Samuele Tosatto

Assistant Professor Affiliated with Digital Science Center and Computer Science Department

Office: ICT 3N07 Email: samuele.tosatto@uibk.ac.at

Making robots learn in the real-world

Most of nowadays research is focused on learning in simulation. Learning in simulation, however, is not scalable, as it requires the design of new simulator environments for each task. Ultimately, we want to have robots that learn in the real world, similarly to animals and humans. However, learning in the real world is challenging. My research focuses on providing helpful representation and abstraction for embodied agents. I also focus on theoretical aspects of reinforcement learning to provide higher efficiency.

- Reinforcement Learning
- Motor skills
- Abstraction.

For more information about my research interest visit samueletosatto.com

I currently teach

* Introduction to Robotics * Optimization and Numerical Computation * Machine Learning * Data Analysis II: Machine Learning for Data Analysis

Publications

See Google Scholar.

Curriculum Vitae



Positions

2022– Assistant Professor of Computer Science, University of Innsbruck

2021–2022 Postdoctoral Researcher, University of Alberta, Canada

Education

2017–2020 Ph.D., Computer Science, Technical University of Darmstadt 2013–2017 M.Sc., Software Engineering II, Polytechnic University of Milan. 2009–2012 B.Sc., Software Engineering I, Polytechnic University of Milan.

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