

# Aaditya L. Kachhadiya

*Student Researcher in Machine Learning and Applied Mathematics*

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DOI (Research Paper): [10.21203/rs.3.rs-7001638/v1](https://doi.org/10.21203/rs.3.rs-7001638/v1)

## Research Interests

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Applied Mathematics (Linear Algebra, Probability, Statistics, Optimization, Calculus); Theoretical and Applied Machine Learning (Supervised, Unsupervised, Self-supervised); Deep Learning and Generalization Theory; Mathematics for Machine Learning; Interdisciplinary Applications of AI, including Physics (e.g., PINNs)

## Education

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**Shardayatan High School**, Surat, India

High School Student (Grade 11), 2025 – 2027

- Studying JEE Advanced syllabus with strong emphasis on Physics, Chemistry, and Mathematics

- Delivering technical talk on ML and personal research work (July 2025)

## Research Experience

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**Paper:** Beyond Logistic Regression: Calibration With Dropouts In Tiny Neural Networks

**Status:** Under (checking and) review at Springer Nature (Neural Processing Letters); preprint available

**Summary:** 27-page solo-authored theoretical + experimental work in ML calibration, dropout methods and generalization on real-world dataset

**Link:** [Research Square Preprint](#)

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## Online Certifications

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- **Mathematics for Machine Learning** – Imperial College London (Linear Algebra course)
- **Machine Learning Specialization** – Stanford University (Andrew Ng)
- **Machine Learning with scikit-learn** – INRIA / FUN MOOC
- **CS50's Introduction to Programming with Python** – Harvard University
- **Machine Learning A–Z (Python)** – Udemy
- **Deep Learning Specialization (in progress)** – Andrew Ng
- **All Certificates:**
  - [View](#)
  - [Download](#)

## Projects

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### ML Research Codebase

- Public GitHub repo with implementation of custom experiments from research paper
- Notebooks, results, plots and analysis using scikit-learn + matplotlib

**Link:** [github.com/AadityaEpic](https://github.com/AadityaEpic)

### CS50P Final Project – Text Adventure Simulator

- Fully functional Python-based command-line game
- Logic includes branching choices, state management, basic inventory/economy system - [Demo Video \(YouTube\)](#)

### Implementation and Evaluation of ML Algorithms

- Built and tested all major machine learning models (Logistic Regression, Decision Trees, k-Nearest Neighbors, Support Vector Machines, Naive Bayes, etc.)
- Built CNNs and ANNs properly, on recognized datasets
- Applied models to real-world datasets using scikit-learn; evaluated using accuracy, precision, recall, F1-score
- Explored effects of hyperparameters and preprocessing techniques
- Developed independently alongside course-based learning for deeper understanding.

## Talks and Teaching

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- Scheduled school lecture on ML and research paper presentation (July 2025)
- Assisting PhD-level learners informally, created graphical abstracts for PhD-level papers, and helped with formatting and summarization.

## Technical Skills

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• Python • Machine Learning • Deep Learning • PyTorch • Scikit-learn • NumPy, Pandas, Matplotlib • LaTeX • Google Colab, Jupyter Notebook • Video Editing (PP, AE) • Graphic Design (Adobe tools)

## Languages

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- **English:** Fluent
- **Hindi:** Fluent
- **Gujarati:** Native
- **French:** Beginner
- **German:** Beginner

## Date

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Last updated date: 12th July 2025