

Aditya Ganeshan

GRADUATE STUDENT, BROWN UNIVERSITY

Email-id : adityaganeshan@gmail.com
Webpage : <https://bardofcodes.github.io>
Github : <https://github.com/BardOfCodes>

EDUCATION	Brown University, US <i>Doctor of Philosophy, Computer Science</i> August 2021 - present
	Indian Institute of Technology, Roorkee, India <i>Integrated Master of Science, Applied Mathematics</i> <i>Thesis: Per-pixel feedback for improving semantic segmentation</i> August 2012 - July 2017
PROFESSIONAL EXPERIENCE	Research Assistant <i>Brown Visual Computing Lab, Brown University</i> August 2021 - present
	Researcher <i>Preferred Networks, Inc., Japan</i> December 2018 - May 2021
	Research Assistant <i>Video Analytics Lab, Indian Institute of Science</i> 2017 - November 2018
SCHOLARSHIPS & AWARDS & HONORS	<i>Outstanding Reviewer (top 8%), NeurIPS 2022</i> June 2022
	<i>Highlighted Reviewer (top 8%), ICLR 2022</i> April 2022
	<i>Winner, Deep Perception Hackathon, Machine Learning Tokyo, Japan</i> September 2019
	<i>Winner, AutoNUE: Scene Understanding Challenge, ECCV, Germany</i> September 2018
	<i>INSPIRE Scholarship, Indian Institute of Technology, Roorkee, India</i> 2012 - 2017
CONFERENCE PUBLICATIONS	<i>Improving Unsupervised Visual Program Inference with Code Rewriting Families, ICCV'23.</i> A. Ganeshan , R. K. Jones, D. Ritchie.
	<i>Skill Generalization with Verbs, IROS'23.</i> R. Ma, L. Lam, B. A. Spiegel, A. Ganeshan , B. Abbatematteo, R. Patel, D. Paulius, S. Tellex, G. Konidaris.
	<i>Improving Semantic Segmentation via Cycle-consistent Video Auto-labelling, ICCV'21.</i> A. Ganeshan , A. Vallet, Y. Kudo, S. I. Maeda, T. Kerola, R. Ambruş, D. Park, A. Gaidon.
	<i>Phonetroller: Visual Representations of Fingers for Precise Touch Input when using a Phone in VR, CHI'21.</i> F. Matulic, A. Ganeshan , H. Fujiwara, D. Vogel.
	<i>Meta-learning Extractors for Music Source Separation, ICASSP'20.</i> D. Samuel, A. Ganeshan , J. Naradowsky.
	<i>FDA: Feature Disruptive Attack, ICCV'19.</i> A. Ganeshan , B. S. Vivek, R. V. Babu.
	<i>iSPA-Net: Iterative Semantic Pose Alignment Network, ACMMM'18.</i> J. N. Kundu*, A. Ganeshan* , R. M Venkatesh*, A. Prakash , R. V. Babu.

* equal contribution

JOURNAL ARTICLE	<i>Generalizable data-free objective for crafting universal adversarial perturbations</i> , TPAMI'18. M.K. Reddy*, A. Ganeshan* , R. V. Babu.	
WORKSHOP PAPERS	<i>Object Pose Estimation from Monocular Image using Multi-View Keypoint Correspondence</i> , (ECCV '18) "Geometry Meets Deep Learning" Workshop 2018. J.N. Kundu*, R. M Venkatesh*, A. Ganeshan* , R. V. Babu.	
DISSERTATION	<i>Per-Pixel Feedback for improving Semantic Segmentation</i> . <i>Master's Dissertation, Indian Institute of Technology, Roorkee, 2017.</i> A. Ganeshan.	
TEACHING EXPERIENCE	<i>DS-265: Deep Learning for Computer Vision</i> , IISc, India <i>Teaching Assistant with Professor Venkatesh R. Babu</i>	Spring 2018
REVIEWING	<i>IROS 2023, CVPR 2023, ICCV 2023, NeurIPS 2023,</i> <i>ICCV 2021, ICML 2021, ICLR 2022, CVPR 2022, NeurIPS 2022,</i> <i>AAAI 2020, NeurIPS 2020, ECCV 2020, CVPR 2021</i>	2022-2023 2021-2022 2019-2020
SERVICE	Volunteer <i>SIGGRAPH 2023, LA, US</i> Student Mentor <i>ExploreCSR, Brown University, US</i> Study Group Leader (REU Site) <i>AI for computational creativity, Brown University, US</i> Head Volunteer <i>RLDM 2022, Brown University, US</i> Member of Global Internship Committee <i>Preferred Networks Inc, Japan</i> General Secretary, <i>Music Section, IIT Roorkee, India</i>	August 2023 Feb 2023 - May 2023 June 2022 - July 2022 June 2022 May 2019 - November 2020 May 2015 - May 2016
SIDE PROJECTS	A Special Place in Hell A casual projectile-shooting game with a morbid sense of humour. DRL in CV A personally curated course in Deep RL in computer vision.	
GITHUB PROJECTS	flying_furniture Code for creating <i>The Flying Furniture</i> dataset. render_wt_pt_proj Code for Rendering with blender, and 3D keypoints to 2D projection. seg_metrics_pytorch GPU Based Segmentation Metric evaluation in <i>pytorch</i> , for <i>PASCAL VOC'2012</i> . universal_pytorch Batch implementation of <i>DeepFool</i> , and <i>Universal Adversarial Perturbations</i> on <i>pytorch</i> . defence_against_the_dark_arts Evaluation of various defense mechanisms against various UAP generation algorithms. multi_arm_bandit Extensible multi-arm-bandit environment implementation for <i>OpenAI Gym</i> . pytorch_deeplab_large_fov Implementation of <i>Deeplab Large FOV</i> for semantic segmentation on <i>pytorch</i> .	

* equal contribution