Naman Saxena

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EDUCATION

Indian Institute of Science

M. Tech (Research), Computer Science and Engineering; GPA: 7.3/10 (12 Credits)

Bangalore, India

Oct 2020 - Present

Jaypee Institute of Information Technology

B. Tech, Computer Science and Engineering; GPA: 9.5/10 (195 Credits)

Noida, India Aug 2016 - July 2020

TECHNICAL SKILLS

- Reinforcement Learning: Actor-Critic, Hierarchical, Average reward algorithms
- Languages/ Framework: Python, PyTorch, TensorFlow, C, C++, Scikit-learn, OpenAI Gym
- Deep Learning: Convolutional Neural Network, Transformer, Image Segmentation
- Coursework: Machine Learning, Linear Algebra, Probability, Reinforcement Learning

ACHIEVEMENTS

- Graduate Aptitude Test in Engineering (GATE) 2020: Ranked 222 out of 97481 candidates (99.77 percentile) in the Computer Science and Information Technology paper.
- Graduation Rank: Ranked 4 out of 538 students in the Computer Science and Engineering department in B. Tech.
- AISSCE 2016 Physics Paper: Among the top 0.1 percent of 528269 candidates appeared in the CBSE All India Senior School Certificate Examination 2016 Physics paper.

Project Work

• Reinforcement Learning Algorithms:

- Successful implementation of Q-learning, SARSA, Advantage Actor-Critic, Proximal Policy Optimization (PPO), Soft Actor-Critic (SAC), Deep Deterministic Policy Gradient (DDPG), Twin Delayed DDPG (TD3), and Trust Region Policy Optimization (TRPO) algorithm.
- Successful implementation of average reward policy gradient algorithm.

• Q-learning with Signal Temporal Logic:

- Maze environment used with start and goal locations.
- Trained agent using Q-learning to achieve conflicting goals with a preference for goals.

• Question Answering System:

- The project aims to address long context question answering.
- MS MARCO dataset for question answering is used.
- Longformer model with sparse attention is used for answer span retrieval.
- BART model is subsequently used for paraphrasing answers.

• Recommendation System:

- Collaborative filtering-based recommendation system is implemented using Graph Convolution Network.
- Generative Adversarial Network: Trained Generative Adversarial Network on MNIST dataset.

• Off-Policy Average Reward Algorithm:

- The work proposes on-policy and off-policy average reward deterministic policy gradient theorems.
- Implemented actor-critic algorithm with deterministic policy using replay buffer and target neural network.
- Finite sample analysis is performed to show non-asymptotic convergence. (Work done as the first author, Accepted at ICML 2023).

• Reinforcement Learning for Signal Temporal Logic using Funnel-based method:

- This work proposes the use of funnel function-based reward shaping for robust satisfaction of Signal temporal logic (STL) specification.
- Deep Q-Network is used with non-stationary policy.
- Approach is able to handle convex predicate in STL specification. (Work done as the first author).

• A Framework for Provably Stable and Consistent Training of Deep Feedforward Networks:

- The work proposed a gradient clipping method to stabilize the training of neural networks using gradient descent.
- It has been theoretically proven that the proposed method stabilizes the training as well as reduces the variance.
- We show experimentally that our method can be used to remove the target network in Deep Q-Learning. (Under review in journal).

• COVID-19 Infection Segmentation:

- The work aims to detect the trace of COVID-19 infection in the lungs using image segmentation on chest CT-scan data.
- Used U-Net architecture and replaced decoder part using Xception network.
- Obtained a classification accuracy of 95.3 % (Work done as first author, Published in 2021 IEEE 18th India Council International Conference (INDICON)).

• Cost Optimization based Adaptive Clustering algorithm (COBAC):

- The work proposes an adaptive clustering algorithm to find a solution to illegal transshipment activities in the ocean.
- Clustering algorithm uses a gradient descent-based module to optimize cost function and find a near-optimal number of clusters.
- The approach works with a non-commutative distance function for clustering.
- Proposed algorithm takes one-tenth run-time compared to brute force version (Work done as the first author, Under review in Wireless Personal Communications (Springer)).

• Twitter User Credibility Score:

- o Proposes two formulas for assigning a score to users based on their credibility on Twitter.
- The first formula is based on the propagation pattern of tweets of the user.
- The second formula is based on the user profile features as the rate of posting tweets, rate of increase in follower count, etc. (Work done as the first author, Accepted at Information Processing and Management journal (Impact Factor: 7.446))