

# Simon Le Cleac'h

Stanford – California 94305

✉ [simonlc.pro@gmail.com](mailto:simonlc.pro@gmail.com) • [simon-lc.github.io](https://github.com/simon-lc) • [linkedin.com/in/simon-lc](https://www.linkedin.com/in/simon-lc)  
✓ Work authorization with Optional Practical Training

## Education

### Stanford University

*Ph.D candidate in Mechanical Engineering, Specialization in Robotics, Optimization and AI.*

**Stanford**

*2019–Present*

Co-advised by Zachary Manchester & Mac Schwager, my research focuses on developing fast optimization algorithms for simulation, planning, and control for robotic systems. I am designing and implementing a differentiable physics simulator and leveraging this tool for trajectory tracking [1, 2, 3, 4], trajectory optimization and reinforcement learning tasks in robotic locomotion and manipulation. Previously, I implemented optimization algorithms enabling game-theoretic reasoning for autonomous vehicles [6,7,9].

### Stanford University

*Master of Mechanical Engineering, Specialization in Robotics and AI.*

**Stanford**

*2017–2019*

GPA – 4.0/4.0

Coursework: Machine Learning, Convolutional Neural Network for Visual Recognition, Robotic Manipulation, Robotic Autonomy, Convex Optimization, Optimal Control, State Estimation, Aerial Robot Design.

### Ecole Centrale Paris

*Master of Science in Engineering, Applied Mathematics.*

**Paris**

*2015–2017*

GPA – 4.2/4.0, ranked 4<sup>th</sup> out of 535 students.

Coursework: Statistics, Probability, Discrete Optimization, Embedded Systems, Control Theory, Parallel Computing, Database.

## Experience

### Robotics Research Internship, Google Brain

*Developed optimization-based tools for contact simulation and long-horizon planning.*

**New York**

*Summer 2022*

- Unified collision detection and contact dynamics as a single optimization problem.
- Implemented an interior-point solver for non-linear complementarity problems to simulate and differentiate contact dynamics.

### Robotic Autonomy Project, Stanford University

*Implemented a robotic autonomy stack on a TurtleBot using ROS.*

**Stanford**

*Fall 2019*

- Implemented a deep learning inference pipeline on board to detect and classify objects using camera input.
- Exploited LIDAR data to build a map of an unknown environment, then planned trajectories online to reach goal points.
- Designed an actuator controller to execute the planned trajectories.

### Teaching Assistant, Stanford University

CS231N: Convolutional Neural Networks for Visual Recognition taught by Fei-Fei Li.

**Stanford**

*Spring 2019*

CS326: Topics in Advanced Robotic Manipulation taught by Jeannette Bohg.

*Fall 2018*

ME300B: Partial Differential Equations in Engineering taught by Sanjiva Lele.

*Winter 2017*

### Software Engineering Internship, Aurora Innovation

*Involved in autonomous driving technology development as part of the motion planning team.*

**Palo Alto**

*Summer 2018*

- Developed a learning-based approach to improve the interaction of the autonomous vehicle with pedestrians and cyclists.
- Designed classification features and built a pedestrian interaction dataset from autonomous vehicle logs.
- Designed, trained and tested a deep learning model to take decision with respect to pedestrians.

### Research Assistant, Stanford AI Lab

*Programming a deep learning application in robotics.*

**Stanford**

*Winter 2018*

- Designed a Recurrent Neural Network for estimating an object's physical properties through contact interaction.
- Implemented a probabilistic filter to fuse sensory data containing images and force/torque measurements.

## Software

### Silico: Single-level Differentiable Contact Simulation.

*Introduced a formulation unifying collision detection and contact dynamics as a single problem.*

**New York City**

*2022*

<https://github.com/simon-lc/Silico.jl>

### Dojo: Differentiable Physics Engine for Robotics.

*Developed a state-of-the-art physics engine for rigid-body contact simulation*

**Stanford**

*2022*

<https://github.com/dojo-sim/Dojo.jl>

## ALGAMES: Software Package for solving dynamic games.

Implemented a state-of-the-art solver for constrained dynamic games in the Julia language.

<https://github.com/RoboticExplorationLab/Algames.jl>

Stanford

2020

## Skills

**Programming:** PYTHON, C++, JULIA

**Computational:** LATEX, GIT, LINUX, IPOPT, CVX/CONVEX.JL, MESH CAT

**Language:** English (bilingual), French (native), Spanish (Conversational), German (basic skills)

## Publications

- [1] **S. Le Cleac'h**, M. Schwager, Z. Manchester, V. Sindhvani, P. Florence, S. Singh, Single-Level Differentiable Contact Simulation, *Robotics and Automation Letters* (RA-L 2023, submitted).
- [2] **S. Le Cleac'h\***, T. Howell\*, Z. Kolter, M. Schwager, Z. Manchester, Dojo: A Differentiable Physics Engine for Robotics, *Transactions on Robotics* (T-RO 2023, submitted).
- [3] **S. Le Cleac'h**, H. Yu, M. Guo, T. Howell, R. Gao, J. Wu, Z. Manchester, M. Schwager, Differentiable Physics Simulation of Dynamics-Augmented Neural Objects, *Robotics and Automation Letters* (RA-L 2023, submitted).
- [4] **S. Le Cleac'h\***, T. Howell\*, S. Yang, C. Lee, J. Zhang, A. Bishop, M. Schwager, Z. Manchester, Fast Contact-Implicit Model Predictive Control, *Transactions on Robotics* (T-RO 2023, submitted).
- [5] T. Howell, **S. Le Cleac'h**, M. Schwager, Z. Manchester, Trajectory Optimization with Optimization-Based Dynamics, *International Conference on Robotics and Automation* (RA-L & ICRA 2022).
- [6] **S. Le Cleac'h**, M. Schwager, Z. Manchester, ALGAMES: A Fast Augmented Lagrangian Solver for Constrained Dynamic Games, *Autonomous Robots* (AuRo 2021).
- [7] **S. Le Cleac'h**, M. Schwager, Z. Manchester, LUCIDGames: Online Unscented Inverse Dynamic Games for Adaptive Trajectory Prediction and Planning, *International Conference on Robotics and Automation* (RA-L & ICRA 2021).
- [8] R. Derollez, **S. Le Cleac'h**, Z. Manchester, Robust Entry Vehicle Guidance with Sampling-Based Invariant Funnel, *IEEE Aerospace Conference* (AeroConf 2021).
- [9] **S. Le Cleac'h**, M. Schwager, Z. Manchester, ALGAMES: A Fast Solver for Constrained Dynamic Games, *Robotics: Science and Systems* (RSS 2020).
- [10] **S. Le Cleac'h**, Z. Manchester, Fast Solution of Optimal Control Problems with L1 Cost, *Astrodynamics Specialist Conference* (AAS/AIAA 2019).

## Talks and Presentations

**Composable Optimization for Robotics Simulation and Control.** (slides)

PhD Defense, Stanford.

January 2023

**Differentiable Physics: Simulation, Planning and Control.** (slides)

Toyota Research Institute (TRI), Los Altos.

November 2022

**Dynamics-Augmented Neural Objects.** (poster)

Bay Area Robotics Symposium, BARS 2022, University of California, Berkeley.

November 2022

**Dojo: A Differentiable Physics Engine for Robotics.** (slides) (poster)

Differentiable Physics for Robotics workshop, RSS 2022, New York City. (w/ T. Howell)

July 2022

**Fast Contact-Implicit Model-Predictive Control.** (slides) (poster)

The Science of Bumping into Things workshop, RSS 2022, New York City. (w/ T. Howell)

July 2022

**Leveraging Differentiable Physics for Contact-rich Robotic Control.** (slides)

Google Brain Robotics, New York City.

August 2022

National Institute for Research in Digital Science and Technology (INRIA) Willow Team, Paris.

June 2022

Interactive Perception and Robot Learning Laboratory, Stanford University.

May 2022

**NeRF-ysics: Dynamics-Augmented Neural Objects** (poster)

Motion Planning with Implicit Neural Representations of Geometry workshop, ICRA 2022, Philadelphia. May 2022

**Dojo: A Differentiable Simulator for Robotics.** (slides)

Apple Research.

August 2022

Search-based Planning Laboratory, Carnegie Mellon University.

August 2022

Microsoft Research. (w/ T. Howell)

May 2022

Scientific Machine Learning (SciML) webinar, Carnegie Mellon University. (w/ T. Howell)

April 2022

SystemX lunch seminar, Stanford University. (w/ T. Howell)

March 2022

**Contact-Implicit Model-Predictive Control.** (slides)

Machines in Motion Laboratory, New York University. (w/ T. Howell)

*December 2021*

Locomotion Seminar, Carnegie Mellon University. (w/ T. Howell)

*November 2021*

**Linear Contact-Implicit Model-Predictive Control.** (poster)

Dynamic Walking 2021.

*May 2021*

**ALGAMES: A Fast Solver for Constrained Dynamic Games.** (video)

Robotics: Science and Systems, RSS 2020.

*June 2020*

**ALGAMES: A Fast Solver for Constrained Dynamic Games.** (poster)

Bay Area Robotics Symposium, BARS 2019, University of California, Berkeley.

*November 2019*

last updated, January 2023