KARAN SINGH

PERSONAL INFORMATION

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RESEARCH INTERESTS

Theoretical and applied Machine Learning, with a focus on Interactive Systems. Reinforcement Learning, Generative Models, Online Learning. Privacy and Fairness in Machine Learning.

EDUCATION

2015-Present Princeton University

PhD Candidate in Computer Science

GPA: 4.0 · *PhD Candidate* · Computer Science

My research is focussed on algorithms for machine learning with provable guarantees on computational and statistical efficiency, with an attentive emphasis on **Interactive Learning Algorithms**. Recent efforts have yielded rigorous methods for learning **Linear Dynamical Systems**, and algorithms for **Reinforcement Learning** with improved generalization performance.

Advisor: Prof. Elad Hazan

2011-2015 Indian Institute of Technology, Kanpur

Bachelor of Technology, Computer Science GPA: 10.0 · Bachelor of Technology · Computer Science
Following a rigorous introduction to computer systems and engineering, my
coursework included 12 graduate-level courses on theoretical computer science,
machine learning, and mathematics. My senior thesis details sketch-based
algorithms for machine learning, and lower bounds in the streaming model.

Ranked 1st (among 820 students)

Awarded the **President's Gold Medal** for the best academic performance in the graduating class among all disciplines.

PUBLICATIONS ($\alpha\beta$ ORDER)

NIPS 2017 Spotlight Elad Hazan, **Karan Singh** and Cyril Zhang. Online Learning of Linear Dynamical Systems. In the *Advances in Neural Information Processing Systems* 30 (NIPS), 2017.

ICML 2017

Naman Agarwal and **Karan Singh**. The Price of Differential Privacy for Online Learning. In the *Proceedings of the 34th International Conference on Machine Learning (ICML)*, 2017. PDF

ICML 2017

Elad Hazan, **Karan Singh** and Cyril Zhang. Efficient Regret Minimization in Non-Convex Games. In the *Proceedings of the 34th International Conference on Machine Learning (ICML)*, 2017. PDF

DEML Workshop, ICML 2016 Irineo Cabreros, **Karan Singh** and Angela Zhou. A Mixture Model for Crowdsourcing. A preliminary version appeared at the *ICML Workshop on Data Efficient Machine Learning*, 2016.

EXPERIENCE

Summer 2014 Research Intern, MICROSOFT RESEARCH, REDMOND

Microsoft Research Redmond Developed a Programming-by-Natural-Language framework to synthesize programs in targeted domain-specific languages given intents expressed as natural language prompts. The system supported multiple rounds of end-user interactions making it more robust than traditional NLP approaches. Concrete instantiations of the framework offer an interactive experience for repetitive data manipulation and summarization tasks.

Host: Dr. Sumit Gulwani