Matteo Bettini

Researcher in multi-agent learning

Interested and experienced in reinforcement learning, multi-robot systems, and graph neural networks

	Experience
	Work
Jun-Oct 2023	Meta, PyTorch, Machine Learning Engineer Intern (PhD), London, UK Worked in the TorchRL team on PyTorch and facebook-research open-source projects, leading to 2 publications [2,3] Integrated multi-agent in the PyTorch reinforcement learning library TorchRL (2.5k+ stars), becoming 2 nd contributor Developed and maintained BenchMARL (345+ stars), a facebook-research multi-agent reinforcement learning library
Jun-Sep 2021	Amazon Web Services (AWS), Software Development Engineer Intern, Cambridge, UK Worked in the EC2 team using Rust to implement an interactive serial console for Xen-based EC2 instances Learned and used the Rust language with cryptographic and asynchronous programming libraries Implemented an encrypted CoAP client-server and tested on docker rapid development environment
	Teaching
2021–2025	University of Cambridge, Guest lecturer, Teaching Assistant, and Supervisor, Cambridge, UK ○ Guest lecturer for the "Computing for Collective Intelligence" course ♂, delivering a 1h lecture to master students ○ Teaching assistant, demonstrator, and robot manager for "Introduction to Robotics" bachelor and master course ♂ ○ Thesis supervisor for MPhil students, guiding them in conducting research and producing a master dissertation ○ Supervisor and material curator for undergraduate courses, tutoring 19 students in small-sized groups
	Outreach
2024-present	The Alan Turing Institute, Organizer, London, UK ○ Organized the UK Multi-Agent Systems Symposium, a day event in King's College (200 attendees, 10k budget) ○ Managing the multi-agent systems interest group and mailing list with 650+ participants □
2024-25	Lead The Future , <i>Mentor</i> Mentored 5 high-achieving STEM Italian students and professionals in a non-profit organization focused on <i>Give Back</i> \square
2023, 2024	Computer Science Open Day, Volunteer, University of Cambridge, UK Demonstrated multi-robot reinforcement learning to 100+ kids of all ages via live and interactive experiments
2023	ICRA Workshop on Multi-Robot Learning 🖸 , Contributions Committee, London, UK
	Education
Oct 2021	PhD in Computer Science, University of Cambridge, UK
–Mar 2025	Thesis: Neural diversity in multi-agent systems, Supervisor: Prof. Amanda Prorok Published 8 research papers [1–8] at top conferences (e.g., ICML, ICLR, AAMAS) and journals (JMLR) Focus on studying [4], measuring [10], and controlling [1] behavioral diversity in multi-agent reinforcement learning Created and maintained $VMAS$ [5] (390+ stars), a vectorized simulator and task collection written in PyTorch Deployed and demonstrated research on a fleet of Cambridge Robomaster autonomous mobile ground robots [8]
2020–2021	MPhil in Advanced Computer Science, University of Cambridge, UK Distinction, GPA: 87.09/100, Supervisor: Prof. Amanda Prorok
2017–2020	Thesis on transport network design for multi-agent routing using genetic algorithms and reinforcement learning BEng in Computer Engineering, Politecnico di Milano, Italy 110 Cum Laude/110 (Honors), GPA: 29.16/30 Project on software engineering: reinvented board game "Santorini" in Java with online multiplayer and 3D graphics 3D graphics
	Awards and recognition
2024	Hughes Hall College (University of Cambridge) travel award - 500£
2021	Graduated with Distinction from the University of Cambridge
2017-2020	Achieved 30 Cum Laude/30 (Honors) for 13 of 25 exams at Politecnico di Milano and graduated Cum Laude

Skills

2017–2020 Merit-based scholarship at Politecnico di Milano - 50% tuition reduction

2017 Best Freshmen of Politecnico di Milano Award - 1500€

Selected projects

- o BenchMARL: created the facebook-research BenchMARL library (345+ stars, 9k+ downloads) to uniform benchmarking in multi-agent reinforcement learning, published at JMLR, presented at NeurIPS [2] ☑
- o Controlling behavioral diversity: introduced the first method able to control behavioral diversity in multi-agent learning, showing the emergence of unprecedented and more efficient diverse strategies [1]
- o **TorchRL**: second contributor of the PyTorch reinforcement learning library **(2.5k+ stars, 468k+ downloads)**, spanning multiple domains of data-driven decision-making (model-based/free, LLM RLHF, POMDPs) [3] ♂
- o **Heterogeneous robot learning**: studied the role of heterogeneity in multi-robot reinforcement learning through simulations and real-world experiments, showing the **intrinsic resilience of diverse robots** [4]
- o **Vectorized multi-agent simulator (VMAS)**: implemented and maintained VMAS **(390+ stars, 40k+ downloads)**, a batched PyTorch multi-agent simulator and task collection for collective learning [5] ☑
- o **Multi-robot navigation**: deployed and demonstrated collective learning in a **zero-shot sim-to-real** setting on a fleet of custom Cambridge Robomaster holonomic ground robots equipped with NVIDIA Jetsons [8] ♂

Selected publications

- [1] Matteo Bettini, Ryan Kortvelesy, and Amanda Prorok. Controlling Behavioral Diversity in Multi-Agent Reinforcement Learning 2. In *International Conference on Machine Learning (ICML)*, 2024.
- [2] **Matteo Bettini**, Amanda Prorok, and Vincent Moens. BenchMARL: Benchmarking Multi-Agent Reinforcement Learning 3. *Journal of Machine Learning Research (JMLR)*, 25, 2024.
- [3] Albert Bou, **Matteo Bettini**, Sebastian Dittert, Vikash Kumar, Shagun Sodhani, Xiaomeng Yang, Gianni De Fabritiis, and Vincent Moens. TorchRL: A data-driven decision-making library for PyTorch . In *International Conference on Learning Representations (ICLR) Spotlight (top 5%)*, 2024.
- [4] **Matteo Bettini**, Ajay Shankar, and Amanda Prorok. Heterogeneous Multi-Robot Reinforcement Learning ... In *Autonomous Agents and Multiagent Systems (AAMAS)*, 2023.
- [5] **Matteo Bettini**, Ryan Kortvelesy, Jan Blumenkamp, and Amanda Prorok. VMAS: A Vectorized Multi-Agent Simulator for Collective Robot Learning . In *Distributed Autonomous Robotic Systems (DARS)*, 2022.
- [6] Amanda Prorok and Matteo Bettini. Heterogeneous Teams 2. Encyclopedia of Robotics, 2024.
- [7] Steven Morad, Ryan Kortvelesy, **Matteo Bettini**, Stephan Liwicki, and Amanda Prorok. POPGym: Benchmarking Partially Observable Reinforcement Learning . In *International Conference on Learning Representations* (*ICLR*), 2023.
- [8] Jan Blumenkamp, Ajay Shankar, **Matteo Bettini**, Joshua Bird, and Amanda Prorok. The Cambridge RoboMaster: An Agile Multi-Robot Research Platform 2. In *Distributed Autonomous Robotic Systems* (DARS), 2024.
- [9] **Matteo Bettini**, Ryan Kortvelesy, and Amanda Prorok. The impact of behavioral diversity in multi-agent reinforcement learning . arXiv preprint arXiv:2412.16244, 2024.
- [10] **Matteo Bettini**, Ajay Shankar, and Amanda Prorok. System Neural Diversity: Measuring Behavioral Heterogeneity in Multi-Agent Learning . arXiv preprint arXiv:2305.02128, 2023.

Invited talks

Controlling Behavioral Diversity in Multi-Agent Reinforcement Learning, D

- 2025 O Laboratory for Artificial Intelligence and Learning Algorithms & Università degli Studi di Milano
- 2024 O Seminar on Combinatorics, Games and Optimisation 🗈 London School of Economics and Political Science
- 2024 O Artificial Intelligence Research Group Talks (Computer Laboratory) 🗈 University of Cambridge

BenchMARL: Benchmarking Multi-Agent Reinforcement Learning,

- 2024 O Distributed and Collaborative Intelligent Systems and Technology (DCIST) Collaborative Research Alliance (CRA)
- 2023 InstaDeep knowledge sharing session ♂ InstaDeep

Multi-Agent Simulation and Learning in TorchRL,

- 2023 Artificial Intelligence Research Group Talks (Computer Laboratory) ♂ University of Cambridge
- 2023 O Multi-agent Reinforcement Learning Reading Group C University of Maryland, College Park

Heterogeneous Multi-Robot Reinforcement Learning,

2022 O Distributed and Collaborative Intelligent Systems and Technology (DCIST) Collaborative Research Alliance (CRA)