

Matthew Beck Kaiwalu Luebbbers

PhD Student / Research Assistant
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Research Interests

Autonomous Systems & Robotic Autonomy
Human-robot Interaction
Robotic Exploration / Surveying
Robotic Planning
Multi-agent Systems
Explainable Artificial Intelligence
Contingency Planning / Fault-tolerant Autonomy
Augmented Reality Interfaces

Education

University of Colorado Boulder; Boulder, CO Aug 2018 –
Doctor of Philosophy, Computer Science
Prof. Bradley Hayes
Collaborative AI and Robotics Lab (CAIRO)
Intelligent Robotics Laboratory (IRL)

Cornell University; Ithaca, NY Aug 2014 – May 2018
Bachelor of Arts, Computer Science
Internal Concentration, Artificial Intelligence & Robotics
External Concentration, Psychology

Professional Experience

NASA Jet Propulsion Laboratory; Pasadena, CA Jun 2018 – Aug 2018
Summer Intern, Instrument Data Systems (398)
Continued development work on the Common Workflow Service (CWS), including the creation of a web-based BPMN process modeler to contain all functionality for CWS within a single webapp.

NASA Jet Propulsion Laboratory; Pasadena, CA Jun 2017 – Aug 2017
Summer Intern, Instrument Data Systems (398)
Continued development work on the Common Workflow Service (CWS), including adaptation work for the Instrument Data Systems pipelines of the Mars 2020 mission.

NASA Jet Propulsion Laboratory; Pasadena, CA Jun 2016 – Aug 2016
Summer Intern, Instrument Data Systems (398)
General-purpose development work on the Common Workflow Service (CWS), a highly distributable, adaptable workflow system for NASA's Advanced Multi-Mission Operations System (AMMOS) using industry standard BPMN modeling semantics.

Teaching Experience

CS 4700 (Foundations of Artificial Intelligence) Aug 2017 – Dec 2017
Teaching Assistant, Prof. Bart Selman
Cornell University: Elective class typically taken by juniors and seniors majoring in Computer Science, with roughly 200 students. Held office hours, assisted in grading of problem sets and exams, and assisted in proctoring of exams.

CS 3410 (Computer System Org. & Programming) Aug 2016 – May 2017
Teaching Assistant, Prof. Anne Bracy
Cornell University: Core class typically taken by sophomores and juniors majoring in Computer Science, with roughly 200 students. Taught two 20 student lab sections, held office hours, assisted in grading of problem sets and exams, and assisted in proctoring of exams.

CS 2110 (OO Programming & Data Structures) Aug 2015 – May 2016
Course Consultant, Profs. David Gries, Nate Foster, & Ross Tate
Cornell University: Second course in introductory Computer Science sequence, with roughly 500-600 students. Held office hours, assisted in grading of problem sets and exams, and assisted in proctoring of exams.

Research Experience

Augmented Reality Interfaces for Learning from Demonstration Oct 2018 –
Prof. Bradley Hayes & Prof. Daniel Szafir

Using the Microsoft HoloLens to provide augmented reality visualization and control to create better performing, more usable systems for robot Learning from Demonstration (LfD), where a human teacher provides a robot with demonstrations of a task rather than needing to program them explicitly.

Conversational Planner Generation for Teleop. Robots Sep 2018 –
Prof. Bradley Hayes

Combining successful techniques from human-in-the-loop planner generation and explainable AI to allow for robot planners to be learned and converged upon in 'conversation space', where an optimal planner is iterated towards by multiple agents (both human and autonomous) possessing partial information.

Miniature Self-Driving Car Jan 2018 – May 2018
Prof. Ross Knepper, Robotic Personal Assistants Lab

Group project to apply various learning models to a self-driving car made from RC car parts to uncover more accurate dynamics models for wheel-terrain interactions that can be utilized to successfully perform high-speed maneuvers like drifting.

Aerial Survey Mission Planning w/ Low Rank Approx. Aug 2017 – Dec 2017
Prof. Ross Knepper & Prof. Madeleine Udell

Characterized efficient aerial path-planning for maximum information gain using methods from numerical linear algebra and machine learning. Low rank approximation is used to estimate hidden data on a large map after observing a small portion of it, and machine learning is used to pick Hamiltonian flight paths that travel through nodes minimizing error between prediction and observation. An example application for this method is drought prediction through localized observation of normalized difference vegetation index (NDVI) from an aerial platform.

Presented at **Northeast Robotics Colloquium (NERC)**
Boston, MA

Oct 2017

Presented at **NSF Computational Sustainability Consortium**
Ithaca, NY

Oct 2017

Autonomous Solar-Powered Airship

Sep 2016 – May 2018

Prof. Ross Knepper, Robotic Personal Assistants Lab

Group project to build an airship (blimp) capable of flying autonomously for extended periods of time for use in monitoring ecological conditions. In the future, we aim to extend the range and flight time further by including a lightweight solar power system. My work has been varied on this project, but the bulk of it has been focused on physical simulation, control, and high-level mission and path planning.

Development Technologies

OS:	Linux (Ubuntu, RHEL), MacOS, Windows
Tools:	ROS, BPMN, Gazebo, Unity, Git, JIRA, AWS, Bamboo, Eclipse, Gym, MuJoCo, Maya, Verilog, Camunda, OpenGL
Languages:	Python, Java, shell scripting, Julia, OCaml, C++, C, C#, assembly languages
Web Stack:	HTML, CSS, Javascript, Node, PHP, MariaDB, MySQL
Hardware:	Rethink Sawyer, Microsoft HoloLens, Meta2

Honors & Awards

Dean's Graduate Award

University of Colorado Boulder College of Engineering & Applied Science

National Merit Scholar

National Merit Scholarship Program

Dean's List

Cornell University College of Arts & Sciences

Fall 2014, Spring 2015, Spring 2016

Top 10 in Competition

Big Red Hacks 2015 – "Flushr"

AP Scholar with Distinction

College Board

Additional Projects

Grasp Selection through Evaluative Reinforcement Learning Oct 2018 –

Experiment to learn optimal robotic arm grasp positions for novel objects in simulation through the use of reinforcement learning with human-agent transfer (HAT) and human-provided demonstrations. Utilizes the MuJoCo physics simulator and the OpenAI Gym toolkit. Created in a team of three as a final project for CS 5622 – Machine Learning.

Multi-Purpose Neural Net Mar 2018 – May 2018

Experiment to design singular neural nets with multiple, unrelated capabilities – in this case, bitwise logic operations, handwritten digit classification, and novel music composition. Created in a team of three as a final project for CS 6700 – Advanced Artificial Intelligence.

Mini Quadrotor Jan 2014 – May 2014

A custom-designed and built quadrotor aircraft with adapted flight software written for an Arduino controller. Created in a team of four for a semester-long independent study.

A Whale Game Aug 2013 – Dec 2013

A top down “bullet hell” style game featuring flying whale “ships” and pterodactyl mounts. Created in a team of three using LWJGL for a semester-long independent study.