## Tetiana Parshakova

#### parshakova.github.io, tetianap@stanford.edu

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To develop novel learning algorithms using techniques from optimization and statistics, to bring theoretical guarantees about the convergence of iterative methods and the quality of the produced solutions, and to obtain the control models in the approximate dynamical system environments

#### **EDUCATION**

Doctor of Philosophy, Computational and Mathematical Engineering

Stanford University, from Sep 2019 Concentration: Machine Learning

Master of Science, Electrical Engineering

Korea Advanced Institute of Science and Technology, Feb 2017 - Feb 2019

Concentration: Machine Learning, GPA: 4.06/4.3 (97.33%)

Laboratory: Brain Reverse Engineering and Imaging Lab, supervised by Dae-Shik Kim

#### Bachelor of Science, Industrial Design

Korea Advanced Institute of Science and Technology, Sep 2012 - Feb 2017

Concentration: Computer Human Interaction; Magna Cum Laude, GPA: 3.85/4.3 (95%)

Laboratory: My Design Lab, supervised by Daniel Saakes

## High School, Mathematics

Ukrainian Lyceum of Physics and Mathematics of Taras Shevchenko National University of Kyiv,

Sep 2009 - May 2012

Concentration: Mathematics, Computer Science; Gold Medal

## PUBLISHED WORK

#### JOURNAL

**Tetiana Parshakova**, Francois Rameau, Andriy Serdega, In So Kweon and Dae-Shik Kim. *Latent Question Interpretation Through Variational Adaptation*. Accepted in IEEE/ACM Transactions on Audio, Speech, and Language Processing.

## CONFERENCE

**Tetiana Parshakova**, Marc Dymetman and Jean-Marc Andreoli. *Distributional Policies for Energy-Based Sequential Models. Submitted to the Thirty-Fourth AAAI Conference on Artificial Intelligence.* 

**Tetiana Parshakova**, Jean-Marc Andreoli and Marc Dymetman . *Global Autoregressive* 2019 *Models for Data-Efficient Sequence Learning*. In Proceedings of the SIGNLL Conference on Computational Natural Language Learning, ACL.

**Tetiana Parshakova** and Dae-Shik Kim. Latent Question Interpretation Through Parameter Adaptation Using Stochastic Neuron. In Proceedings of ICML Workshop, MRC-2018, http://ceur-ws.org/Vol-2134/#paper07.

**Tetiana Parshakova** and Daniel Saakes. *UMorph: Self-Change Tracker to Reflect* 2018 Yourself to the Future and Past. In Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems, ACM.

**Tetiana Parshakova**, Minjoo Cho, Alvaro Cassinelli, and Daniel Saakes. Furniture that 2017 Learns to Move Itself. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems, ACM.

**Tetiana Parshakova**, Minjoo Cho, Alvaro Cassinelli, and Daniel Saakes. *Ratchair:* 2016 Furniture learns to move itself with vibration. In ACM SIGGRAPH 2016 Emerging Technologies, ACM.

## RESEARCH EXPERIENCE

Researche

Worked with Marc Dymetman and Jean-Marc Andreoli, Naver Labs Europe, France

2019

- Introduce the concept and training techniques for GAMs (Global Autoregressive Models), which combine an autoregressive component with a log-linear component, allowing the use of global a priori features to compensate for lack of data.
- Derive different approaches for approximating the normalized distribution given by GAMs, for fast inference (namely sampling).

• "Latent Question Interpretation Through Parameter Adaptation", a model that learns multiple interpretations of a given question. This diversity is ensured by our "interpretation policy" which automatically adapts the parameters of a QA model with respect to a discrete latent variable (using PyTorch).

- "Visual Question Answering" model with bottom-up and top-down attention. Explored the influence of policy gradient and new attention on the output layer; ways to align image features with text information to obtain image-aware question representation (using PyTorch).
- "Abstractive Text Summarizer", a model that combines Pointer generator networks with Seq2seq attention model, by constructing a hybrid distribution over the vocabulary from which it eventually generates the summary. Explored the effectiveness of CNN attention, diversity loss and data augmentation (with English dictionary) (using Tensorflow).
- "DDPG with Attention-based LSTM State Encoder" is a sequential decision making agent for solving 'Angry Birds' using Deep Deterministic Policy Gradient (DDPG) with Attention-based LSTM for state encoding. For exploration with a deterministic policy we use actor-critic algorithm for learning off policy with a stochastic behavior policy (using Tensorflow).
- "Opinion Generator" is a model, which aims to capture a global 'pathway' of an opinion as a response to other statement. It consists of CNN encoders, that operate on character level, and whose outputs are given to recurrent block to combine sentences over time, so that the produced context representations are used to condition the CNN decoder (using Tensorflow).

## $Under graduate\ Researcher$

2016

Brain Reverse Engineering and Imaging Lab, KAIST, South Korea

- Machine Learning and Reinforcement Learning basics
- Worked on "Comic style generation using neural networks" using Lua and Torch

Undergraduate Researcher My Design Lab, KAIST, South Korea 2015-2016

- "Ratchair" is a strategy for displacing objects utilizing vibrations, http://mid.kaist.ac.kr/projects/ratchair/. Used: Python, Java, Android, OpenCV, Arduino, Inventor, Processing-Android, Myo Armband, hardware
- "UMorph" is an unobtrusive self-image capturing system for tracking self changes over time. Used: PyQt, Dragon Board 410c, OpenCV, Dlib, hardware

# HONORS & AWARDS

The Oliger Memorial Fellowship, a stipend for three years of study leading to the 2019-2022 Ph.D. degree through endowments and university funds (for outstanding students in computational mathematics at Stanford). Qualcomm-KAIST Innovation Awards 2018 (Paper Competition Awards for Grad-2018 uate Students) for "Latent Question Interpretation Through Parameter Adaptation Using Stochastic Neuron" "Ratchair: Furniture That Learns to Move Itself' demonstration for Discovery Daily 2017 Planet Canada show "Furniture That Learns to Move Itself" featured in KAIST Breakthroughs Newsletter 2017 Excellence Award for Bachelor's thesis "UMorph: Self-Change Tracker to Reflect 2017 Yourself to the Past and to the Future" First prize in Qualcomm-KAIST Innovation Awards 2016 (Embedded Systems 2016 Awards) for "My Life Journey (Unobtrusive Self-Image Capturing System for Tracking Self Changes over Time)" SIGGRAPH 2016 Emerging Technologies DC EXPO Special Prize for "Ratchair: 2016 Furniture That Learns to Move Itself With Vibration" Undergraduate Research Program Excellence Award for Extraordinary Efforts and Research Outcomes

KAIST International Student Scholarship  Bronze medals at Kyiv Capital Olympiads in Mathematics, Ukraine				
Silver medal at Regional Mathematics Olympiad 2009				
Participant of Ukrainian Olympiad in Mathematics 2008				
Gold medal at Volyn Regional Mathematics Olympiad 2008				
Languages & Software: Python, Java, Torch, Tensorflow, PyTorch, Git, LaTeX, OpenCV. Prototyping: Raspberry Pi, Arduino, Processing-Android, Inventor. Operating Systems: Unix.				
Tutor at EE Co-op program. Prepared undergraduate students for internship at Kakao in Natural Language Processing using Deep learning. Taught basic Machine Learning, Tensorflow and research papers related to Neural Machine Translation.				
Tutor in science camp for high school students. Helped to prepare for a science 2017, 2 competition.	018			
Participated in student liaison for KAIST EE promotion in Ukraine. Recruited students in Ukraine and helped to organize EE Visit Camp.				
Tutor in English Camp for elementary and middle school children in Yeonggwang. 2017, 2	018			
Teaching Assistant at KAIST: Introduction to Philosophy, English Short Stories, 2015, 2 Philosophy of Mathematics, Logic and Artificial Intelligence	016			
Volunteer at UEFA Euro 2012. Participated in closing ceremony dance performance 2012 in Kyiv.				

COMPUTER SKILLS

EXTRA-CURRICULAR