Anthony J. Clark

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Education

Ph.D. in Computer Science

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Automatically Addressing Uncertainty in Autonomous Robots With Computational

Evolution

Outstanding Graduate Student Service Award

Advisor: Dr. Philip K. McKinley

Dec 2009 **B.S.** in Computer Engineering

Department of Electrical and Computer Engineering, Kansas State University

Manhattan, KS, USA

Graduated magna cum laude

Professional Experience

Aug 2016 to present

Assistant Professor of Computer Science

Department of Computer Science, Missouri State University

Springfield, MO, USA

RESEARCH INTERESTS: mobile robotics • deep learning

UNDERGRADUATE COURSES: introduction to C++ programming • data structures •

algorithms and data structures • languages and machines • senior seminar

GRADUATE Courses: evolutionary computation • deep learning • advanced robotics

Jan to Apr 2016 Computer Science Teaching Assistant

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Administered two lab sections of Introduction to Programming II (CSE232).

- approximately 25 students in each lab section
- · covering lecture and lab material at the beginning of each session
- creating projects
- grading course projects (11 total projects)
- answering questions during weekly help-room sessions

May to Jun 2015 **Computer Science Instructor**

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Organized and taught Introduction to Programming II (CSE232) during the summer session.

- 56 students
- develop and present lectures covering introductory programming concepts using C++
- develop a series of course projects
- mentor and coordinate three teaching assistants
- modify and expand weekly laboratory assignments

May 2010 to Jul Graduate Fellow and Research Assistant

2016 Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Addressed optimization, adaptive control, and fabrication of bio-inspired mobile robotic systems.

- apply evolutionary algorithms to the design and control of mobile robots,
- design 3D-printed robots containing flexible components,
- work on an interdisciplinary team including engineers and biologists, and
- present research at the BEACON Center, an NSF Science and Technology Center.

May to Nov 2009 Undergraduate Research Assistant

Autonomous Vehicle Systems Laboratory, Kansas State University

Manhattan, KS, USA

Designed software used to capture images at specified GPS locations with an

autonomous aerial vehicle.

Aug 2008 to Apr Undergraduate Research Assistant

2009 Independent Research with Professor Stewart E. Stanton, Kansas State University

Manhattan, KS, USA

Investigated the fundamentals of convergence of complex solutions in power systems.

May to Jul 2008 Software Engineer, Intern

Department of Positioning and Sensors, Garmin International

Olathe, KS, USA

Solved problems associated with positioning error due to antenna performance.

May to Jun 2007 Undergraduate Research Fellow

Data Science Summer Institute, University of Illinois at Urbana-Champaign

Urbana-Champaign, IL, USA

Attended lectures covering the fundamentals of data science and worked on a team to

create a reverse image search engine.

Aug 2007 to Apr SAS Tutor

1009 Scholars Assisting Scholars (SAS) Program, Kansas State University

Manhattan, KS, USA

Attended lectures on the subject I was tutoring, provided walk-in, free tutoring consistent with course instruction, and led review sessions prior to exams.

Awards, Honors, and Certificates

Oct 2018 Outstanding Reviewer

Elsevier

Apr 2018 Faculty Excellence in Teaching

College of Natural and Applied Sciences, Missouri State University

Aug 2017 Master Advisor

Missouri State University

Jan 2017 Cultural Consciousness in the Classroom: Certificate of Participation

Missouri State University

May 2016 Outstanding Graduate Student Service Award

Department of Computer Science, Michigan State University

Sep 2013 Best Paper Award

Workshop on Evolutionary and Reinforcement Learning for Autonomous Robot Systems

Matthew J. Rose, Anthony J. Clark, Jared M. Moore, and Philip K. McKinley. Just Keep
Swimming: Accounting for Uncertainty in Self-Modeling Aquatic Robots. In

Proceedings of the 6th International Workshop on Evolutionary and Reinforcement
Learning for Autonomous Robot Systems, Taormina, Italy, September 2013.

Jul 2012 Best Paper Award

ALIFE Conference, Behavior and Intelligence Track

Anthony J. Clark, Jared Moore, Jianxun Wang, Xiaobo Tan, and Philip McKinley. Evolutionary design and experimental validation of a flexible caudal fin for robotic fish. In Proceedings of the Thirteenth International Conference on the Synthesis and Simulation of Living Systems, East Lansing, Michigan, USA, pages 325-332, July 2012.

Dec 2011 Honorable Mention: Graduate Research Fellowship Program

National Science Foundation

Aug 2010 Top Up Graduate Fellowship

NSF BEACON Center

Aug 2010 University Enrichment Fellowship

Michigan State University

Dec 2009 Graduated magna cum laude

Kansas State University

Aug 2008 Garmin Scholarship

Garmin International

Publications

Student authors are underlined.

Sep 2019	Comparing CNN Inputs for Terrain Classification Using Simulation
	Anthony J. Clark, Jesse Simpson, and Jared Hall
	IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.

Sep 2019 Construct of Sarcasm on Social Media Platform

Dipto Das and Anthony J. CLARK

IEEE International Conference on Humanized Computing and Communication (HCC 2019), Laguna Hills, California, USA.

Sep 2019 Satire vs Fake News: You Can Tell by the Way They Say It <u>Dipto Das</u> and Anthony J. Clark IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.

- Sep 2019 Understanding the Attention Model of Humans in Sarcastic Videos

 <u>Dipto Das, Md Forhad Hossain,</u> and Anthony J. Clark

 IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.
- Jul 2019 Improve Quadrupedal Locomotion With Actuated or Passive Joints?

 Jared M. Moore and Anthony J. Clark

 Conference on Artificial Life (ALIFE 2019), Newcastle, United Kingdom.

 DOI: 10.1162/isal_a_00221
- Dec 2018 Evolving Controllers for a Transformable Wheel Mobile Robot
 Anthony J. Clark, Keith A. Cissell, and Jared M. Moore
 Complexity. DOI: 10.1155/2018/7692042

Dec 2018 An Ensemble of Face Recognition Algorithms for Unsupervised Expansion of Training Data

Jeffrey Dale and Anthony J. CLARK

International Conference on Computational Science and Computational Intelligence (CSCI 2018), Las Vegas, Nevada, USA. DOI: 10.1109/CSCI.2018.00072

Oct 2018 Sarcasm Detection on Facebook: A Supervised Learning Approach <u>Dipto Das</u> and Anthony J. Clark

International Conference on Multimodal Interaction Adjunct (ICMI 2018), Boulder, Colorado, USA. DOI: 10.1145/3281151.3281154

Sep 2018 Sarcasm Detection on Flickr Using a CNN

Dipto Das and Anthony J. CLARK

International Conference on Computing and Big Data (ICCBD 2018), Charleston, South Carolina, USA. DOI: 10.1145/3277104.3277118

Jul 2018 Review: A Web-Based Simulation Viewer for Sharing Evolutionary Robotics Results

ANTHONY J. CLARK and Jared M. Moore

Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3208292

Jul 2018 Bend and Flex: Passive Flexibility or Active Control in a Quadruped Animat Jared M. Moore and Anthony J. Clark

Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3205703

Jul 2018 Evo-ROS: Integrating Evolution and the Robot Operating System

Glen A. Simon, Jared M. Moore, **Anthony J. Clark**, and Philip K. McKinley Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3208269

Dec 2017 Evolving Adabot: A Mobile Robot With Adjustable Wheel Extensions Anthony J. Clark

IEEE Symposium Series on Computational Intelligence (RiiSS 2017), Honolulu, Hawaii, USA. DOI: 10.1109/SSCI.2017.8280979

Jul 2017 Effect of Animat Complexity on the Evolution of Hierarchical Control Jared M. Moore, Anthony J. Clark, and Philip K. McKinley Genetic and Evolutionary Computation Conference (GECCO 2017), Berlin,

Germany. DOI: 10.1145/3071178.3071246

Dec 2016 An Evolutionary Approach to Discovering Execution Mode Boundaries for Adaptive Controllers

Anthony J. Clark, Byron DeVries, Jared M. Moore, Betty H. C. Cheng, and Philip K. McKinley

IEEE Symposium Series on Computational Intelligence (SSCI 2016), Athens, Greece. DOI: 10.1109/SSCI.2016.7850178

Nov 2015 **Evolutionary Multiobjective Design of a Flexible Caudal Fin for Robotic Fish Anthony J. Clark**, Xiaobo Tan, and Philip K. McKinley

Bioinspiration & Biomimetics. DOI: 10.1088/1748-3190/10/6/065006

Jul 2015 Enhancing a Model-Free Adaptive Controller Through Evolutionary Computation

Anthony J. Clark, Philip K. McKinley, and Xiaobo Tan Genetic and Evolutionary Computation Conference (GECCO 2015), Madrid, Spain. DOI: 10.1145/2739480.2754762

Dec 2014 Balancing Performance and Efficiency in a Robotic Fish With Evolutionary Multiobjective Optimization

Anthony J. Clark, Jianxun Wang, Xiaobo Tan, and Philip K. McKinley IEEE International Conference on Evolvable Systems (ICES 2014), Orlando, Florida, USA. DOI: 10.1109/ICES.2014.7008744

Jul 2014 On-Board Evolution of a Model-Free Adaptive Controller for a Robotic Fish Anthony J. Clark, Philip K. McKinley, and Xiaobo Tan

Evolution of Physical Systems Workshop, Held in Conjunction With the International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA.

Jul 2014 Evolutionary Robotics on the Web With WebGL and JavaScript Jared M. Moore, Anthony J. Clark, and Philip K. McKinley International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA.

Jul 2014 Hold the Spot: Evolution of Generalized Station Keeping for an Aquatic Robot Jared M. Moore and Anthony J. Clark
International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA. DOI: 10.7551/978-0-262-32621-6-ch033

Sep 2013 **Just Keep Swimming: Accounting for Uncertainty in Self-Modeling Aquatic Robots**

Matthew J. Rose, **Anthony J. Clark**, Jared M. Moore, and Philip K. McKinley International Workshop on Evolutionary and Reinforcement Learning for Autonomous Robot Systems (ERLARS 2013), Taormina, Italy. **Best Paper Award**

Jul 2013 Evolutionary Optimization of Robotic Fish Control and Morphology Anthony J. Clark and Philip K. McKinley

Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, The Netherlands. DOI: 10.1145/2464576.2464593

Jul 2013 Evolution of Station Keeping as a Response to Flows in an Aquatic Robot

Jared M. Moore, Anthony J. Clark, and Philip K. McKinley

Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, The Netherlands. DOI: 10.1145/2463372.2463402

Jul 2012 Evolutionary Design and Experimental Validation of a Flexible Caudal Fin for Robotic Fish

Anthony J. Clark, Jared M. Moore, Jianxun Wang, Xiaobo Tan, and Philip K. McKinley

International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2013), East Lansing, Michigan, USA. **Best Paper Award**

DOI: 10.7551/978-0-262-31050-5-ch043

University Service

Apr 2018 to present STEMentors Program Advisor

Advise the new outreach program, which is directed at providing mentoring for local lower-income schools.

Nov 2017 to Robotics Club Advisor

present Given strong student demand, I (and one of our EE faculty) initiated Missouri State University's first robotics club.

Act upon curricular matters that are referred to it by departments within the college. The College Council approves departmental proposals, rejects and returns proposals to the originating department, or amends and approves proposals.

Attend recruitment events on the behalf of the college, and make recommendations to the dean regarding recruitment procedures.

Represent my department at the college level diversity committee. A primary goal for the members of this committee is to improve the retention of students that are considered at risk for either dropping out or transferring. We improve retention through a variety of activities: poster sessions, scholarships, and picnics.

Aug 2017 to Apr ACM Chapter Advisor

2019 Coordinate ACM study chapter activities, include: scheduling speakers, organizing offcampus activities (e.g., competitions), and recruit volunteers to help at departmental events.

Sep 2018 **Proactive Advisor**

Attend special training sessions on proactive advising techniques so that I can better advise first generation computer science undergraduates. I currently advise \sim 75 CS students.

Aug 2014 to Apr Coordinator, Computer Science and Engineering Graduate Association 2016 (elected)

Coordinated monthly meetings for graduate students in the Department of Computer Science and Engineering, facilitated communication of Department news and policies, and organized graduate student service opportunities.

Aug 2014 to Apr Graduate Representative, Computer Science and Engineering Graduate Studies and Research Committee (elected)

Act as a voting member of the GSRC, which establishes academic standards, coordinates graduate course offerings, determines admission standards and policies for financial awards, and evaluates Ph.D. qualifier examinations.

Aug 2013 to Apr Graduate Representative, Computer Science and Engineering Departmental Meetings (elected)

Act as a voting member at CSE department meetings.

Aug 2007 to Apr Officer, Eta Kappa Nu, Electrical and Computer Engineering at Kansas State

2009 University (elected)

Professional Activities

Reviewer for Journals

Elsevier Robotics and Autonomous Systems

IEEE Transactions on Systems, Man and Cybernetics: Systems

IEEE Transactions on Robotics

Sage Adaptive Behavior

Sage International Journal of Advanced Robotic Systems

Program Committee Member

EvoAPPS

EvoROBOT

IEEE Symposium Series on Computational Intelligence

IEEE International Conference on Self-Adaptive and Self-Organizing Systems

Professional Society Memberships

IEEE and ACM

NSF Panelist

Smart and Autonomous Systems National Robotics Initiative

Dec 2017 to present

Task Force Member

IEEE Task Force on Evolutionary Developmental Systems and Robotics

Sep 2017 Abstract and Poster

IEEE/RSJ International Conference on Intelligent Robots and Systems

Evo-ROS: Integrating Evolutionary Robotics and ROS

Moore, Jared M., Clark, Anthony J., Simon, Glen, McKinley, Philip K. In 2017 IEEE/RSJ International Conference on Intelligent Robots and Systems. Vancouver, BC,

Canada, September, 2017

Jul 2017 Workshop Organizer, SimER: Simulation in Evolutionary Robotics Workshop

Genetic and Evolutionary Computation Conference

Berlin, Germany

Responsibilities: Co-organize a workshop that brought together experts from around the world to discuss the topic of simulation; specifically how we can improve the current state of simulation in ER.

Sep 2013 Invited Conference Talk: Evolving Aquatic Robots

The Twelfth European Conference on Artificial Life (ECAL), International Evolution of Physical Systems Workshop (EPS)

Taormina, Italy, September 2013

Advising, Mentoring, and Outreach

Nov 2017 to First Lego League Team Mentor and Competition Judge

present

FIR ST

Responsibilities: Mentor one FLL team and judge at a regional competition.

Aug 2016 to present Advising Undergraduate and Graduate Researchers

Missouri State University

Responsibilities: Coordinate and advise from three to six undergraduate and graduate students from different departments every semester.

Jul 2015 Instructor, Introduction to Evolutionary Robotics

Introduction to Robotics Engineering Program, Michigan State University

Responsibilities: Presented my research and an explanation of evolutionary robotics to 22 high school students. I introduced a web-based evolutionary robotics simulation platform (BoxCar2D) to the students and in a hands-on laboratory session helped them answer several questions regarding the evolutionary robotics process.

Mar to Jun 2015 Mentor, Visiting Scholar Program

Department of Computer Science and Engineering, Michigan State University

Responsibilities: Co-mentored Mr. René Draschwandtner, a visiting Master's student from the University of Applied Sciences in Austria. I worked with Mr.

Draschwandtner, Dr. Jared Moore, and Dr. Philip McKinley to study locomotion and grasping behaviors for a snake-like robot using methods from evolutionary robotics.

Sep 2014 Presenter, 3D Printing Showcase

Michigan State University Library

Responsibilities: Presented 3D printing technologies and my lab's research as part of outreach directed at undergraduates and the general public.

Aug 2014 Co-Organizer of Sandbox Session, Evolution-In-Action Software and the Web

NSF BEACON Center

Responsibilities: Organized an open discussion regarding the application of state-ofthe-art web technologies to evolutionary research and outreach projects.

Jul 2014 Instructor, BEACON High School Summer Residential Program

W.K. Kellogg Biological Station, Michigan State University

Responsibilities: Presented an overview of evolutionary computation to a group of four high school students interested in STEM fields, and then facilitated their work as they conducted, wrote about, and presented results from their own evolutionary study in a day-long course.

Jul 2014 Mentor, NSF Research Experience for Teachers Summer Program

College of Engineering, Michigan State University

Responsibilities: Mentored a local high school engineering instructor, Charles Payson. Over the course of his second summer in the program, Mr. Payson designed, implemented, and presented a web application used to teach evolutionary robotics concepts to K-12 students and the general public. I taught Mr. Payson web-programming skills as well as aided him in developing a curriculum for high school students.

Jul 2014 Instructor, Introduction to Robotics Engineering

College of Engineering High School Summer Program, Michigan State University
Responsibilities: Introduced evolutionary robotics to approximately 20 high school students in a tutorial style. The tutorial was based on an interactive web-based simulation environment developed by myself and Jared M. Moore. Students conducted evolutionary experiments in which they evolved robots in simulation.

Feb 2014 Graduate Student Evaluator

Undergraduate Research and Arts Forum, Michigan State University
Responsibilities: Provided feedback to undergraduates presenting their research, and scored poster presentations for a competition.

May to Jul 2013 Mentor, NSF Research Experience for Teachers Summer Program

College of Engineering, Michigan State University

Responsibilities: Mentored a local high school engineering instructor, Charles Payson. During a six-week program, I aided Mr. Payson in learning C++ programming, evolutionary algorithm development, and creating dynamic simulations. At the end of the program, I assisted Mr. Payson in translating his research into a robotics lesson plan using the VEX robotics platform.

May 2011 to Jul Mentor, NSF Research Experience for Teachers Summer Program

2013 College of Engineering, Michigan State University

Responsibilities: Mentored a local elementary school teacher, Adam Ford, who specializes in computers and robotics. Mr. Ford developed the Biolume environment, which demonstrates evolution 'in-action' using using simple robots. The Biolume project is an outreach exhibit aimed at demonstrating evolutionary principles to the general public.

Funding and Grant Activity

I have contributed to writing, editing, and producing preliminary results for the following grants.

Aug 2019 Missouri Space Grant Program

Title: Lunar geologic compass for geologic mapping and surveying

Award: Student Support

Details: NVIDIA awarded a powerful GPU to be used for deep learning research.

PI: Matt McKay and Anthony J. Clark

May 2018 Missouri State University Summer Faculty Fellowship

Award: \$6,000

Details: Funds were awarded to work on research during the summer term.

PI: Anthony J. Clark

Jul 2018 NVIDIA GPU Grant Program

Award: Quadro P6000

Details: NVIDIA awarded a powerful GPU to be used for deep learning research.

PI: Anthony J. Clark

Nov 2016 Missouri State University Major Equipment Grant

Amount: \$24,000

Details: Funds were utilized to purchase a 3D printer and a CNC mill that will be used

by faculty and students in the Departments of Computer Science and Engineering.

PI: Anthony J. Clark

Aug 2013 to Apr Distributed, Onboard Evolution in a Robotic Cloud

2014 Amount: \$168,231

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: T. Soule (U. Idaho), Co-PIs: R. Heckendorn (U. Idaho), P. McKinley (MSU), J.

Zhan (NCA&T), S. Harrison (NCA&T)

Aug 2011 to Apr II-EN: Evolution Park: An Evolutionary Robotics Habitat for the Study of

2014 Crawling, Swimming and Flying Creatures

Amount: \$305,000

Sponsor: NSF, Division Of Computer and Network Systems

PI: P. McKinley, Co-PIs: X. Tan, J. Boughman

Aug 2012 to Apr Understanding and Synthesizing Collective Behavior with Mixed Robotic and

2013 Live Fish Schools

Amount: \$169,923

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: X. Tan, Co-PIs: P. McKinley, J. Boughman

Aug 2011 to Apr Exploiting Robot-Fish Interactions and Evolutionary Computing to

2012 Understand and Synthesize Complex Collective Behavior

Amount: \$110,642

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: X. Tan, Co-PIs: P. McKinley, J. Boughman

Software Contributions

Review, A Visualization Player

Description: Review is a web-based platform for sharing dynamic visualizations. Code, Description

Evolve-a-Robot, An Online Evolutionary Robotics Environment

Description: Evolve-a-Robot is an interactive evolutionary robotics simulation. The project has two goals. The first is to expose K-12 students to evolution and evolutionary computation using an engaging and fun platform. Evolve-a-Robot does this by visualizing the evolution of robotic cars with an easy-to-use interface. And second, to expose enough of the adjustable parameters (i.e. genetic operators, and evolutionary configuration) to make the simulation useful for teaching evolutionary algorithms to undergraduate students. Code, Description