



Curriculum Vitae

SURNAME, NAME SANTUCCI, VIERI GIULIANO
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NATIONALITY Italian
DATE OF BIRTH 11th April 1984

Employment

MAY 2010 - PRESENT Researcher
INSTITUTION Institute of Cognitive Science and Technologies, Italian National Council of Research
LAB Laboratory of Computational Embodied Neuroscience
ACTIVITY Development of artificial systems, in simulated and robotic environments, with particular interest for autonomous skill learning and motivational processes.
TECHNIQUES Artificial neural networks, machine learning (mainly reinforcement learning algorithms)

Education

JULY 2016 Ph.D. in Computer Science, Plymouth University, Plymouth, UK
FEB. 2009 M.Sc. in Theories and Techniques of Knowledge, Faculty of Philosophy, University of Rome "La Sapienza", Italy
DEGREE 110/110 cum laude
DEC. 2006 B.Sc. in Philosophy, University of Pisa, Italy
DEGREE 110/110 cum laude

Experience

RESEARCH PROJECTS

2017(SUBM.)-2018 (ACCEPTED) **IMPACT** - Intrinsically Motivated Planning Architecture for Curiosity-driven robots. European Space Agency project
ACTIVITY Co-writing of the proposal
NOV. 2016 - PRESENT **GOAL** - Robots. H2020-FETOPEN European project
ACTIVITY Co-writing of the winning proposal and research activity



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MAY 2010 - APRIL 2013 IM-CLeVeR - Intrinsically Motivated Cumulative Learning
Versatile Robots. FP7-ICT European project
ACTIVITY Research activity on the topics of the project

EVENTS ORGANIZATION

OCT. 2017 Third International Workshop on Intrinsically Motivated
Open-ended Learning (IMOL 2017), Rome.
www.imol-conf.org/
SEPT. 2017 First workshop of Ethics and Future of Artificial
Intelligence (E-FAI 2017), Lisbon.
www.e-fai.org/

TEACHING

NOV. 2015 Invited lecture in the course on "Artificial Intelligence
and introduction to programming", Università degli
Studi Suor Orsola Benincasa, Napoli, Italy.
MAY. 2012 Invited lecture in the course on "Philosophy of Science",
Faculty of Philosophy, Università di Roma "La Sapienza",
Roma, Italy
MAY. 2011 Invited lecture in the course on "Philosophy of Science",
Faculty of Philosophy, Università di Roma "La Sapienza",
Roma, Italy
MAY. 2011 Teacher at the IM-CLeVeR Spring School on the topics
of "Intrinsic Motivations, abstract representations of
sensorimotor data, hierarchical architectures and
cumulative learning". Capocaccia, Italy.

INVITED SPEAKER

OCT. 2014 The Donders Discussions (International Conference on
Cognition and Neuroscience), Nijmegen, Holland.
TITLE OF THE PRESENTATION "Learning multiple skills with Intrinsic Motivations:
computational embodied models."
JUNE. 2014 Workshop on pathological gambling, Milan, Italy
TITLE OF THE PRESENTATION "Phasic dopamine and reinforcement learning: possible
applications to robotics"



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TECHNICAL SKILLS

PROGRAMMING c, c++, Python, Matlab, QT libraries
SOFTWARE Office suite, Latex, Adobe suite, Inkscape, Gazebo (robotic simulator), YARP, Box2D

LANGUAGES

ITALIAN Mother Tongue
ENGLISH Fluent (TOEFL 2010)
FRENCH Scholastic

LIST OF PUBLICATIONS

- JOURNAL**
- Baldassarre G., Santucci, V.G., Cartoni, E., Caligiore, D. (2017) The architecture challenge: Future artificial-intelligence systems will require sophisticated architectures, and knowledge of the brain might guide their construction. Behavioral and Brain Sciences.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2016), "GRAIL: a goal-discovering robotic architecture for intrinsically-motivated learning", IEEE Transactions on Cognitive and Developmental Systems.
 - Santucci, V. G., Cilia, D. N., Pezzulo, G. (2015), "The status of the simulative method in cognitive science: current debates and future prospects", Paradigmi, 3, pp. 47-66.
 - Mirolli, M., Santucci, V. G., Baldassarre, G. (2013), "Phasic dopamine as a prediction error of intrinsic and extrinsic reinforcements driving both action acquisition and reward maximization: A simulated robotic study", Neural Networks 39(0), 40-51.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2013), "Which is the best intrinsic motivation signal for learning multiple skills?", Frontiers in Neurorobotics 7(22).
- BOOK CHAPTER**
- Santucci, V. G., Baldassarre, G., Mirolli, M. (2014), "Cumulative learning through intrinsic



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reinforcements", in S. Cagnoni, M. Mirolli & M. Villani, eds, "Evolution, Complexity and Artificial Life", Springer-Verlag, Berlin, pp. 107-122.

- PROCEEDINGS**
- Seepanomwan, K., Santucci, V. G., Baldassarre (2017), "Intrinsically Motivated Discovered Outcomes Boost User's Goals Achievement in a Humanoid Robot", in "Development and Learning and Epigenetic Robotics (ICDL-EpiRob), 2017 Joint IEEE International Conferences on", in press.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2014), "Autonomous selection of the "what" and the "how" of learning: An intrinsically motivated system tested with a two armed robot", in ICDL-EpiRob 2014, pp. 434-439.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2013), "Intrinsic motivation signals for driving the acquisition of multiple tasks: A simulated robotic study", in 'Proceedings of the 12th International Conference on Cognitive Modelling (ICCM)', pp. 1-6.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2012), "Intrinsic motivation mechanisms for competence acquisition", in ICDL-EpiRob 2012, pp. 1-6.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2012), "A bio-inspired learning signal for the cumulative learning of different skills", in 'Proc. of the Italian Workshop on Artificial Life and Evolutionary Computation', pp. 1-12.
 - Santucci, V. G., Baldassarre, G., Mirolli, M. (2010), "Biological cumulative learning through intrinsic motivations: a simulated robotic study on the development of visually-guided reaching", in 'Proceedings of the Tenth International Conference on Epigenetic Robotics', Lund University Cognitive Studies Lund, pp. 121-127.
- PH.D. THESIS**
- Santucci, V. G. (2016), "Autonomous learning of multiple skills through intrinsic motivations: A study with computational embodied models". Ph.D. thesis

in Computer Science. School of Computing,
Electronics and Mathematics, University of Plymouth,
Plymouth (UK).

GENERAL AUDIENCE

- Santucci, V. G. (2017), "L'errore di Musk e la peggiore risposta possibile all'era dell'intelligenza artificiale", www.agi.it, Agenzia Giornalistica Italia (AGI)

- Santucci, V. G. (2017), "Come fa un computer a bluffare a poker (e vincere 1,7 milioni)", www.agi.it, Agenzia Giornalistica Italia (AGI)

- Baldassarre, G., Santucci, V. G. (2016), "Future robots will learn through curiosity and self-generated goals", www.robohub.org.