## Letter of Intent and Previous Work

D. Gueorguiev, 06/19/2024

My interests include mathematical modeling via

convex and combinatorial optimization, reinforcement learning, probabilistic models, graph theory and dynamic programming algorithms. Interested in using probabilistic methods for creating suitable estimators and root cause analysis.

Currently researching various GenAI algorithms and their applicability in certain contexts relevant to Nike. Examples of my recent work and research interests are:

- a) redesign of the online Fulfillment algorithm using  $\varepsilon$ -constraint method, replacing the weighted objectives method for scalarization, reformulating the problem as Mixed Integer optimization problem.
- b) research various reinforcement learning Policy Gradient algorithms such as PPO, applying those to Deployment Optimization and Fulfillment Optimization problems. For the purpose is using the gymnasium environment and stable-baselines3 library.
- c) research various algorithms for Root Cause Analysis using Bayesian inference and Probabilistic Temporal Logic. For the purpose exploring the usability of causal inference algorithms included in the packages causal—learn, causalml and dowhy.
- d) research and design classic and GenAl algorithms for synthetic noise generation, generative fill and shadow processing.

Here are few repos representing my interests in those topics. All these repos are work in progress and will be updated periodically.

https://github.com/dimitarpg13/personal/blob/main/MLInterests.md

My coding experience involve python, C++, C, Java.

Samples of my python code can be found in my current work on image crop algorithm using semantic segmentation:

https://github.com/dimitarpg13/image\_crop

Here are samples of my C++ code from past endeavors:

https://github.com/google/or-

tools/compare/stable...dimitarpg13:ortools:dpg/PWL solver stable py2.7 gtest scipV6

https://github.com/dimitarpg13/testcode/blob/master/fraction.cpp

https://github.com/dimitarpg13/testcode/blob/master/fraction\_mt.cpp

https://github.com/dimitarpg13/testcode/blob/master/fraction\_bigint.cpp

https://github.com/dimitarpg13/cpp\_testcode/tree/master/SudokuQlik/src

And here are relevant documents to software design, architecture, coding techniques and design patterns:

https://github.com/dimitarpg13/BigIndex/blob/main/PresentationDGueorguiev2018.pdf

https://github.com/dimitarpg13/InsideTensorflow2Source/blob/master/Understanding Tensorflow 2 source code.pdf

https://github.com/dimitarpg13/UnderstandingPythonEcosystem

https://github.com/dimitarpg13/inside cpp object model

And here are few repos about C++ language details and features:

https://github.com/dimitarpg13/cpp effective modern

https://github.com/dimitarpg13/cpp move semantics

https://github.com/dimitarpg13/cpp templates complete guide

## https://github.com/dimitarpg13/cpp random pieces

Additionally, in my free time I am looking into an implementation of *semantic simulation* for semantic search and semantic inference using reinforcement learning. Short description on Semantic Simulation can be found here:

 $https://github.com/dimitarpg13/aiconcepts/blob/master/docs/SemanticStructures/README.md\\ \underline{https://github.com/dimitarpg13/aiconcepts/blob/master/docs/SemanticStructures/SemanticSimulation.docx}\\ \underline{https://github.com/dimitarpg13/semsimula/blob/main/README.md}$