

# Benjamin Eisner

## Curriculum Vitae

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CONTACT INFORMATION	Carnegie Mellon University Pittsburgh, PA 15232	<i>Email:</i> baeisner@andrew.cmu.edu <i>Site:</i> www.beisner.me
RESEARCH INTERESTS	Learning for manipulation, 3D perception, deep reinforcement learning	
EDUCATION	<b>Carnegie Mellon University</b> , Pittsburgh, Pennsylvania USA <b>August 2020 -</b> Ph.D. in Robotics, Robotics Institute - School of Computer Science Advisor: David Held Coursework: <i>Intermediate Stats (36-705)</i> , <i>Computer Vision (16-720)</i> , <i>Kinematics &amp; Dynamics (16-711)</i> , <i>Deep RL for Robotics (16-881)</i> , <i>Advanced ML (10-715/10-716)</i> , <i>3D Learning (16-889)</i>	
	<b>Princeton University</b> , Princeton, New Jersey USA <b>Sept. 2013 - Jun. 2017</b> Bachelor of Science in Engineering, Computer Science High Honors   GPA: 3.51   Departmental GPA: 3.64	
	<b>University College London</b> , London UK <b>Jan. 2016 - Jun. 2016</b> Affiliate Student in Computer Science	
EXPERIENCE	<b>Tesla</b> , Palo Alto, CA <b>June 2024 - Sept 2024</b> <i>ML/Robotics Intern - Optimus</i> Manager: Julian Ibarz <ul style="list-style-type: none"><li>• Worked on a high-velocity, cross-functional ML team building Optimus's brain.</li><li>• Specialized in deep learning models for visual intelligence.</li></ul>	
	<b>DeepMind</b> , London, UK <b>July 2022 - Nov. 2022</b> <i>Research Scientist Intern - Visual Learning for Manipulation</i> Collaborators: Jon Scholz, Yi Yang, Todor Davchev, Mel Vecerik <ul style="list-style-type: none"><li>• Researched ways to incorporate 3D visual inductive biases into large-scale robot learning systems.</li><li>• Developed a provably SE(3)-Equivariant architecture for learning relative object placement tasks from demonstrations, resulting in a publication at ICLR 2024.</li></ul>	
	<b>Samsung AI Center</b> , New York, New York USA <b>Nov. 2018 - Aug. 2020</b> <i>Machine Learning Research Engineer</i> Advisors: Daniel Lee, Sebastian Seung, Larry Jackel <ul style="list-style-type: none"><li>• Developed novel deep reinforcement learning algorithms for exploration in sparse environments and improved training stability, leading to a conference paper (IJCAI-PRICAI 2020) and a workshop paper (ICML 2019).</li><li>• Collaborated on a project that fused traditional planning with deep learning to learn diverse manipulation behaviors, resulting two publications (including IROS 2019).</li></ul>	

**Google**, New York, New York USA **Sept. 2017 - Nov. 2018**  
*Software Engineer (L3 & L4) - Geo Data*

- Led an organization-wide effort to test how massive data changes affected the Google Maps API.
- Developed a workflow management system for simulating world-scale launches for Google Maps and Knowledge Graph.
- Consistently managed tens of simultaneous experiments that processed petabytes of data across thousands of nodes, enabling major org-wide launches.

**Princeton University**, Princeton, New Jersey USA **Jan. 2015 - May 2017**  
*Lab Teaching Assistant*

**Machine Reading Lab @ UCL**, London UK **Jan. 2016 - Nov. 2016**  
*Research Intern*

Advisors: Sebastian Riedel, Tim Rocktaschel

- Researched ways to learn embeddings for new tokens based only on short, natural language descriptions, leading to a workshop publication at EMNLP 2016.
- Demonstrated quantitative improvements on downstream NLP tasks (i.e. Twitter Sentiment Classification) using learned Emoji embeddings.

**Google**, Kirkland, Washington USA **Jun. 2016 - Sept. 2016**  
*Software Engineering Intern*

**Microsoft**, Redmond, Washington USA **Jun. 2015 - Sept. 2015**  
*Software Engineering Intern*

**Contactive**, New York, New York USA **Jun. 2014 - Dec. 2014**  
*Software Engineering Intern*

**Konica Minolta Medical Imaging**, Wayne, New Jersey USA **Jul. 2013 - Aug. 2013**  
*Software Development Intern*

HONORS AND AWARDS	Best Paper Finalist, RSS 2022	2022
	<b>NSF Graduate Research Fellowship</b>	<b>2020 - present</b>
	High Honors, Department of Computer Science, Princeton University	2017
	Elected to Sigma Xi	2017
	Best Paper, SocialNLP Workshop at EMNLP 2016	2016
	National Merit Scholar	2013

PUBLICATIONS

**2024**

Cai, E., Donca, O., **Eisner, B.**, Held, D. (2024). Non-rigid Relative Placement through 3D Dense Diffusion. **CoRL 2024**. <https://openreview.net/forum?id=rvKWXxIvj0>

Li, Y., Leng, W., Fang, Y., **Eisner, B.**, Held, D. (2024). FlowBotHD: History-Aware Diffuser Handling Ambiguities in Articulated Objects Manipulation. **CoRL 2024**. <https://openreview.net/forum?id=3ZAgXBRv1a>

**Eisner, B.**, Yang, Y., Davchev, T., Vecerik, M., Scholz, J., & Held, D. (2024). Deep SE(3)-Equivariant Geometric Reasoning for Precise Placement Tasks. **ICLR 2024**. <https://openreview.net/forum?id=2inBuwTyL2>

### 2023

Zhang, H., **Eisner, B.**, Held, D. (2023). FlowBot++: Learning Generalized Articulated Objects Manipulation via Articulation Projection. **CoRL 2023**. <https://sites.google.com/view/flowbotpp/home>

Qureshi, M. N., **Eisner, B.**, Held, D. (2023). On Time-Indexing as Inductive Bias in Deep RL for Sequential Manipulation Tasks. **LmMbmG Workshop @ IROS 2023** .

### 2022

Pan, C.\* , Okorn, B.\* , Zhang, H.\* , **Eisner, B.\***, Held, D. (2022). TAX-Pose: Task-Specific Cross-Pose Estimation for Robot Manipulation. **CoRL 2022**. <https://sites.google.com/view/tax-pose/home>

**Eisner, B.\***, Zhang, H.\* , Held, D. (2022). FlowBot3D: Learning 3D Articulation Flow to Manipulate Articulated Objects. **Best Paper Finalist, RSS 2022**. <https://sites.google.com/view/articulated-flowbot-3d>

Qureshi, M. N., **Eisner, B.**, Held, D. (2022). Deep Sequenced Linear Dynamical Systems for Manipulation Policy Learning. **NeurIPS 2022 Workshop**. <https://sites.google.com/view/deep-sequenced-lds>

Narasimhan, G., Zhang, K., **Eisner, B.**, Lin, X., & Held, D. (2022) Self-supervised Transparent Liquid Segmentation for Robotic Pouring. **ICRA 2022**. <https://sites.google.com/view/transparentliquidpouring>

### 2021

Yang, D., Tosun, T., **Eisner, B.**, Isler, V., & Lee, D. (2021). Robotic Grasping through Combined image-Based Grasp Proposal and 3D Reconstruction. **ICRA 2021**. <https://arxiv.org/abs/2003.01649>

### 2020

Simmons-Edler, R., **Eisner, B.**, Yang, D., Bisulco, A., Mitchell, E., Seung, S., & Lee, D. (2020). Reward Prediction Error as an Exploration Objective in Deep RL. **International Joint Conference on Artificial Intelligence 2020 (IJCAI-PRICAI2020)**. <https://arxiv.org/abs/1906.08189>

### 2019

Tosun, T., Mitchell, E., **Eisner, B.**, Huh, J., Lee, B., Lee, D., ... & Lee, D. (2019). Pixels to Plans: Learning Non-Prehensile Manipulation by Imitating a Planner. **IROS 2019**. <https://arxiv.org/abs/1904.03260>

Simmons-Edler, R.\* , **Eisner, B.\***, Mitchell, E.\* , Seung, S., & Lee, D. (2019). Q-Learning for Continuous Actions with Cross-Entropy Guided Policies. **RL4RealLife Workshop, ICML 2019**. <https://arxiv.org/abs/1903.10605>

## 2016

**Eisner, B.**, Rocktäschel, T., Augenstein, I., Bošnjak, M., & Riedel, S. (2016). emoji2vec: Learning emoji representations from their description. **Best Paper, SocialNLP Workshop, EMNLP 2016**. <https://arxiv.org/abs/1609.08359>

PRESENTATIONS	FlowBot3D: Learning 3D Articulation Flow to Manipulate Articulated Objects <i>Long Oral, Best Paper Finalist, RSS 2022</i>	2022
	Mapping Your Brain with Deep Learning <i>Internal talk at Google NYC</i>	2017
	emoji2vec: Learning emoji representations from their description. <i>SocialNLP Workshop at EMNLP 2016</i>	2016