

# Kevin S. Bello Medina (Kevin Bello)

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## RESEARCH INTERESTS

General Interests: Artificial intelligence, statistical machine learning, deep learning, causality.

Specific Interests: Structured prediction, analysis of sample complexity and generalization bounds, causal Bayesian networks, optimality conditions, generative adversarial networks, vision and language applications.

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## EDUCATION

August 2016 - May 2021 (Expected) **Purdue University**, Indiana, USA  
Ph.D. Computer Science  
August 2009 - December 2014 **Universidad Nacional de Ingenieria**, Lima, Peru  
B.S. Mechatronics Engineering (Robotics). *Summa Cum Laude*.

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## RELEVANT PROFESSIONAL EXPERIENCE

### Research Assistant

June 2017 - Present

Department of Computer Science, Purdue University

Advisor: Prof. Jean Honorio

- Derived lower bounds to characterize learnability of structured prediction models, specifically, factor graph models with unary and pairwise factors.
- Studied the sufficient conditions to perform exact inference in polynomial time for structured prediction. As a byproduct, an extension of Cheeger's inequality was obtained.
- Developed a computationally efficient method for the learning of latent-variable structured prediction models under Gaussian perturbations, and studied generalization bounds using PAC-Bayes and Rademacher complexity.
- Proposed a polynomial-time algorithm for the learning of causal Bayesian networks using path queries, and also analyzed the sample complexity using concentration inequalities.

### PhD Intern

May 2019 - August 2019

Facebook, Menlo Park

Supervisor: Yunlong He

- Worked in proposing domain-based metrics for a feature selection algorithm as part of the Ads Ranking team. A general workflow was implemented in Python/Caffe2 to test the different metrics. Received a returning offer for Summer of 2020.

### Teaching Assistant

August 2016 - May 2017

Department of Computer Science, Purdue University

- Delivered lab sessions, prepared homeworks and exams for undergraduate computer science courses.

### Software Engineer

March 2016 - June 2016

Ministry of Development and Social Inclusion, Lima, Peru

Supervisor: M.Sc. Javier Loza-Herrera

- Performed the preprocessing and exploration of thousands of records using natural language processing techniques.

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## PUBLICATIONS

1. **K. Bello** and J. Honorio. "Minimax bounds for Structured Prediction." (Under Submission.)
2. **K. Bello** and J. Honorio. "Exact Inference in Structured Prediction." (To Appear.) In *Proceedings of the 33rd Annual Conference on Neural Information Processing Systems* (NeurIPS), Canada, 2019.
3. **K. Bello** and J. Honorio. "Learning Latent Variable Structured Prediction Models with Gaussian Perturbations." In *Proceedings of the 32nd Annual Conference on Neural Information Processing Systems* (NeurIPS), Canada, 2018.
4. **K. Bello** and J. Honorio. "Computationally and Statistically Efficient Learning of Bayes Nets Using Path Queries." In *Proceedings of the 32nd Annual Conference on Neural Information Processing Systems* (NeurIPS), Canada, 2018.
5. R. Cardenas, **K. Bello**, A. Valle, E. Villota and A. Coronado. "Panorama of the Market Demand for Mechanical Engineers in South American Countries." *Proceedings of the ASME-IMECE*, USA, 2015.

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## HONORS AND AWARDS

- Travel award to attend NeurIPS 2018
- Kyoto University's grant to participate in the Machine Learning Summer School (MLSS) in Kyoto, Japan 2015
- Dean's list 2010 - 2014
- Honorable Mention (top 15), ACM ICPC, South America 2012, 2014
- Peruvian Council of Science and Technology grant to attend a summer course for programming olympiads 2013
- Ranked 35 out of 7500 participants in the Worldwide IEEEExtreme Programming Competition 7.0 2013
- "Presidente Manuel Pardo y Lavalle Prize". (Highest honor given to undergraduates at Universidad Nacional de Ingenieria, Lima, Peru) 2012

- University of Chile's grant to participate in the *1st Latin American Theoretical Informatics School* 2012
- 2nd Place in the national programming competition IEEEExtreme - INTERCON, Peru 2012

## PRESENTATIONS

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- (Upcoming) Annual Conference on Neural Information Processing Systems (NeurIPS). Vancouver, Canada. Dec. 2019  
*Exact Inference in Structured Prediction.*
- Annual Conference on Neural Information Processing Systems (NeurIPS). Montreal, Canada. Dec. 2018  
*Learning latent variable structured prediction models with Gaussian perturbations.*
- Annual Conference on Neural Information Processing Systems (NeurIPS). Montreal, Canada. Dec. 2018  
*Computationally and statistically efficient learning of Bayes nets using path queries.*
- Machine Learning Summer School (MLSS). Kyoto, Japan. Aug. 2015  
*Labor Market Demand Analysis for Engineering Majors in Peru Using Shallow Parsing and Topic Modeling.*

## COURSE PROJECTS

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### RSNA Pneumonia Detection Challenge Fall 2018

*Deep Learning @ Purdue University*

- The problem was a Kaggle competition about detection of pneumonia from chest radiographs. RetinaNet was used due to computational resources. Some small modifications to the architecture include: the use of  $P_2$  in the Feature Pyramid Network backbone in order to capture smaller objects, and additional anchors. Coded using PyTorch.

### Causal Effect Identification using Generative Adversarial Networks Fall 2017

*Causality @ Purdue University*

- Analyzed the use of Generative Adversarial Networks to directly model a Structural Causal Model. The causal functions were modeled in such a way that they induce a given observational distribution. Coded using PyTorch.

### Automatic Parameter Tuning of Neural Networks using Reinforcement Learning Fall 2016

*Statistical Machine Learning @ Purdue University*

- Implemented an agent to autotune the parameters of a basic Convolutional Neural Network for the CIFAR-10 dataset. The correctness of the agent's implementations was tested using OpenAI's pendulum environment. Coded using TensorFlow.

## TEACHING EXPERIENCE

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### Data structures and algorithms (CS 251) Fall 2016, Spring 2017

*Teaching Assistant, Purdue University*

- Lectured two sections about basic principles of data structures and algorithms at the undergraduate level.

## OTHER ACTIVITIES

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- **Reviewer**  
2019: NeurIPS.
- **Machine Learning Summer School (MLSS)** Aug. - Sept. 2015  
Received Kyoto University's grant to participate in the MLSS in Kyoto, Japan. Some of the topics covered were: convex optimization, scalable machine learning, reinforcement learning, concentration inequalities, etc.
- **Researcher at Artificial Intelligence and Control Systems Laboratory (GISCIA)** 2013 - 2015  
Former president and member of the Artificial Intelligence and Control Systems Laboratory at Universidad Nacional de Ingenieria, Lima, Peru. Organized seminars to introduce research topics to undergraduate students.
- **Summer Course for Computer Science Olympiads** Jan. 2013  
Attended a three-week course about algorithms at Universidade Estadual de Campinas, Brasil. High-quality professors from Europe and South America gave lectures to the best university teams from South America.
- **1st Latin American Theoretical Informatics School (LATIN)** April 2012  
Received University of Chile's grant to participate in the 1st LATIN school in which were given lectures by professors from the Massachusetts Institute of Technology, Universitat Politecnica de Catalunya, and Universidad Nacional Autonoma de Mexico.

## RELEVANT COURSES

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**Purdue University (PhD level):** Statistical machine learning, deep learning, optimization, causality, data mining, algorithm design and analysis, hands-on learning theory, data communication and computer networks.

**Universidad Nacional de Ingenieria:** Artificial intelligence, statistics and probability, linear algebra, multivariable calculus, digital image processing, numerical methods, digital and electronic circuits, multi-body dynamics, differential equations.

**Online courses:** Neural networks, probabilistic graphical models, natural language processing, statistical inference.

## PROGRAMMING LANGUAGES & SOFTWARE

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Python, PyTorch, C/C++, MATLAB, Caffe2, TensorFlow, R, SQL, Apache Spark, HTML,  $\text{\LaTeX}$ .