Webpage, Github Mobile: +91-7389352411

EDUCATION

Indian Institute of Technology Bombay

B. Tech in Aerospace Engineering; CPI: 9.20/10

July 2016-Present

Email: krishnaw14@gmail.com

TECHINCAL EXPERIENCE

• Vision System Development, Sony Research and Development, Japan Guide: Takuya Narihira

May 2019 - July 2019

- Implemented Single Shot MultiBox Detector in Nnabla with ResNet50 as backbone model on COCO '17 data
- Achieved a mean Average Precision of 0.244 on the validation dataset
- Implemented Mixed Precision, Distributed training in Dynamic Graph configuration and employed Nvidia's DALI for data preprocessing, to achieve faster performance
- Performed detailed profiling analysis **Nvidia's Visual Profiler** to find auto forwarding bug in Nnabla's pretrained ResNet API, which led to around **16** % **faster execution**
- Implemented AutoRegressive Vision models PixelCNN and gated PixelCNN in NNabla on MNIST Dataset
- Implemented **Vector Quantized Variational AutoEncoders** in Nnabla on CIFAR10 and ImageNet dataset to achieve high quality image generation comparable to the original paper

• Software subsystem, IITB Mars Rover Team

December 2017 - July 2018

The IITB Mars Rover project is a student initiative to build a prototype Mars rover capable of extra-terrestrial robotics. The team participated in University Rover Challenge 2018 and was ranked 31 out of 95 teams worldwide.

- o Implemented Gaussian Mixture Model for tennis ball detection via color segmentation and contour detection
- Developed a python script for wireless control of GoPro camera with Raspberry Pi
- Worked on the implementation of stereo camera vision for distance legend mapping of the captured images

• Capturing Semantic Structures in Neural Machine translations

May 2018-July 2018

Seasons of Code, Web and Coding Club-IIT Bombay

- Implemented **attention based encoder-decoder** architecture with deep **LSTM** cell network and beam search for **language translation** module
- Implemented a multi-decoder module in the NMT code to capture a different semantic structure of the sequence
- Modified the training loss by incorporating cross entropy on the predicted sequence and divergence between different decoder models

• Controls system and UAVs, Show Genesis Pvt. Ltd

December 2017 - January 2018

Show Genesis Pvt. Ltd is a company involved in hardware software solutions

- Worked with **crazyflie quadcopters** to develop a server to control multiple drones on **ROS** framework
- Developed ROS workspace for stabilization and location positioning system of the drone

KEY PROJECTS

• Deep Neural Networks

July 2018-April 2019

Undergraduate Research Award, Guide: Prof. Manoj Gopalkrishnan

- o Implemented Capsule Networks using TensorFlow-GPU on MNIST dataset to achieve a 99.53 % accuracy
- o Implemented novel Neural Architecture Search with iterative layer wise growth and training
- Made the search more efficient by assigning just a single weight parameter for previously trained layer as an weighted expert setting
- Achieved better accuracy than standalone network with the same architecture in faster time.

• Parallelising N-Body Simulations

January 2018-May 2018

High Performance Scientific Computing under Prof. Shivasubraminum Gopalakrishnan

- o Developed a program for calculation of the trajectory of n bodies under the influence of gravitational force
- Used **gprof** to profile the serial code and determine the parallel algorithm for the simulation
- Parallelised the code with openMP to obtain a speedup of 4.5 times over the serial code
- o Parallelised the code with MPI to obtain a speedup of 6 times over the serial code

• Analysis of Deep Reinforcement Learning Algorithms

July 2017-February 2018

Introduction to Machine Learning under Prof. Sunita Sarawagi

- Solved gym's Cartpole environment with different deep reinforcement learning algorithms such as Policy Gradients, Q-learning (with experience replay memory) and Actor-Critic algorithm in PyTorch
- \circ Performed convergence study and performance analysis of the different learning algorithms along with comparison with non reinforcement learning approach

• Human Detection Autonomous Hexacopter

May 2017-July 2017

Institute Technical Summer Project

- Used pixhawk px4 with qGroundControl for positioning of the drone with GPS and autonomous flight
- o Developed an interface between R-Pi and camera module to wirelessly transfer images to the base station
- Used openCV to build a human detection classifier using Support Vector Machines and HOG descriptor

• Warehouse Inventory Check

December 2017-January 2018

InterIIT Tech Contingent Meet 2018

- Part of a 4 member team selected to represent IIT Bombay at Warehouse Inventory Check competition organised by Honeywell in InterIIT Tech Meet 2018
- Built an autonomous quadcopter for indoor navigation with px4Flow sensor and odroid xu4 using mavros
- Implemented Image processing via openCV for contour detection to extract QR code, barcode and hazardous symbols and employed zbar module of python to decode them

Position of Responsibility

• Cofounder and Director, Autonise AI Pvt. Ltd.

August 2018 - January 2019

- Cofounded a Technical Consultancy firm, that sold end to end Artificial Intelligence Solutions to clients based on thorough research and high efficiency employment of the state of the art Machine Learning algorithms
- Developed topic extraction and text classification analysis report examining the efficiency and performance of topic modelling, FastText and CNN based approaches

• Mentor, Department Academic Mentorship Program

April 2018 - May 2019

- Part of a 22 member team of mentors selected based on ethics and peer review, responsible for mentoring 6
 sophomores to cope up with their academic and extracurricular activities efficiently
- Attended an extensive training and icebreaking case studies session conducted by **Tata Institute of Social Sciences**
- Responsible for coordinating with faculty advisor for comprehensive course planning and guidance

TECHNICAL SKILLS

- Programming Languages: Python, C, C++, LaTeX, Matlab
- Tool kits: PyTorch, Nnabla, DALI, Tensorflow, OpenCV, Gym, OpenCL, CUDA, MPI, OpenMP, Mayavi, VTK, Git
- Electronics: ROS, Raspberry Pi, Pixhawk px4, Odroid XU4

KEY COURSES UNDERTAKEN

- Aerospace: Data Analysis and Interpretation, Aircraft Propulsion, Fluid Mechanics, Aerospace Structural Mechanics, Spaceflight Mechanics, Control Theory, Aerodynamics, Computational Fluid Dynamics, Navigation and Guidance*
- Computer Science: Computer Networks (*Minor*), Data Structures and Algorithms (*Minor*), Introduction to Machine Learning (*Minor*), Digital Image Processing (*Minor*), Operating Systems (*Minor*), Foundations of Intelligent and Learning Agents*, Computer Graphics*
- Inter-disciplinary: High Performance Scientific Computing, Introduction to Numerical Analysis, Linear Algebra, Calculus, Differential Equations, Quantum Physics and its Applications, Economics, Psychology
- * To be completed in November 2019

SCHOLASTIC ACHIEVEMENTS

- Department Rank 4 in Aerospace Engineering Department, IIT Bombay
- Completed Minor in Computer Science and Engineering
- Secured All India Rank 985 in JEE Advanced 2016 amonng 0.2 million students
- Secured All India Rank 1208 in JEE Mains 2016 amonng 1.2 million students

MISCELLANEOUS PROJECTS

- Open source Development: Debugged neural networks notebook and added function and test cases for cross-entropy loss in loss functions API in aima-python; Added pseudocode for back-propagation with regularization on aima-psedocode; Developed a script for differentiation in visual math solving repository VisMa
- Deep Learning Specialization: Completed a 5 course specialization- Neural Networks and Deep Learning;
 Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization;
 Structuring Machine Learning Projects; Convolutional Neural Networks; Sequence Models by deeplearning.ai on Coursera
- Survival: Created a wildlife survival simulator game using pygame, which won 2nd prize in FOSSEE python Hackathon among all IIT Bombay students
- Ubisoft Game Jam 2018: Developed a 3D Puzzle based treasure hunt multiplayer game in Unity with C# scripts, from scratch in a 48 hour Game Jam; Designed and Programmed game play mechanics and the game scene
- Control Element design: Designed a controller with four lag compensators in cascade to fulfill the requirement of settling time, closed loop damping and positioning of non-dominant poles using Root Locus based methods

References

- o Prof. Manoj Gopalkrishnan, Electrical Engineering, IIT Bombay
- o Takuya Narihira, Vision System Development, Sony Research and Development
- o Prof. Prabhu Ramachandran, Aerospace Engineering, IIT Bombay