

ETHz Robotics Seminar

keywords: sensor, reinforcement learning, sim2real

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Concept:

- **simulation bias** : The resulting policies may work well with the forward model (i.e. the simulator) but poorly on the real system
- **mental rehearsal** : In robot reinforcement learning, the learning step on the simulated system is often called “mental rehearsal”

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10. [Closing the Sim-to-Real Loop: Adapting Simulation Randomization with Real World Experience](#)
11. [Analysis of Randomization Effects on Sim2Real Transfer in Reinforcement Learning for Robotic Manipulation Tasks](#)
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17. [How to Sim2Real with Gaussian Processes: Prior Mean versus Kernels as Priors](#)
18. [Learning Vision-Guided Quadrupedal Locomotion End-to-End with Cross-Modal Transformers](#)
19. [Crossing the Gap: A Deep Dive into Zero-Shot Sim-to-Real Transfer for Dynamics](#)
20. [Trustworthy Reinforcement Learning Against Intrinsic Vulnerabilities: Robustness, Safety, and Generalizability](#)

21. [Discovering Blind Spots in Reinforcement Learning](#)
22. [TuneNet: One-Shot Residual Tuning for System Identification and Sim-to-Real Robot Task Transfer](#)
23. [Sim2Real2Sim: Bridging the Gap Between Simulation and Real-World in Flexible Object Manipulation](#)
24. [Sim2Real Transfer for Reinforcement Learning without Dynamics Randomization](#)
25. [Preparing for the Unknown: Learning a Universal Policy with Online System Identification](#)
26. [Modelling Generalized Forces with Reinforcement Learning for Sim-to-Real Transfer](#)
27. [Learning Active Task-Oriented Exploration Policies for Bridging the Sim-to-Real Gap](#)
28. [Deep Whole-Body Control: Learning a Unified Policy for Manipulation and Locomotion](#)
29. [Accurate Dynamics Models for Agile Drone Flight: Zero-Shot Sim2Real-Transfer of Neural Controllers](#)
30. [Unsupervised Domain Adaptation with Dynamics-Aware Rewards in Reinforcement Learning](#)
31. [Sim-to-real: Quadruped Robot Control with Deep Reinforcement Learning and Parallel Training](#)
32. [Closing the Sim-to-Real Gap for Ultra-Low-Cost, Resource-Constrained, Quadruped Robot Platforms](#)
33. [Adaptive periodic movement control for the four legged walking machine BISAM](#)
34. [Emergent synthesis of motion patterns for locomotion robots](#)
35. [Generation of GelSight Tactile Images for Sim2Real Learning](#)
36. [i-Sim2Real: Reinforcement Learning of Robotic Policies in Tight Human-Robot Interaction Loops](#)
37. [Self-improving Models for the Intelligent Digital Twin: Towards Closing the Reality-to-Simulation Gap](#)
38. [Agnostic System Identification for Model-Based Reinforcement Learning](#)
39. [Sim2Real Predictivity: Does Evaluation in Simulation Predict Real-World Performance?](#)
40. [Learning Bipedal Walking for Humanoids With Current Feedback](#)
41. [NeRF2Real: Sim2real Transfer of Vision-guided Bipedal Motion Skills using Neural Radiance Fields](#)
42. [Safety-Critical Controller Verification via Sim2Real Gap Quantification](#)
43. [Auto-Tuned Sim-to-Real Transfer](#)
44. [Parallel Learning: Overview and Perspective for Computational Learning Across Syn2Real and Sim2Real](#)
45. [Adaptability Preserving Domain Decomposition for Stabilizing Sim2Real Reinforcement Learning](#)