Hiran Sarkar

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Area(s) of interest: rigid and deformable 3D reconstruction, implicit deep learning, 3D and 2D human pose estimation, domain adaptation, generative modeling

EXPERIENCE

Independent Research

JUNE 2022 - Present

 Topic - Rigid and non-rigid 3D reconstruction, human pose estimation advised by Dr. Rishabh Dabral

Indian Institute of Science, Bangalore (Video Analytics Lab), Remote - Research Intern JUNE 2021 - MAY 2022

I have worked on **Domain Adaptation** and **Domain Generalization** using self-supervision across multiple settings under Professor Venkatesh Babu.

- Worked on unsupervised source-free domain adaptation technique using a subsidiary pretext task which acts as an aid to help attain domain invariance thereby minimizing domain discrepancies. The paper is accepted at ECCV 2022.
- Developed an unsupervised non-source-free domain adaptation technique using a Bag-of-VisualWords (BoW) like representation. We looked into the tradeoff between negative transfer risk and domain invariance exhibited at different layers of the network. The paper is accepted at NeurIPS 2022.

Teamcognito, Kolkata - Research Intern

OCT 2020 - JAN 2021

- Worked on a Speech Recognition model using Recurrent Neural Network Transducer.
 Trained on the Common-Voice dataset.
- Worked on "Malware Detection on IoT devices based on traffic Meta-Data" using a custom-built model.

EDUCATION

Netaji Subhash Engineering College, Kolkata - Bachelor's of Technology

JULY 2019 - JUNE 2023

Majoring in Computer Science and Engineering

Current CGPA: 9.34

PUBLICATIONS

Subsidiary Prototype Alignment for Universal Domain Adaptation

Neural Information Processing Systems (NeurIPS) 2022

Jogendra Nath Kundu*, Suvaansh Bhambri*, Akshay Ravindra Kulkarni*, **Hiran Sarkar**, Varun Jampani, Venkatesh Babu Radhakrishnan

Concurrent Subsidiary Supervision for Unsupervised Source-Free Domain Adaptation

European Conference on Computer Vision (ECCV) 2022

Jogendra Nath Kundu*, Suvaansh Bhambri*, Akshay Ravindra Kulkarni*, **Hiran Sarkar**, Varun Jampani, Venkatesh Babu Radhakrishnan

PROJECTS

Image Style Transfer - [LINK]

Implemented the paper Rethinking and Improving the Robustness of Image Style Transfer in TensorFlow. This paper focuses on why pre-trained networks of the ResNet family have a detrimental effect on Image Style Transfer as opposed to a pre-trained VGG network even though ResNet is better in downstream tasks like classification. It uses the L-BFGS (quasi-newton method) optimizer which improves the speed of the training task.

Cartoon GAN - [LINK]

This project is to transform photos of real-world scenes into cartoon-style images. It uses a generative adversarial network for training, consisting of a generator and a discriminator. It uses two losses. Adversarial loss (discriminator loss), which helps drive the generator to achieve the desired manifold transformation; and content loss (perceptual loss) which preserves the image content during cartoon stylization.

OPEN SOURCE

Winter of Code at DeepFusionAl, Remote - Open Source Developer

DEC 2020 - FEB 2021

• Worked on Social Distance Detector using MobileDets.

Contributor at TensorFlow

• Fixed various bugs and added a feature in the main TensorFlow GitHub repository.