

Contact

IIT Hyderabad
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Languages

English, Hindi, Bengali

Programming Languages

C
C++, JAVA
C#, JavaScript
Python
Flex/Bison
LLVM, GOTO
Git, GDB, \LaTeX

Education

2018–Pres	M.Tech. in Computer Science and Engineering - 9.43/10 CGPA	IIT Hyderabad
2013–2017	B.Tech. in Computer Science and Engineering - 8.37/10 CGPA	RERF, Kolkata

Interests

Software Verification

Exploring techniques for formal verification of programs like Symbolic Execution, Abstract Interpretation, etc.

SAT Solvers

Studying and exploring techniques and encodings to make SAT/MaxSAT solvers more efficient

Compiler Optimizations

Using novel techniques and engineering principles for optimizing software systems.

Skills

Programming Ability

Skilled in C, C++ and able to adapt quickly to new languages

Frameworks

LLVM compiler infrastructure, MLIR, CBMC

Tools

Git, \LaTeX , GDB, LLDB, Eclipse

System Engineering

Build, maintain and troubleshoot modern systems

Visual Design

Well versed with design tools such as Blender, Autodesk Maya, Adobe Photoshop, Unity etc.

Projects

Apr. - 2020	BPI Enhancements	IIT Hyderabad
	Proposed and implemented improvements to the Branch Probability Information pass in LLVM to allow better static profiling leading to speed-up of up to 1.07x, as part of the course project for Advanced Compiler Optimizations - CS6240. Accepted as a poster in EuroLLVM-20 held at Paris, France.	
Oct. - 2019	Loop Acceleration	IIT Hyderabad
	Added a loop acceleration module to the Pinaka verifier for quick detection of counter-examples in loops simulating polynomial functions. Pinaka is developed by IITH Software Verification Group which won the third-fastest verifier position in SV-COMP'20 Floats sub-category, amongst other positions and was the only entry from Indian academia. Commended by Prof. B.S. Murty, Director of IIT Hyderabad and Dr. R.P. Nishank, The Union Cabinet Minister for Education, Govt. of India for this work.	
Sep. - 2019	LLVM2GOTO	IIT Hyderabad
	Created a tool to translate LLVM IR to CBMC-GOTO. LLVM supports multiple front-ends like C, C++, FORTRAN, Swift, etc., which get converted to LLVM-IR. CBMC is a tool to verify programs which has its own GOTO IR, this tool translates LLVM-IR to GOTO IR, allowing us to potentially verify all the languages that are supported by LLVM's front-end.	

Aug. - 2019	COOL Compiler Designed and implemented a compiler for the COOL language to generate LLVM IR as part of the course project for Advanced Compiler Design - CS CS6240.	IIT Hyderabad
Mar. - 2019	SAT Solvers Implemented DPLL SAT Solver with MOMS heuristics, CDCL SAT Solver with Lazy Datastructure and Watch Literals, MaxSAT with Totalizer encoding and an Incomplete SAT Solver based on Break-only-poly algorithm and WalkSAT. As part of the course project for Constraint Programming - CS6483.	IIT Hyderabad
Nov. - 2018	Hybrid Mutual Exclusion in Distributed Systems An efficient implementation of a hybrid mutual exclusion algorithm for distributed systems by combining Raymond's and Maekawa's algorithms by multiplexing between them when communicating within clusters and across clusters, based on load, latency and throughput. As part of the course project for Distributed Computing - CS5320.	IIT Hyderabad
Nov. - 2018	Thin Slicing in GOTO Implemented thin-slicing in CBMC-GOTO. Slicing is a beneficial tool in debugging large programs, by only presenting the relevant sections of code, allowing the programmer to focus and debug more efficiently. As part of the course project for Compiler Engineering - CS6383.	IIT Hyderabad
Oct. - 2018	Bitcoin Wallet Created a BTC wallet application which can create and manage BTC addresses, and also handle transactions with support for both single and multisig authorization. This was done as part of the course project for Blockchain-Theory & Practice - CS5543.	IIT Hyderabad
Aug. - 2018	Distributed Systems Implemented Vector Clocks with optimization, Snapshots using Chandy-Lamport and Lai-Yang algorithms, and Distributed Mutual Exclusions using Suzuki-Kasami and Kerry Raymond algorithms. This was done as part of the course Distributed Computing - CS5320.	IIT Hyderabad
Feb. - 2017	Game - A Lost Tale Developed a 3D visual game in Unity-Game engine using Blender with 3d modelling, animation, world design, lighting and particle systems. A video showing the game is available here. As part of a summer project during B.Tech.	RERF

Co-Curricular

Jan. - 2020	Teaching Assistant Helped in grading and evaluating assignments for the CS6483-Constraint Programming course	IIT Hyderabad
Aug. - 2019	Webpage Moderation Maintainer for the Indian SAT+SMT School website : https://sat-smt.in	sat-smt.in
Jul. - 2019	FMUpdate-India 2019 Organizing team member at the Formal Methods Update Meeting 2019	fmindia.cmi.ac.in
Jun. - 2019	System Security Attended ACM India Summer School on Detection and Analysis of Malware	COEP Pune
Sep. - 2016	IBM C Certificate Received IBM C Programming Certification	IBM

Hobbies

Technology

An avid follower of the latest technological advancements in engineering

Gaming

Competitively play MMO games, and also design games

Photography

In the top 10% of contributors at Unsplash

Fishkeeping

Enjoy building and maintaining nature Aquascapes

Astrophysics

Curious about the Cosmos and the pale blue dot we live in