

Avik Dutta

Research Fellow, Microsoft Research, Bengaluru, India
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RESEARCH INTERESTS

Natural Language Processing, LLMs for Code, Information Retrieval, AI for Software Engineering

EDUCATION

Indian Institute of Technology, Kharagpur, India
Bachelors in Electronics and Electrical Communication Engineering
Minor in Computer Science and Engineering
Micro Specialization in Artificial Intelligence and Applications
July 2019 — May 2023
Cumulative GPA: 9.40/10.00

Narbheram Hansraj English School, Jamshedpur, India
Indian School Certificate Examinations (Computer Science)
April 2017 — March 2019
Percentage: 97.00/100

Carmel Junior College, Jamshedpur, India
Indian Certificate of Secondary Education (Computer Science)
April 2015 — March 2017
Percentage: 97.00/100

PUBLICATIONS

C.1 RAR: Retrieval-augmented retrieval for code generation in low resource languages

[Avik Dutta](#), Mukul Singh, Gust Verbruggen, Sumit Gulwani, Vu Le
EMNLP 2024 Main (Long Paper) [paper]

C.2 DistALANER: Distantly Supervised Active Learning Augmented Named Entity Recognition in the Open Source Software Ecosystem

Somnath Banerjee, [Avik Dutta](#), Aaditya Agrawal, Rima Hazra, Animesh Mukherjee.
ECML-PKDD 2024 (ADS Track) [paper]

C.3 Context Matters: Pushing the Boundaries of Open-Ended Answer Generation with Graph-Structured Knowledge Context

Somnath Banerjee, Amrui Sahoo, Sayan Layek, [Avik Dutta](#), Rima Hazra, Animesh Mukherjee.
EMNLP 2024 Industry Track [paper]

P.1 Redefining Developer Assistance: Through Large Language Models in Software Ecosystem

Somnath Banerjee, [Avik Dutta](#), Sayan Layek, Amrui Sahoo, Sam Conrad Joyce, Rima Hazra.
Preprint [paper]

EXPERIENCE

Microsoft India (R&D) Pvt. Ltd.
Research Fellow @PROSE team
Bengaluru, India
November 2023 — Present

- Deployed **conditional formatting formulas** along rows and tables in **Excel Copilot**, which rolled out into production.
- Refactored the Copilot codebase during model migration from GPT4PPO to GPT4Turbo and GPT4o. Achieved < 1% regressions across all features and T1 languages. Successfully rolled out to production, impacting Excel users globally.
- Designed a framework for context retrieval from spreadsheets to aid Copilot to answer ambiguous and multi-turn queries.

Complex Networks Research Group (CNeRG)

Undergraduate Student Researcher

Kharagpur, India
July 2022 — October 2023

- Designed a **distantly supervised annotation** framework and trained on **CRF** models to tag unseen software entities.
- Implemented a **GNN-based QA** retrieval strategy for grounding LLMs for community question answering tasks.
- Pre-trained BERT-based models using **MLM** technique on software texts extracted from StackOverflow, Launchpad etc. to improve downstream applications on NER and RE. Yielded an average perplexity of **18.35** on roberta-base.
- **Fine-tuned Llama** on software texts to demonstrate superiority over other domain-specific models (Vicuna and Alpaca).

Piramal Capital & Housing Finance Ltd.

Graduate Engineering Trainee

Bengaluru, India
July 2023 — October 2023

- Applied data-driven methods as a business analyst to understand customer attrition and suggested ways to reduce it.
- Reported portfolio profits through interactive charts for different cohorts in the monthly reports at TownHall meetings.
- Used **OCR** to extract text from cheque images. Designed a classifier using empirical heuristics achieving **87%** accuracy.
- Used **Retrieval-based-Voice-Conversion** and **Text-to-Speech** tools to produce automated calling service for customers.

- Used **Unity Game Engine** along with **C#** language to develop Android games – Rickys Run, Bubble Meow't.
- Organised and led workshops, talks and hands-on tutorials teaching game development to students.
- Built an AR-based EduTech game for school students under Prof. **Nian Shing Chen** in **Yuntech University, Taiwan**.

PROJECTS

Multi-Agent Framework for Advanced Data Analysis

Microsoft Research

Fix Hack Learn Hackathon [Slides]

May 2024

- Developed a chat assistant which uses multiple agents, *code_interpreter* and external function calls to solve complex data analytics tasks. Better than ChatGPT-ADA in terms of answer correctness, data wrangling and quality user-interaction.
- Defined a state-machine to streamline the order of interaction happening internally between other agents and reviewer.
- Implemented a File Management System that allows extending to other external tools which cannot access remote files.

Graph-based Policy Network Design for Psuedo-Relevance Feedback

IIT Kharagpur

Advisor: Prof. Plaban Kumar Bhowmick [Report]

February 2022 — November 2022

- Used **Pseudo-Relevance Feedback** for retrieving documents from corpus with functionalities of *Indri* search engine.
- Designed a **GNN**-based policy network architecture on which the **REINFORCE** algorithm was applied for training.
- Used a temporal gain of **Mean Average Precision** of extracted documents as reward function for training the RL framework. Our design improved MAP by $\approx 5.10\%$ over the neural based RML baseline on **TREC678** dataset.

Explainable Bayesian Machine Learning

IIT Kharagpur

Advisor: Prof. Pabitra Mitra [Report]

July 2022 — November 2022

- Compared explain-ability of a CNN by subjecting it to adversarial attacks under deterministic and Bayesian Inferencing.
- Used **Variational Inference** to estimate the posterior distribution by assuming prior to have a spike-and-slab function.
- Designed the probabilistic models using tensorflow-probability and used **Lime** to obtain explainability masks of images.
- Demonstrated better explanation through Bayesian Inferencing, in terms of robustness, by studying the intersection, union and weighted average of masks sampled from a distribution rather than choosing the maximum-a-posteriori.

Automating NPC Behaviour in a simulated environment

IIT Kharagpur

Term project for Artificial Intelligence course [Presentation]

October 2021 — November 2021

- Implemented an A* heuristic search algorithm to decide the active state of a **Non-Playable-Character** in response to the player's movement in a game environment. Used player distance, orientation and barrier position for defining heuristics.
- Designed the Finite-State-Machine with arrows defining heuristics to attain a state that keeps the health value high.

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SELECTED COURSES

Computer Science: Algorithms-I^L, Computer Architecture & Operating Systems, Machine Learning^L, Deep Learning^L, Artificial Intelligence^L, Advanced Machine Learning, Big Data Processing, Machine Learning with Graphs*, Natural Language Processing*
(* indicates MOOC, ^L includes a lab component)

Mathematics: Vector Algebra, Differential Equations, Matrix Algebra, Probability and Stochastic Processes

TECHNICAL SKILLS

- **Programming:** Python, C, C++, Java, MATLAB, R, SQL, C#, Typescript, Spark, L^AT_EX
- **Libraries:** Numpy, Pandas, SkLearn, Matplotlib, Tensorflow, Pytorch, Tensorflow-Probability, Deep Graph Library
- **Software:** Visual Studio, Indri (Lemur), Unity Game Engine, Arduino, LT Spice, Power Bi, Adobe Illustrator

VOLUNTEER WORK

- **The Stray Army Charitable Trust:** Tending to injured and stray dogs and support the trust with monthly donations.
- **Creative Tanima Academy:** Conducted classes to teach game-development to 18 students in a 2 week crash course.
- **National Cadet Corps:** Military training for 2 years and volunteered in cleanliness drives, blood donation camps, etc.