



NRP News basket

Articles

Yuan, Y. et al. (2020). [Causal inference using deep neural networks](#), arXiv.org.

[Robotics simulation in Unity is as easy as 1, 2, 3!](#), Unity blog, November 2020, [also check Unity Robotics Hub [here](#)].

Chen, Y. et al. (2020). [A Novel Transfer Support Matrix Machine for Motor Imagery-Based Brain Computer Interface](#), Frontiers in Neuroscience.

Masana, M. et al. (2020). [Class-incremental learning: survey and performance evaluation](#), arXiv.org.

Tao, Y. et al. (2020). [REPAINT: Knowledge Transfer in Deep Actor-Critic Reinforcement Learning](#), arXiv.org.

Liu, B. et al (2020). [When Machine Learning Meets Privacy: A Survey and Outlook](#), arXiv.org.

Independent Report - [CDEI review into bias in algorithmic decision-making](#)

Events

December 10, 2020 - [#3 Brain Matters - Brain Inspired Technology and Architectures](#).

April 09, 2021 - [2021 Open Hardware Summit](#).

Resources

[NVIDIA Omniverse™ Platform](#)

[Simulating Robotics in Omniverse](#) AND some example of using ISAAC, [here](#).

[Deformation Simulation... in Real Time!](#)

[Managing collisions: simulating Dragons Under Cloth Sheets!](#)

[Open Research Europe](#).

