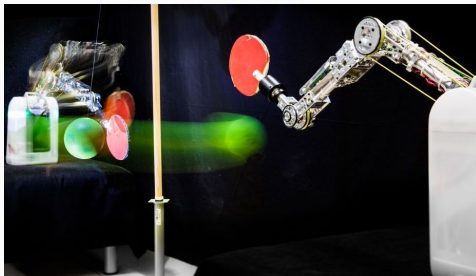


# Feature Selection for Tetherball Robot Games

CURRENTLY a Kinect detects the ball coordinates, used as features for learning.

GOAL: Autonomous feature selection from raw input.  
Given a sequence of images, how should the robot hit?



TOOLS: High-speed camera (with software), coding in Matlab and C.

The project focuses on the evaluation of state-of-the-art algorithms (autoencoder, recurrent deep neural networks, slow feature analysis, ...) and their application to real robot games.