Bram Grooten

PhD candidate in Deep Learning



Passionate PhD researcher, working on dynamic sparse training of neural networks, specifically in the field of deep **reinforcement learning** and robotics. Currently a research intern at **Sony Al** working on generalization in the GT Sophy team. Expected PhD graduation date: February 2026.



Education

- 2022 2026 **PhD Candidate**, *Eindhoven University of Technology*, Netherlands
 Research on dynamic sparse training in deep reinforcement learning, improving the efficiency and focus of neural networks, testing on benchmarks such as the UR5 Robotic Arm.
- 2018 2021 Master Applied Mathematics, Eindhoven University of Technology (TU/e) Graduated cum laude. Thesis on multi-agent deep reinforcement learning for Hanabi.
- 2018 2021 **Master Science Education**, *Eindhoven University of Technology* Acquired the official license to teach mathematics in Dutch high schools.
- 2014 2017 **Bachelor Applied Mathematics**, *Wentworth Institute of Technology & TU/e* Studied abroad in Boston US, after which I continued in the Netherlands.
- 2008 2014 **High school**, *Sint-Joriscollege*, Eindhoven, Graduated cum laude Bèta award: student with the highest grades in STEM courses.

Recent Projects

- 2023 Research Visit, Aug Dec, UAlberta
 - Currently visiting the University of Alberta, joining Matthew Taylor's Intelligent Robot Learning (IRL) Lab at the Alberta Machine Intelligence Institute (Amii).
- 2023 DLRL at Mila, Jul, dlrl.ca
 - Accepted at the Deep Learning Reinforcement Learning summer school, which is held at the Mila research institute in Montreal, Canada.
- 2022 **European Summer Schools**, *Jun Jul*
 - Participated in three machine learning summer schools: MLSS, EEML, and M2L. Presented my research there (see poster) and at the Sparse Neural Networks (SNN) workshop.
- 2022 Multi-Agent RL Competition, Mar Jun, Al Arena
 - Achieved a prize-winning top 10 ranking in this global contest, among universities of Alberta, Melbourne, Toronto, Yale, and others. With 4 graduate students we developed a deep RL agent to compete in their multiplayer online battle arena.

- 2020 2021 Serpentine AI, Sep Aug, serpentine.ai
 - Chairman of the student team which develops AI for e-Sports. Led the team through many international AI programming competitions. Learned to work with PyTorch and TensorFlow, program in Python, Java, C++, and collaborate via Git.
 - 2020 **Angry Birds Competition**, *Jun Aug*, Al Birds.org Winning team in this challenging level generation contest.
 - 2020 **Al Snakes Competition**, *Mar May*, Technical Report Leader of the Serpentine team that finished in second place.
 - 2020 **MIT Battlecode**, *Jan Feb*, battlecode.org

 Programming competition hosted by MIT where we reached the top 30.
- 2018 2020 **Technology Ambassador**, bramgrooten.nl/gastles
 Bringing tech-enthusiasm to children with our guest lecture: Make your own app!

Work experience

- Jul Nov Research Intern, Sony AI, Zürich, Switzerland
 - 2024 Joining the Gran Turismo Sophy team to improve the agent's generalization capabilities.
- Feb Dec Math Teacher, Maaslandcollege & Van Maerlantlyceum, Oss & Eindhoven
 - 2019 During the Education master I learned the teaching craft in these two internships.
- Jul Oct Researcher, ThuisBaas, Amsterdam, Netherlands
 - 2017 I analyzed the sound level of heat pumps and improved their solar energy model.
- Feb May Tutor, Phillips Brooks House Association, Cambridge, MA, United States
 - 2015 Volunteering as a tutor for children from the rough neighborhood of Mission Hill.

Publications

- 2023 **B. Grooten**, T. Tomilin, G. Vasan, M. Taylor, A. Mahmood, M. Fang, M. Pechenizkiy, D. Mocanu. *MaDi: Learning to Mask Distractions for Generalization in Visual Deep Reinforcement Learning*. Oral at AAMAS'24, arXiv
- 2023 A. Nowak, **B. Grooten**, D. Mocanu, J. Tabor. Fantastic Weights and How to Find Them: Where to Prune in Dynamic Sparse Training. NeurIPS'23, arXiv
- 2023 **B. Grooten**, G. Sokar, S. Dohare, E. Mocanu, M. Taylor, M. Pechenizkiy, D. Mocanu. Automatic Noise Filtering with Dynamic Sparse Training in Deep Reinforcement Learning. Full-paper at AAMAS'23 & Spotlight at SNN'23, arXiv
- 2023 W. Wesselink, **B. Grooten**, Q. Xiao, C. de Campos, M. Pechenizkiy. *Nerva: a Truly Sparse Implementation of Neural Networks*. SNN'23, sparseneural.net #28
- 2022 **B. Grooten**, J. Wemmenhove, M. Poot, J. Portegies. *Is Vanilla Policy Gradient Overlooked? Analyzing Deep Reinforcement Learning for Hanabi.* Adaptive and Learning Agents workshop at AAMAS'22, arXiv
- 2022 **B. Grooten**, G. Sokar, E. Mocanu, S. Dohare, M. Taylor, M. Pechenizkiy, D. Mocanu. *Towards Implementing Truly Sparse Connections in Deep RL Agents*. SNN'22, sparseneural.net #53
- 2021 **B. Grooten**. Deep Reinforcement Learning for the cooperative card game Hanabi. Master Thesis, research.tue.nl

- 2020 **B. Grooten**, B. Tulkens. *Programming in mathematics and physics classes*. Master Thesis, research.tue.nl
- 2020 **B. Grooten**, I. Schilstra, W. van der Hert, D. van Genuchten. *Al Snakes Competition*. Technical Report, serpentine.ai

Invited Talks

- 2024 **ML Collective**, Efficient Focus for Autonomous Agents: Generalization in Deep RL Online reading group "Deep Learning: Classics and Trends." Mar 15th. Website.
- 2024 **Leiden University**, *Efficient Focus for Autonomous Agents* Leiden, Netherlands. Feb 13th.
- 2023 **University of Calgary**, *Efficient Focus for Autonomous Agents* Calgary AB, Canada. Oct 25th. Website.
- 2023 **LIFE at MIT**, *MaDi: Learning to Mask Distractions from Pixels*Online reading group "Learning in Foundation Environments." Oct 23rd.
- 2023 **University of Alberta**, *Efficient Focus for Autonomous Agents* Edmonton AB, Canada. Aug 25th. Website. Recording.
- 2023 **PyData**, *Automatic Noise Filtering*Eindhoven, Netherlands. Apr 26th. Announcement.
- 2023 **ProDrive**, Automatic Noise Filtering Eindhoven, Netherlands. Feb 16th.
- 2022 **Jagiellonian University**, Efficient AI for Autonomous Agents Kraków, Poland. Jul 5th.

Skills

Technical

Python, Java, C++, Shell scripts PyTorch, JAX, TensorFlow Git, Slurm, Linux, HTML, LATEX

Social

Teamplayer, Educator Perseverance, Creativity Leadership, To The Point

Languages

Dutch, English (fluent), Spanish, German (basic)

Awards

- 2024 AAMAS Scholarship recipient
- 2023 Spotlight paper: Sparse Neural Networks workshop at ICLR
- 2023 AAMAS Scholarship recipient
- 2021 Cum laude MSc graduation
- 2014 Bèta award: student with highest grades in all STEM courses
- 2014 Cum laude graduation