MISHAL ASSIF P K

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EDUCATION

PhD, Electrical Engineering, University of Illinois Urbana Champaign

08/2019 - 12/2024 (Expected)

MS, Mathematics, University of Illinois Urbana Champaign

08/2019 - 05/2024

B.Tech + M.Tech, Mechanical Engineering, Indian Institute of Technology Bombay

08/2014 - 05/2019

EXPERIENCE

Nokia Bell Labs Murray Hill, NJ

Math & Algorithms Intern, Advisors: Dr. Iraj Saniee, Dr. Carl Nuzman

Jun 2022 - May 2023

- Applied machine learning techniques to communication systems
 - Designed neural compression architectures utilizing convolutional and transformer autoencoders to efficiently compress Channel State Information (CSI) matrices in massive MIMO wireless communication systems, achieving 50% less distortion in the compression process
 - Developed time-efficient encoders for sparse-learning-based compression algorithms applied to CSI matrices, resulting in a 10x increase in encoding speed
- Conducted theoretical research on applied game theory
 - Determined fair reward allocation schemes for various crowd sourced systems, including decentralized wireless networks, using tools from cooperative game theory

Coordinated Sciences Laboratory, UIUC

Urbana, IL

Graduate Research Assistant, Advisor: Prof. Yuliy Baryshnikov

Aug 2019 - Present

- Developed novel data analysis methods using persistent homology (see github: Traj2Phase, height-persist)
 - Developed algorithms for computing minimal unimodal decompositions, a topological approach to the mixture estimation problem in statistics
 - Developed algorithms to reconstruct the state space topology of dynamical systems from time series of low-dimensional observations, applying them to data-driven analysis of neuromechanical systems
 - Created machine learning models for 3D shape classification using the persistent homology transform
- Conducted theoretical research on topological data analysis
 - Formulated a geometric theory to characterize biparametric persistent homology(BPH)
 - Derived asymptotic laws for statistical properties of BPH descriptors extracted from Gaussian random fields

Corteva Agriscience

Champaign, IL

Research Intern

Jun 2020 - Aug 2020

• Created mathematical models and simulations to investigate genetic resistance to pest management in insects

PUBLICATIONS

- 1. M. Assif P K, Y. Baryshnikov Minimal Unimodal Decomposition is NP-Hard on Graphs, In preparation
- 2. M. Assif P K, Y. Baryshnikov Biparametric persistence of smooth filtrations, Submitted [arXiv preprint]
- 3. M. Assif P K, W. Kennedy, I. Saniee Fair Allocation in Crowd-Sourced Systems, Games, Vol.14(4), 2023 (Poster presented at ACM Conference on Economics and Computation, 2023) [doi] [arXiv preprint]
- 4. M. Assif P K Singularities of Gaussian random maps into the plane, Journal of Applied and Computational Topology, Vol.7, 2023 [doi] [arXiv preprint]
- 5. M. Assif P K, M. R. Sheriff, D. Chatterjee Measure of quality of finite-dimensional linear systems: A frame theoretic view, Systems and Control Letters, Vol.151, 2021 [doi] [arXiv preprint]
- 6. M. Assif P K, D. Chatterjee, R. Banavar Scenario approach for minmax optimization in the nonconvex setting: Positive results and caveats, SIAM Journal on Optimization, Vol.30(2), 2020 [doi] [arXiv preprint]
- 7. M. Assif P K, D. Chatterjee, R. Banavar A simple proof of the discrete time geometric Pontryagin maximum principle, Automatica, Vol.114, 2020 [doi] [arXiv preprint]
- 8. M. Assif, R. Banavar, A. M. Bloch, M. Camarinha, L. Colombo *Variational collision avoidance on Riemannian manifolds*, Proceedings of the IEEE Conference on Decision and Control, 2018 [doi] [arXiv preprint]

SKILLS & COURSEWORK

- Software Skills: Python, C++, Unix, Bash, Matlab, PyTorch, Tensorflow, Keras, scikit-learn, numpy, Git
- Coursework: Machine Learning, Generative AI, Optimization, Information theory, High dimensional geometric data analysis, Statistical learning theory, Probability and random processes, Stochastic calculus

PROJECTS

Autonomous Underwater Vehicle team (AUV-IITB)

Bombay, India

Software Developer

Sep 2014 - May 2016

- Worked in a 25-member robotics team developing the software stack for an underwater robot, and secured second place at the 2016 AUVSI Robosub competition
- Developed a motion controller, debug interface and simulator for the robot using C++ and Python