

# Mayukh Deb

mayukhdeb.github.io | github.com/mayukhdeb

## PUBLICATIONS

### **AtMan: Understanding Transformer Predictions Through Attention Manipulation**

January 2023

**Mayukh Deb\***, Björn Deiseroth\*, Samuel Weinbach\*, Manuel Brack, Patrick Schramowski, Kristian Kersting (\* = Equal Contribution)

Accepted at [NeurIPS 2023](#) + Featured in [Scientific American](#)

### **DORA: Exploring outlier representations in Deep Neural Networks**

June 2022

Kirill Bykov, **Mayukh Deb**, Dennis Grinwald, Klaus Robert Muller, Marina MC Höhne  
[ICLR 2023](#) [Trustworthy ML Workshop](#) + [Transactions in Machine Learning Research](#)

## EXPERIENCE

### **PhD Student - [MurtyLab](#) @ [Georgia Tech](#)**

Aug 2024 - Present

### **Research Engineer @ [eden.art](#)**

December 2023- Aug 2024 (Remote)

Working with stuff like Textual Inversion, IP-Adapters, ZipLoRA and DPO and Diffusion Attentive Attribution Maps (DAAM). Also fine-tuning state models like SDXL, SD3.

### **Research Intern @ [MIT](#)**

May 2023 - December 2023 (Remote)

Worked with [Dr. Nancy Kanwisher's Lab](#) (primarily with [Dr. N Apurva Ratan Murty](#)) on 2 projects:

1. Training deep neural networks on fMRI data
2. Inducing brain-like topographic properties in transformers

### **Research Engineer @ [Aleph-Alpha](#)**

May 2022 - May 2023 (interned from November 2021 to April 2022) (Remote)

Led the efforts to reverse engineer Large (Multimodal) Language Models for Interpretability. Our efforts eventually led to the release of [AtMan](#) as a product offering for Aleph-Alpha's enterprise customers.

### **Google Summer of Code 2020 @ [INCF](#)**

May 2020 - August 2020 (Remote)

Collaborated with [OpenWorm](#) to train deep neural networks to extract useful metadata from microscopic videos/images of the c. elegans embryo. Also mentored 2 contributors in 2023

### **Intern @ [RunwayML](#)**

January 2021 - February 2021 (Remote)

Implemented, optimized (1.4x speedup) and dockerized pipelines for optical-flow (RAFT) and video frame interpolation (RIFE) models to be used in Runway's video editing tool.

## SKILLS

PyTorch  
NumPy  
Figuring things out

## LANGUAGES

English  
Bengali  
Hindi

## OPEN SOURCE/PET PROJECTS

### Torch-Dreams

September 2020 - Present

Torch-Dreams is a tool used to reverse engineer vision models in PyTorch using feature visualization. It is actively used by research groups like [UMI Lab](#) at TU Berlin and [KanLab](#) at MIT

### Devolearn

August 2020 - Present

DevoLearn is a python library which helps accelerate data driven research on embryos with Pre-Trained deep learning models used for feature extraction directly from microscopic videos and images. It's now an open-source active project under [INCF](#) with Google Summer of Code

### Eden

July 2021 - Present

Eden helps to deploy python functions as a hosted endpoint with support for multiple GPUs with minimal changes to the existing code. It used to power the AI art pipelines behind [abraham.ai](#) and was the foundational pet-project which eventually led to [eden.art](#)

## WRITING

### Learning to Make the Right Mistakes - a Brief Comparison Between Human Perception and Multimodal LMs

July 2021

This article was written for [TheGradient](#). It can be found [here](#).

## HACKATHONS

### 3rd Prize: [MLOps for Good Hackathon](#) organized by Microsoft, Iguazio

July 2021

Built [deepfake-shield](#), a web-app to detect faces from within an image and determine if they're deep-fakes or not.

## OTHER ODD PROJECTS

### Differentiable-morphogenesis

March 2021

Implemented differentiable self organizing systems using neural cellular automata on PyTorch.

### Patrick

December 2020

Tiny neural net library written from scratch with CuPy.

### Gradient Games

August 2020

Wrote simple neural networks on numpy from scratch along with their backpropagation algorithms and visualized the weights as they trained.

## Deep chicken terminator

February 2020

Tracked various animals using deep-learning from the live feed of the player's perspective in the game Minecraft.

## Deep chicken saviour

March 2020

Generated "adversarial textures" within the game which were misclassified as animals by the model from deep chicken terminator.

## Mind the bend

December 2019 - August 2020

Made a car steer by itself in a 3D racing game using an ensemble model and some automation with PyAutoGUI. The model was trained on custom data which comprised of images from two perspectives of the road for better performance

## EDUCATION

### B. Tech, Electrical and Computer Engineering, Amrita Vishwa Vidyapeetham

2019-2023

CGPA: 7.95

## VOLUNTEER WORK + EXTRACURRICULAR ACTIVITIES

### Black Belt in Kyokushin Karate

I've been a part of the martial arts class in my school and participated in multiple tournaments in Kolkata, India under the mentorship of Sensei Bejoy Dhara, branch chief and country representative for IKO Matsushima.

### Co-ordinated charity events to support villages

Helped put together events where students donated basic medical supplies and other utilities which were to be given to the poor and needy children in villages near Kolkata, India. This programme was a part of Mata Amritanandamayi devi's (Popularly known as "Amma") efforts to help the poor and the needy throughout the world.

### Amala Bharatam

Volunteered on clean-up drives in Kolkata as a part of the "Amala Bharatam" programme under Mata Amritanandamayi Math