Ali BaniAsad

Curriculum Vitae

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EDUCATION

M.S. Aerospace Engineering Sharif University of Technology Sep. 2022 – Aug. 2025

B.S. Aerospace Engineering Sharif University of Technology

Sep. 2017 – May 2022

RESEARCH INTERESTS

• Reinforcement Learning

• Robotics

• Multi-Agent Systems

• Game Theory

• Automatic Control

• Embedded ML

PUBLICATIONS

Journal Papers

- A. Sharifi, A. BaniAsad, et al., "Robust In-Motion Transfer Alignment of Low-Grade Inertial Navigation Systems with Recurrent Neural Networks in the Event of Reference Malfunction," *Engineering Applications of Artificial Intelligence*, vol. 157, pp. 111167, 2025, doi: 10.1016/j.engappai.2025.111167.
- A. BaniAsad, et al., "Attitude Control of a 3-DoF Quadrotor Platform Using a Linear Quadratic Integral Differential Game Approach," *ISA Transactions*, vol. 148, pp. 515-527, 2024, doi: 10.1016/j.isatra.2024.03.005.

Conference Papers

- A. BaniAsad and H. Nobahari, "Robust DDPG Reinforcement Learning Differential Game Guidance in Low-Thrust, Multi-Body Dynamical Environments," in *Proc. of 23rd International Conference of Iranian Aerospace Society*, 2025 (Published) (Project Repo (Code, Report, and Presentation) on GitHub).
- M. Amirpour, A. BaniAsad, and H. Nobahari, "Reinforcement Learning-Based Controller Design for a Suspended Ball Plant," in *Proc. of 23rd International Conference of Iranian Aerospace Society*, 2025 (Published) (Report).
- H. Nobahari, A. BaniAsad, and A. Sharifi, "Linear Quadratic Integral Differential Game applied to the Real-time Control of a Quadrotor Experimental setup," *Proc. of 2022 10th RSI International Conference on Robotics and Mechatronics (ICRoM)*, 2022, pp. 578-583, doi: 10.1109/ICRoM57054.2022.10025263.

Working Papers

• A. BaniAsad, H. Nobahari, "Robust Multi-Agent Reinforcement Learning in Continuous Zero-Sum Games: A Benchmark Study," (in preparation), 2025. (Draft: PDF)

RESEARCH EXPERIENCE

Embedded RL Control for Robots 🖸

Aug. 2022 – Apr. 2025

Master's Thesis in Sharif University of Technology

Tehran, Iran

Supervisors: Nobahari Hadi, PhD

- Designed zero-sum, disturbance-augmented training that kept policies stable under 10× worst-case perturbations.
- Built 15 k LOC RL control stack (DDPG, TD3, SAC, PPO) in PyTorch/TensorFlow+Gym for embedded robots.
- Optimized neural network models through quantization techniques to enhance performance for constrained hardware with limited CPU/memory resources.
- 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.
- Open-sourced full code, LaTeX report, and Jupyter demos to enable one-command reproduction for future researchers.

Researcher at CNAV Lab in 🗘 🔼

May 2020 – Feb. 2025

Head of Lab (Current), Researcher (Former)

Tehran, Iran

Supervisors: Nobahari Hadi, PhD and Sharifi Alireza, PhD

- Led projects on embedded AI in C, reinforcement learning, and ROS for robotic control systems.
- Designed RL algorithms to enhance robotic navigation, decision-making, and adaptability.
- Robust in-motion transfer alignment method based on the multilayer neural network.
 - 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 🖸 🔼

Feb. 2021 – Sep. 2023

Bachelor's Thesis in Sharif University of Technology

Tehran, Iran

Supervisors: Nobahari Hadi, PhD

Awarded the Best Undergraduate Thesis &

- Modeled a 3-DoF setup in Simulink and identified dynamics for parameter estimation.
- Controlled a 3-DoF quadcopter stand using differential game theory and Nash equilibrium for robust control.
- 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.

Coordination of Multi-Agent Autonomous Systems ()

July 2023

Project in Sharif University of Technology

Tehran, Iran

Supervisors: Nobahari Hadi, PhD

- Optimized a multi-agent model for communication delays and obstacle avoidance.
- Implemented and validated the model with Simulink simulations and HIL testing using embedded C on a microcontroller, ensuring robustness and reliability.

Multi-Objective Heuristic Optimization 🗘

Feb. 2023

Project in Sharif University of Technology

Tehran, Iran

Supervisors: Nobahari Hadi, PhD

- Implemented the REMARK algorithm for multi-objective optimization with conflicting objectives, allowing for the effective evaluation of trade-offs.
- Utilized heuristic methods to achieve high approximations of the Pareto Set, balancing multiple objectives for optimal decision-making.

Advanced Aircraft Trim Stability Analysis 🔾

Mar. 2022

Project in Sharif University of Technology

Tehran, Iran

Supervisors: Afshin Banazadeh, PhD

- Developed an advanced user interface software, enhancing aircraft stability analysis.
- Provided real-time interactive adjustments for aircraft performance evaluation.

AIAA Regional Jet Design Competition (7) [Poster of the Aircraft]

June 2021

Project in Sharif University of Technology

Tehran, Iran

Supervisors: Afshin Banazadeh, PhD

- Led regional jet design, integrating disciplines for performance and industry standards.
- Developed a project report and presentation, highlighting design choices and simulation results, leading to a successful team presentation.
- Applied computer modeling for aerodynamic, structural, and performance analysis.
- Developed an automated design cycle that allowed for seamless updates across all stages.

TEACHING EXPERIENCE

Section Leader — Stanford University

Apr. 2025 – June 2025

- Code in Place (CS106A) verify
- Mentor 10 international learners in Python.

Teaching Assistant — Sharif University of Technology

Sep. 2018 – Present

- Automatic Control (2021 Present)
- Control Lab (2022 Present)
- Dynamics (Jan. 2023 Dec. 2023)
- Aircraft Design II (Fall 2021)
- Fundamentals of Programming (C/C++) (Fall 2018)

Community Outreach

Sep. 2020 - Dec. 2021

• University Entrance-Exam Preparation, Virgol Charity.

AWARDS AND HONORS

Best Undergraduate Thesis — Iranian Aerospace Society
 "Control of a 3-DOF Quadrotor Stand via LQI & Differential Game Theory"
 National M.Sc. Entrance Exam (Aerospace) — Rank 23 / 1 000+
 2022
 National B.Sc. Entrance Exam — Top 0.5 % of 150 000
 2017

 NODET — National Organization for Development of Exceptional Talents
 2010--2017

TECHNICAL SKILLS

- Programming Languages:
 - C/C++ Embedded C MATLAB Python
- Tools and OS:
 - $-\operatorname{Git} \bullet \qquad -\operatorname{ROS} \qquad -\operatorname{Terminal} \boldsymbol{\succ} -\operatorname{Linux} \boldsymbol{\vartriangle} \qquad -\operatorname{Simulink} \qquad -\operatorname{LAT}_{FX}$
- Libraries/Frameworks:
 - Machine Learning Libraries:
 PyTorch, TensorFlow, Keras, Scikit-learn, OpenCV, OpenAI Gym, JAX
 - Data Analysis and Visualization Libraries:
 Matplotlib, NumPy, Pandas, Seaborn, Plotly
 - Simulation Tools: Gazebo, MuJoCo
- Languages: Farsi (Native), English (Full Professional Proficiency)
 The TOEFL iBT score is 96 (Reading: 26, Listening: 27, Speaking: 22, Writing: 21)

NOTABLE COURSES

Selected University Courses

2017 - 2024

- Programming & Numerics: Basic C Programming (20/20), Numerical Calculations (20/20)
- Math & Statistics: Engineering Mathematics (19.8/20), Probability & Statistics (20/20)
- Control Systems: Automatic Control (18.1), Control Lab (18.5/20), Optimal Control (17.5/20)
- Aerospace Engineering: Aircraft Design II (18.3/20), Flight Dynamics II (18.3/20)
- Research: B.Sc. Thesis (20/20)

Online Courses 2017–2024

- Robotics Specialization Univ. of Pennsylvania (6 courses) verify
- Reinforcement Learning Specialization Univ. of Alberta (4 courses) verify
- AI Engineering Pro-Cert IBM (6 courses)
- Accelerated Computing with CUDA Python NVIDIA
- Neural Networks & Deep Learning deeplearning.ai verify
- Python Data Structures Univ. of Michigan verify
- Intro to Embedded Machine Learning Edge Impulse verify
- Game Theory Stanford University verify