

Laboratory for Embedded Machines & Ubiquitous Robots https://uclalemur.com

1538 Boelter Hall

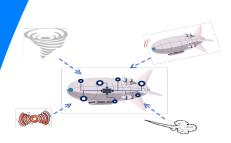




**Printable Mechanical Autonomy** Building printable autonomous robots in an inexpensive and rapid prototyping manner by embedding sensing, control, and actuation into materials.



Autonomous Agile Airship Armada Design a fleet of blimps that can compete in an aerial soccer game and study the relative design questions.



Sensor Planning Framework Joint state and input estimation of

agent based on recursive Kalman filter given prior knowledge. Unify continuous and discrete cases and solved by Expectation–maximization algorithm.

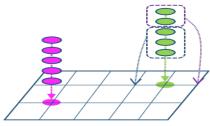


Predicting Tactile Pushing Using Illustrative Models

Build models of pushed objects that account for changing frictional contact using a mixture of real and simulated data.



**Electronics Design Language** More expressive, automated, and powerful board-level circuit design using programming techniques in a mixed textual / graphical interface.



Decentralized Multi-agent Reinforcement Learning System A fully decentralized algorithm based on mean-field theory, in which agents can deal with heterogeneous task and only depend on neighbours' information.



Simulation and Controller Generation for Foldable Robots Computational design (+controller generation) and evaluation of foldable robots, in simulated environments.

## Our lab is in **1538 Boelter Hall** Come visit, there will be food!

Enter the building using the indicated doorway on the first floor

