Christopher J. Miles

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URL: http://www.chrisjohnmiles.com/

Computational physicist and mathematician
Interests: Reinforcement learning, multi-agent systems, and optimal control theory

EDUCATION

Massachusetts Institute of Technology — Cambridge, MA
B.S. in Physics — *Sept. 2006 – June. 2010*

University of Michigan — Ann Arbor, MI
M.S. in Applied Mathematics — *Sept. 2012 – Dec 2014*
Ph.D. in Physics — *Sept. 2012 – April 2018*
Advisor: Prof. Charles R. Doering
Highlighted graduate coursework: Machine Learning, Numerical Linear Algebra, Numerical Differential Equations, Computer Modeling in Complex Systems, Stochastic Processes, Statistical Mechanics, Complex Adaptive Systems

Santa Fe Institute: Complex Systems Summer School — Santa Fe, NM
Certificate of completion — *June 2017*

COMPUTATIONAL RESEARCH PROJECTS

University of Michigan: Optimal control of fluid mixing (PhD Thesis) — Ann Arbor, MI
Graduate Student Research Assistant — *Spring 2013 – April 2018*

- Numerically solved Euler-Lagrange equations for a series of optimization problems on fluid mixing using gradient-based optimization methods.
- Click published articles here to read more:
    * **C. J. Miles**, C. R. Doering, A shell model for optimal mixing, Journal of Nonlinear Science, 2017
    * **C. J. Miles**, C. R. Doering, Diffusion-limited mixing by incompressible flows, Nonlinearity, 31, 5, 2018

W.H. Oceanographic Inst.: Collective motion of active multi-agent systems — Woods Hole, MA
Research Fellow — *Summer 2016*

- Developed a custom partial-differential-equation solver to find the solution to the Smoluchowski equation by using a two-step Adams-Bashforth method and a pseudo-spectral Fourier method.
- Click the submitted pre-print article here to read more: **C. J. Miles**, A. A. Evans, M. J. Shelley, and S. E. Spagnolie, Active matter invasion of a viscous fluid and a no-flow theorem arXiv:1803.05543[cond-mat.soft]

Personal project: Multi-agent reinforcement learning of self-driving car traffic
Researcher — *Sept. 2017 – Present*

- Implemented Q-learning in a multi-agent gridworld system mimicking self-driving car traffic where many agents are attempting to move across a board while avoiding collision.
- Click link to read summary and white paper: http://www.chrisjohnmiles.com/personal_projects/sficc

TECHNICAL SKILLS

Programming: Python (10k lines), Matlab (10k lines), Javascript (1k lines), Pytorch, OpenAI Gym, Git, Mecurial, Github, and Bitbucket.

Computational models and algorithms: Classic reinforcement learning algorithms, evolutionary game theory models, evolutionary algorithms, agent-based modeling, HMMs, PCA, SVMs, neural networks, optimization methods, finite-difference methods, pseudo-spectral methods.

UNIVERSITY SERVICE

Evolutionary Game Theory Workshop — Ann Arbor, MI
Lead Organizer — *July 2017*

Evolutionary Game Theory Graduate Course — Ann Arbor, MI
Graduate Student Assistant — *Fall 2016, Winter 2018*