller Design for a Suspended Ball Plant,” *23rd Int. Conf. of Iranian Aerospace Society* — [Published](#).
- 2024 [J] **A. BaniAsad**, et al., “Attitude Control of a 3-DoF Quadrotor Platform Using a Linear Quadratic Integral Differential Game Approach,” *ISA Trans.* — [Elsevier DOI](#).
- 2022 [C] H. Nobahari, **A. BaniAsad**, et al., “Linear Quadratic Integral Differential Game Applied to the Real-Time Control of a Quadrotor Experimental Setup,” *ICRoM* — [IEEE DOI](#).



Research Experience & Projects

Embedded RL Control for Robots  <i>Master’s Thesis, Sharif University of Technology</i>	Aug. 2022 – Apr. 2025 <i>Tehran, Iran</i>
<ul style="list-style-type: none">• Designed zero-sum, disturbance-augmented training that kept policies stable under $10\times$ worst-case perturbations.• Optimized neural network models through quantization techniques to enhance performance for constrained hardware.• Engineered 15 k LOC RL control stack (DDPG, TD3, SAC, PPO) in PyTorch/TensorFlow+Gym for embedded robots.• Validated robustness on Gymnasium locomotion tasks—Ant, Humanoid, HalfCheetah, Walker2d.• Ported the system to a C++/Python ROS 2 hardware-in-the-loop node for on-board testing.	
Researcher at CNAV Lab    <i>Head of Lab (Current), Researcher (Former)</i>	May 2020 – Feb. 2025 <i>Tehran, Iran</i>
<ul style="list-style-type: none">• Led projects on embedded AI in C, reinforcement learning, and ROS for robotic control systems.• Robust in-motion Transfer Alignment method based on the multilayer Neural Network. <ul style="list-style-type: none">* Proposed LSTM–MLP that performs in-motion using only IMU + SINS data when GPS is unavailable.* Cut navigation drift to $< 0.1\%$ of the Kalman-INS error during 100 s GPS outages.* Generalized across ship, ROV, and car datasets, outperforming conventional methods out of domain.	
Game Theory-Based Control for 3-DoF Platform  <i>Bachelor’s Thesis, Sharif University of Technology</i>	Feb. 2021 – Sep. 2023 <i>Tehran, Iran</i>
<ul style="list-style-type: none">• Modelled a 3-DoF setup in Simulink and identified dynamics for parameter estimation.• Designed a robust controller via differential game theory and Nash equilibrium.• Implemented the controller through a MATLAB/Simulink–to–C pipeline for real-time hardware tests.• Benchmarked against ADRC and DOBC, achieving superior disturbance rejection and robustness.	

Awards and Honors

- Best B.Sc. Thesis Award, Iranian Aerospace Society (2023)
- Top 0.5% of 150 000, Iran B.Sc. Entrance Exam (2017)
- Ranked 23rd nationally, Iran M.Sc. Aerospace Exam (2022)
- [NODET](#) exceptional-talent scholar. (2010–2017)

Technical Skills

Programming Languages: C/C++, Embedded C, MATLAB, Python
Tools & Platforms: Git, Linux , ROS, Simulink, _Terminal, L^AT_EX
Libraries/Frameworks: Matplotlib, NumPy, Pandas, PyTorch, TensorFlow