

Filippos Christianos

curriculum vitae

+44 (0) 7517 133477
✉ filippos.christianos@gmail.com
🌐 www.fchristianos.com
in [fchristianos](#)
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Education

- 2019–2023 **PhD in Robotics and Autonomous Systems**, *University of Edinburgh*, UK.
- Researching deep multi-agent reinforcement learning with emphasis on exploration under sparse rewards. Advisor: Dr. Stefano Albrecht.
 - Published my research as a first author in machine learning conferences such as **NeurIPS** and **ICML**.
- 2018–2019 **Master of Science in Robotics and Autonomous Systems**, *University of Edinburgh & Heriot-Watt University*, UK, with distinction.
- Studied courses such as Machine Learning and Pattern Recognition, Reinforcement Learning, and Robotics.
 - Thesis on “Exploration in Deep Multi-Agent Reinforcement Learning”. Advisors: Dr. Stefano Albrecht and Dr. Frank Broz.
- 2009–2017 **Electronic and Computer Engineering**, *Technical University of Crete*, Greece.
5-year diploma degree with Bachelors and integrated MSc
- Studied core courses on Computer Science, Electronics, and Telecommunications.
 - Followed elective courses focused on Artificial Intelligence, Game Theory, and Multi-Agent Systems.
 - Thesis on “Employing Hypergraphs for Efficient Coalition Formation with Application to the V2G Problem”. Was awarded full marks and led to peer reviewed publication. Advisor: Dr. Georgios Chalkiadakis.

Work Experience

- 2022–2023 **Author**, Multi-Agent Reinforcement Learning: An Introduction.
- Received 4 months of funding to complete a textbook in MARL.
 - Under contract with MIT Press for publication
- 2022 **Research Scientist Intern**, *NVIDIA*.
(Summer) Worked with the Autonomous Vehicles (AVs) research group. The project involved reasoning with occlusions. We developed a method for generating plausible vehicle trajectories in occluded spaces with a variational autoencoder and including them in a downstream planning pipeline.

2020–Present **Teaching Assistant**, *University of Edinburgh*.

In post-graduate course: Reinforcement Learning.

- Delivered the lectures on Deep Reinforcement Learning I & II.
- Designed and was responsible for the coursework assignment.
- Marked assignment and final exams.

2017–2018 **Research Assistant**, *ENECIA*.

Remote work for a start-up.

- Developed tools for smart cities, including power-consumption prediction models, and policies for electric vehicle charging. Part of my work has been peer-reviewed and published in Panagopoulos et al.
- Responsible for system administration tasks for cloud infrastructure (AWS), including management of computing resources and databases.

2015–2017 **Game Developer**, *Self-employed*.

Led the development of a sci-fi strategy video game. My work included C++ coding with which I programmed procedural creation of 3D meshes, simulations of planet tectonics and climate, and the game's artificial intelligence. Also led the development of two profitable projects that were released in the Unreal Engine Marketplace.

Areas of Expertise

My PhD research is in the area of Multi-Agent Deep Reinforcement Learning. In particular, I study how multiple agents can benefit from homogeneity and efficiently explore in environments with sparse rewards. My main research interests are:

- Machine Learning
- Reinforcement Learning
- Multi-Agent Systems
- Deep Learning
- Unsupervised Learning

I am interested in both single and multi-agent applications of reinforcement learning; the application of deep networks and deep learning in reinforcement learning; and the use of unsupervised learning (e.g. variational auto-encoders) for opponent modelling, or learning state representations.

I have worked with several programming languages including (but not limited to):

- Python
- MATLAB
- C++
- JavaScript

In my work I have extensively used the following technologies and frameworks:

- PyTorch
- SciPy
- OpenAI's Gym
- NumPy
- Amazon Web Services (AWS)
- MongoDB

- pandas
- Git
- Linux

I have also been performing Linux system administration tasks (e.g. Bash scripting, security, Slurm cluster management, webhosting support, and more).

Conference and Journal Publications

- [1] **Filippos Christianos**, Peter Karkus, Boris Ivanovic, Stefano V. Albrecht, and Marco Pavone. “Planning with Occluded Traffic Agents using Bi-Level Variational Occlusion Models”. In: *IEEE International Conference on Robotics and Automation (ICRA)*. 2023.
- [2] Lukas Schäfer, **Filippos Christianos**, Josiah Hanna, and Stefano V. Albrecht. “Decoupling Exploration and Exploitation in Reinforcement Learning”. In: *International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*. 2022.
- [3] **Filippos Christianos**, Georgios Papoudakis, Arrasy Rahman, and Stefano V. Albrecht. “Scaling Multi-Agent Reinforcement Learning with Selective Parameter Sharing”. In: *Proceedings of the 38th International Conference on Machine Learning (ICML)*. 2021.
- [4] Georgios Papoudakis*, **Filippos Christianos***, Lukas Schäfer, and Stefano V. Albrecht. “Benchmarking Multi-Agent Deep Reinforcement Learning Algorithms in Cooperative Tasks”. In: *In Proceedings of the Neural Information Processing Systems Track on Datasets and Benchmarks (NeurIPS)*. 2021.
- [5] Georgios Papoudakis, **Filippos Christianos**, and Stefano V. Albrecht. “Agent Modelling under Partial Observability for Deep Reinforcement Learning”. In: *Advances in Neural Information Processing Systems (NeurIPS)*. 2021.
- [6] Arrasy Rahman, Niklas Höpner, **Filippos Christianos**, and Stefano V. Albrecht. “Towards Open Ad Hoc Teamwork Using Graph-based Policy Learning”. In: *Proceedings of the 38th International Conference on Machine Learning (ICML)*. 2021.
- [7] **Filippos Christianos**, Lukas Schäfer, and Stefano V. Albrecht. “Shared Experience Actor-Critic for Multi-Agent Reinforcement Learning”. In: *Advances in Neural Information Processing Systems (NeurIPS)*. 2020.
- [8] Athanasios A. Panagopoulos, **Filippos Christianos**, Michail Katsigiannis, Konstantinos Mykoniatis, Marco Pritoni, Orestis P. Panagopoulos, Therese Pepper, Georgios Chalkiadakis, David E. Culler, Nicholas R. Jennings, and Timothy Lipman. “A Low-Complexity Non-Intrusive Approach to Predict the Energy Demand of Buildings over Short-Term Horizons”. In: *Advances in Building Energy Research (ABER)* (2020).
- [9] **Filippos Christianos** and Georgios Chalkiadakis. “Efficient Multi-Criteria Coalition Formation Using Hypergraphs (with Application to the V2G Problem)”. In: *Multi-Agent Systems and Agreement Technologies (EUMAS)*. 2017.

Workshop Papers and Extended Abstracts

- [1] **Filippos Christianos** and Georgios Chalkiadakis. “Employing Hypergraphs for Efficient Coalition Formation with Application to the V2G Problem”. In: *Proceedings of the Twenty-Second European Conference on Artificial Intelligence (ECAI)*. 2016.

Preprints or Under Review

- [1] Georgios Papoudakis, **Filippos Christianos**, Arrasy Rahman, and Stefano V. Albrecht. *Dealing with Non-Stationarity in Multi-Agent Deep Reinforcement Learning*. 2019.

Additional Activities

Reviewing

- 2022 NeurIPS, ICLR (highlighted reviewer)
- 2021 MRS, IROS, TPAMI, ICLR, AAMAS
- 2020 TPAMI, ICML(deleg.), NeurIPS(deleg.)

Presenting

- 2022 Presented in Berkeley's Multi-Agent Learning Seminar group.
- 2018–Present Regular Presenter, Reinforcement Learning Reading Group, University of Edinburgh.
- 2020 EdIntelligence, Invited to present at Mini NeurIPS event.
- 2019–2020 Student Presenter, CDT-RAS annual conference.
- 2013 Presented open/free software technologies in local outreach program, Crete, Greece.
- 2012,2013 Conducted seminar sessions on Linux, EL/LAK association.

Volunteering, Awards, and Other

- 2022 Thesis abstract accepted at AAMAS2022 doctoral consortium.
- 2021 Co-supervised MSc dissertation project on “Multi-Agent Deep Reinforcement Learning: Revisiting MADDPG”, University of Edinburgh.
- 2021 Honorable mention (2nd best paper) AAMAS Workshop in Adaptive and Learning Agents for Graph-based Policy Learning.
- 2020–Present System administration tasks (Linux, Slurm) for research group server.
- 2019 DriveML Huawei Autonomous Vehicles Challenge, awarded 4th Place, London.
- 2018 Awarded fully funded scholarship for MSc and PhD studies (EPSRC CDT-RAS.)
- 2018 Awarded Ridley Fellowship from Newcastle University (*declined*).
- 2014 Volunteer, European Agent Systems Summer School, Greece.
- 2014 Won competition of the Artificial Intelligence class in Technical University of Crete (best agent in a variation of the checkers game).
- 2009-2013 Advocate and Organiser of EL/LAK association (Free/Open Source Software).
- 2008 Finalist in the Pan-Hellenic computer science competition.