

Alper Kayabaşı

[E-mail](#) • [GitHub](#) • [Web page](#)

Research interests

Few-shot Semantic Segmentation, Video Action Recognition, and Deep Metric Learning

Education

- 2020 – now **Middle East Technical University** – Ankara, Turkey
M.S. in Electrical and Electronical Engineering
Thesis: [Few-shot Segmentation by Enhanced Ensemble of Base and Meta Predictions](#)
GPA: 3.79.
Supervisor: Prof. Dr. İlkey Ulusoy
- 2015 – 2020 **Hacettepe University** – Ankara, Turkey
B.S. in Electrical and Electronical Engineering
Capstone Project: [Laser Range Finder with Image Tracking](#)
GPA: 3.64 - ranked 1st.
Advisor: Prof. Dr. Feza Arıkan

Course Projects

Machine Vision:

I successfully reproduced the iconic 'Fully Convolutional Neural Network' paper and further improved its performance by incorporating a Conditional Random Field. [Video Presentation](#).

Deep Learning:

1. I implemented the 'Moving in the Right Direction: A Regularization for Deep Metric Learning' paper published at CVPR 2020, even though no published code was available. [GitHub Repository](#).
2. I derived the backpropagation equations for the fully connected layer, and convolutional layer. Following this, I implemented their forward and backward pass using only NumPy. Furthermore, I coded forward pass of LSTM with Pytorch. [Jupyter Notebooks](#).

Sequence Models in Multimedia:

I implemented the "Scale-Aware Graph Neural Network for Few-Shot Semantic Segmentation" paper, which did not have any published code, and was published at CVPR 2021. [GitHub Repository](#).

Introduction to Robotics:

Sea-Urchin robot design including derivation of kinematics, inverse kinematics, dynamic, and trajectory with gait planing. [GitHub Repository](#) and [Video for simulation](#).

Optimization:

I implemented various optimization methods, including Zoutendijk, Two-Phase Simplex, Penalty, Barrier, Steepest Gradient Descent, BFGS, Fletcher Reeves, and Davidon Fletcher Powell, along with various 1-D search methods such as Golden Search, from scratch using MATLAB.

Microprocessor Architecture and Programming:

Implementation of maze game in Assembly Language. [Video for Game](#).

Embedded System Design:

Design of IoT Communication Device. [Video for the Design](#).

Advanced Digital Design:

16 bit RISC architecture CPU design in VHDL.

Publications

- | | |
|--------------|---|
| WACV 2023 | Elimination of Non-Novel Segments at Multi-Scale for Few-Shot Segmentation - [Paper]
Alper Kayabaşı, Gülin Tüfekci, İlkey Ulusoy. |
| ECCV W, 2022 | Detecting Driver Drowsiness as an Anomaly Using LSTM Autoencoders - [Paper]
Gülin Tüfekci*, Alper Kayabaşı*, Erdem Akagündüz, İlkey Ulusoy.
(*Equal Contribution)
<i>European Conference on Computer Vision - In-Vehicle Sensing and Monitorization Workshop.</i> |
| SIU, 2022 | A Comparative Analysis of Revealing Temporal Patterns for Driver Drowsiness Detection - [Paper]
Gülin Tüfekci, Alper Kayabaşı, İlkey Ulusoy.
<i>Signal Processing and Communications Applications Conference.</i> |

- SPIE, 2021 **Comparison of distance metric learning methods against label noise for fine-grained recognition** - [[Paper](#)]
Alper Kayabaşı, Kaan Karaman, İbrahim Batuhan Akkaya.
Society of Photo-Optical Instrumentation Engineers- Automatic Target Recognition XXXI Conference.

Honors

- 2020 Ranked 3rd in capstone projects amongst Department of Electrical and Electronical Engineering at Hacettepe University.
- 2020 Ranked 1st among 132 undergraduate students of Electrical and Electronical Engineering.

Research experience

2019 – now **ASELSAN Research Center**
Research Engineer

- I was involved in the development of an autofocus algorithm for a microscopy imaging application, during which I conducted a comprehensive analysis of various metrics measuring image sharpness and detail level. Upon identifying the metric that clearly indicated a nearly unimodal peak on the in-focus position, I implemented a searching algorithm that efficiently approached the optimal position with minimal steps possible.
- I conducted a rigorous analysis of the robustness of metric learning methods against label noise. Through comprehensive experimentation, I successfully identified the triplet and angular methods as the most sensitive and insensitive methods to noise, respectively. Additionally, our findings shed light on the performance of metric learning methods under pseudo-labeling
- I trained various video action recognition models, including I3D, ResNet with LSTM Autoencoder, and FrozenCLIP, for the detection of drowsy and distracted drivers. I played a key role in the coding of a modular framework that facilitated easy testing of different models by our team. Moreover, I contributed to the development of a prototype that optimized inference speed.

Industry experience

- 2019 **ASELSAN, Summer Internship** – Ankara, Turkey
Design and test of raised cosine type finite impulse response filter in VHDL language.

Attended events

- 2023 Winter Conference on Applications of Computer Vision (In-person)
- 2022 European Conference on Computer Vision (In-person)
- 2021 International Conference on Computer Vision (Virtual)
- 2021 Computer Vision and Pattern Recognition Conference (Virtual)

Technical skills

Programming languages and Libraries

Proficient in: Python, PyTorch, NumPy, MATLAB

Languages

English (IELTS Overall Band Score: 7.0)

Other interests

Skiing.