

Lukas Hermann

COMPUTER SCIENTIST · MACHINE LEARNING ENGINEER · ROBOTICIST

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Education

M.Sc. in Computer Science (GPA 4.0)

ALBERT LUDWIG UNIVERSITY OF FREIBURG

- Minor: Cognitive Science
- Specialization: Machine Learning, Computer Vision, Robotics
- Thesis: Adaptive Curriculum Generation from Demonstrations (advised by Prof. Dr. Wolfram Burgard)
- Erasmus semester at Sapienza University of Rome, Italy

Freiburg, Germany

Oct. 2015 - Jun. 2019

B.Sc. in Computer Science (GPA 3.8)

ALBERT LUDWIG UNIVERSITY OF FREIBURG

- Minor: Cognitive Science
- Thesis: Hand Orientation Estimation using Deep Neural Networks (advised by Prof. Dr. Wolfram Burgard)
- Erasmus semester at Eötvös Loránd University Budapest, Hungary

Freiburg, Germany

Oct. 2011 - Sep. 2015

Abitur (GPA 3.8)

EDUARD-MÖRIKE GYMNASIUM STUTTGART

Stuttgart, Germany

Sep. 2001 - Jul. 2010

Experience

PhD Candidate

AUTONOMOUS INTELLIGENT SYSTEMS LAB, UNIVERSITY OF FREIBURG

- Researched machine learning for robot manipulation.
- Created a benchmark and dataset for learning language-conditioned robot control policies from unstructured data.
- Developed a Python framework for the fast design of platform independent robot experiments.
- Implemented robot control on three different robots (KUKA iiwa, Franka Emika Panda, UR3).
- Optimized distributed training on high-performance SLURM cluster.
- Supervised student master theses.

Freiburg, Germany

Feb. 2020 - Apr. 2022

Research Assistant

AUTONOMOUS INTELLIGENT SYSTEMS LAB, UNIVERSITY OF FREIBURG

- Design and implementation of deep reinforcement learning algorithms for real-world robot manipulation with KUKA iiwa.

Freiburg, Germany

Sep. 2019 - Jan. 2020

Student Research Assistant

AUTONOMOUS INTELLIGENT SYSTEMS LAB, UNIVERSITY OF FREIBURG

- 3d reconstruction of everyday objects for robot manipulation (for tracking and training in simulation).

Freiburg, Germany

Jun. 2016 - Aug. 2016

Student Research Assistant

AUTONOMOUS INTELLIGENT SYSTEMS LAB, UNIVERSITY OF FREIBURG

- Trained a mouth detection system for robotics applications.

Freiburg, Germany

Sep. 2015 - Nov. 2015

Skills

Programming Python, C++, JAVA, Bash

Frameworks NumPy, PyTorch, ROS, PyBullet, OpenCV, Hydra

Miscellaneous Linux, Git, Latex, Slurm

Languages German (native), English (highly proficient), Spanish (fluent), Italian (good command)

Publications

- **What Matters in Language Conditioned Robotic Imitation Learning over Unstructured Data**
Oier Mees*, **Lukas Hermann***, Wolfram Burgard
Proceedings of the International Conference on Intelligent Robots and Systems (IROS), 2022, Kyoto, Japan
- **CALVIN: A Benchmark for Language-Conditioned Policy Learning for Long-Horizon Robot Manipulation Tasks**
Oier Mees*, **Lukas Hermann***, Erick Rosete-Beas, Wolfram Burgard
IEEE Robotics and Automation Letters (RA-L), vol. 7, n. 3, pp. 7327-7334, 2022
- **Affordance Learning from Play for Sample-Efficient Policy Learning**
Jessica Borja-Diaz*, Oier Mees*, Gabriel Kalweit, **Lukas Hermann**, Joschka Boedecker, Wolfram Burgard
Proceedings of the IEEE International Conference on Robotics and Automation (ICRA), 2022, Philadelphia, USA
- **FlowControl: Optical Flow Based Visual Servoing**
Maximilian Argus, **Lukas Hermann**, Jon Long, Thomas Brox
Proceedings of the International Conference on Intelligent Robots and Systems (IROS), 2020, Las Vegas, USA
- **Hindsight for Foresight: Unsupervised Structured Dynamics Models from Physical Interaction**
Iman Nematollahi, Oier Mees, **Lukas Hermann**, Wolfram Burgard
Proceedings of the International Conference on Intelligent Robots and Systems (IROS), 2020, Las Vegas, USA
- **Adaptive Curriculum Generation from Demonstrations for Sim-To-Real Visuomotor Control**
Lukas Hermann*, Maximilian Argus*, Andreas Eitel, Artemij Amiranashvili, Wolfram Burgard, Thomas Brox
Proceedings of the International Conference on Robotics and Automation (ICRA), 2020, Paris, France

Software & Datasets

CALVIN

[GITHUB.COM/MEES/CALVIN](https://github.com/mees/calvin)

- Open-source simulated benchmark for learning long-horizon language-conditioned tasks.
- 24 hours of teleoperated robot environment interaction with 20K language instructions.
- Multi-context imitation learning baselines.

HULC

[GITHUB.COM/LUKASHERMANN/HULC](https://github.com/lukehermann/hulc)

- State-of-the-art model that can learn a wide variety of language conditioned robot skills from offline free-form imitation datasets.

Student Supervision

2021	Ilia Dobrusin , Self-Supervised Consistency Loss for Sim-to-Real Domain Adaptation	<i>Master Thesis</i>
2021	Mikel Martinez , Self-supervised Control with Vision and Language	<i>Master Project</i>
2021	Jessica Borja , Affordance Learning from Play for Sample-Efficient Policy Learning	<i>Master Project</i>
2021	Group Project , Object Grasping on Point Clouds	<i>Deep Learning Lab</i>

Extracurricular Activity

Voluntary social year

DEUTSCHE GESELLSCHAFT FÜR INTERNATIONALE ZUSAMMENARBEIT (GIZ)

- Organized activities for schoolchildren in a local library.
- Accompanied a local NGO's environmental education program in rural communities.

Jinotepe, Nicaragua

Aug. 2010 - Aug. 2011

Mentor for international students

ERASMUS STUDENT NETWORK

- Organized social events for international students.

Freiburg, Germany

Oct. 2017 - Dec. 2018