Siddharth Chandak | CV

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Research Interests: Probability, optimization, machine learning, learning theory, communication and networks. **Current Projects:** Multi-agent control, theoretical reinforcement learning and stochastic approximation.

EDUCATION

Stanford University

PhD, Electrical Engineering, Advisor: Prof. Nick Bambos

Stanford University

MS, Electrical Engineering, GPA: 4.15/4

Indian Institute of Technology Bombay

Bachelor of Technology in Electrical Engineering, CPI 9.89/10

- President of India Gold Medal

- Honours in Electrical Engineering & Minor in Computer Science

Stanford, CA, USA

2021-present

Stanford, CA, USA

2021-2023

Mumbai, India

2017-2021

Academic Achievements

- Recipient of the 3Com Corporation Stanford Graduate Fellowship.
- President of India Gold Medal at IIT Bombay for best academic standing in B.Tech. in 2021.
- Prof. K. C. Mukherjee Award at IIT Bombay for best B.Tech. project among EE students in 2021.
- Among the **top 50** candidates in the **Indian National Olympiads in Chemistry and Physics** and chosen to attend respective **Selection Camps** for **International Olympiads** in 2017.
- All India Rank 346 in JEE Advanced 2017 among 220,000 students.
- All India Rank 73 in JEE Main 2017 among 1.18 million students.
- Recipient of KVPY Fellowship by Govt. of India with an All India Rank 86 in 2016.
- NTSE Scholar (National Talent Search Exam conducted by NCERT, Govt. of India) since 2015.

Publications

Conference.

- S. Chandak, I. Bistritz and N. Bambos, "Tug of Peace: Distributed Learning for Quality of Service Guarantees," to be presented at 2023 IEEE Conference on Decision and Control (CDC).
- S. Chandak, I. Bistritz and N. Bambos, "Equilibrium Bandits: Learning Optimal Equilibria of Unknown Dynamics," 2023 International Conference on Autonomous Agents and Multiagent Systems (AAMAS), 2023, pp. 1336-1344.

Journal.....

- S. Chandak, V. S. Borkar and H. Dolhare, "A Concentration Bound for LSPE(λ)", in *Systems and Control Letters*, vol. 171, 105418, Jan. 2023.
- S. Chandak, V. S. Borkar and P. Dodhia, "Concentration of Contractive Stochastic Approximation and Reinforcement Learning", in *Stochastic Systems*, vol. 12:4, pp. 411-430, Dec. 2022.
- S. U. Haque, S. Chandak, F. Chiariotti, D. Günduz and P. Popovski, "Learning to Speak on Behalf of a Group: Medium Access Control for Sending a Shared Message," in *IEEE Communications Letters*, vol. 26, no. 8, pp. 1843-1847, Aug. 2022.
- V. S. Borkar and S. Chandak, "Prospect-theoretic Q-learning", in *Systems and Control Letters*, vol. 156, 105009, Oct. 2021.
- S. Chandak, F. Chiariotti and P. Popovski, "Hidden Markov Model-Based Encoding for Time-Correlated IoT Sources", in *IEEE Communications Letters*, vol. 25, no. 5, pp. 1463-1467, May 2021.

Preprints.

• S. Chandak, P. Shah, V. S. Borkar and P. Dodhia, "Reinforcement Learning in Non-Markovian Environments", arXiv (2022), 2211.01595. Submitted to Systems and Control Letters.

Teaching Experience

Stanford University

Served as course assistant for the following courses:

• ENGR 76: Information Science and Engineering

rineering Spring 2022-23

• MS&E 130: Information Networks and Services

Winter 2022-23

Autumn 2019-20

IIT Bombay...

Served as undergraduate teaching assistant for a batch of 50 freshmen, conducting weekly tutorial sessions, special doubt sessions, and grading answer sheets for the following courses:

• MA106: Linear Algebra Spring 2019-20

MA105: Calculus
 DU108: Paging of Floatwigity and Magnetisms

• PH108: Basics of Electricity and Magnetism Spring 2018-19

PH107: Quantum Physics and Applications
 Autumn 2018-19

Research Projects

Multi-Agent Control

Guide - Prof. Ilai Bistritz, Tel Aviv University and Prof. Nick Bambos, Stanford University

- Online Weighted Load Balancing for Resource Allocation Games [ongoing] May 2023 present Developed an online learning algorithm using which game manager can ensure convergence of players to a Nash equilibrium which balances the weighted load on each resource by adjusting the price of each resource.
 - Used tools from two time-scale contractive stochastic approximation to prove almost sure convergence to an
 equilibrium which satisfies constraints and also obtained regret bounds on finite time performance.
 - Simulated the algorithm for applications such as server pricing in data centers and power control game.
- Quality-of-Service Guarantees for Tug-of-War Games [IEEE CDC 2023] Jan. Mar. 2023 Developed a fully distributed online learning algorithm which allows players to converge to an equilibrium which satisfies QoS guarantees, i.e., each player has a minimum reward threshold.
 - Used tools from stochastic approximation, O.D.E. theory, and monotone dynamical systems to show convergence to desirable equilibria.
- Equilibrium Bandits: Optimal Equilibria of Unknown Dynamics [AAMAS 2023] Apr. Oct. 2022 Proposed a bandit-based algorithm for problems where the system converges to an equilibrium when an action is fixed, and the regret is defined based on the optimal reward at equilibrium.
 - Borrowed intuition from UCB algorithm to develop Upper Equilibrium Concentration Bound (UECB) algorithm which is optimal up to logarithmic factors for our problem.
 - Modeled epidemic control and policy making for multi-agent systems as equilibrium bandits problems.

Reinforcement Learning and Stochastic Approximation

Guide - Prof. Vivek S. Borkar, IIT Bombay

- Reinforcement Learning in non-Markovian Environments [submitted to SCL] Jan. 2022 May 2023 Designed a reinforcement learning agent for non-Markovian environments which achieves significant improvements in performance of Deep Q-Network when applied on partially observable systems.
 - Explicitly pinned down the error caused by non-Markovianity on both the asymptotic and finite-time performance of Q-learning.
 - Proposed an autoencoder-based scheme to approximate conditional laws which leads to error minimization.
 - Evaluated our agent on standard partially observable systems from POPGym.
- Concentration Bounds for Reinforcement Learning and Stochastic Approximation

Used novel martingale and Markov chain inequalities to obtain concentration bounds of form "from time n_0 onwards" for reinforcement learning algorithms.

- Using conditional martingale inequalities to obtain bounds on performance of TD(0) algorithm [ongoing].
- Used mixing time based Markov chain inequalities for obtaining bounds on LSPE(λ) [SCL].
- Obtained concentration bounds for contractive SA and asynchronous Q-Learning [Stochastic Systems].

Selected Courses

• Probability & Statistics: Game Theory, Information Theory and Statistics, Statistical Signal Processing, Queuing

Systems, Error Correcting Codes, Stochastic Approximation, Advanced Probability and Random Processes, Information Theory and Coding, Data Analysis

- Machine Learning & Computer Science: Deep Learning for Computer Vision, Reinforcement Learning, Convex Optimization, Learning Theory, Number Theory and Cryptography, Data Structures and Algorithms, Logic for CS, Computer Networks, Digital Image Processing, Operating Systems
- Core EE Courses: Digital Communication, Control Systems, Digital Systems, Microprocessors, Digital Signal Processing, Electronic Devices and Analog Circuits, Electrical Machines and Power Systems
- Miscellaneous: Economics, Sociology, Environmental Studies, Complex Analysis, Differential Equations

Technical Skills

- Proficient in: Python, NumPy
- Experience with: C++, PyTorch, VHDL, Assembly, Embedded C, MATLAB