

NEHA DAS

AI Resident, Facebook

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neha191091.github..com



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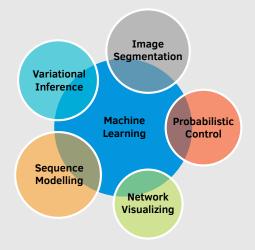
/in/neha191091



neha191091

Technical Skills —

Research Experience and Interests



Programming

Python • Tensorflow • Pytorch

C • C++

Javascript • Django(Python) • Docker

OpenCV • MATLAB • Simulink

Education

Oct 2016 - MSc. Informatics Technical University of Munich

Sep 2019 Grade - 1.2, Passed with High Distinction

Aug 2009 - BTech. Software Engineering Delhi Technological University

May 2013 Avg. - 75.48, First Division with Distinction

Research

Sep 2019 - AI Residency Project

Facebook AI Research

Present Representation Learning for Controlling Armed Robots

The aim of this work is to learn a latent dynamics model of of an armed robot for interaction with and manipulation of a held object/tool given visual and pro-prioceptive input. We postulate that a helpful step towards this is to explicitly model the object dynamics and its relationship with the interacting arm

· Tools: Python, PyTorch, Visdom

Apr 2019 - Internship Project

Volkswagen Group AI Research

Sep 2019 Combining Probabilistic Movement Primitives

- Learning a smooth interpolation of two or more probabilistic movement primitives for feasible trajectory generation.
- · Tools: Python, Tensorflow, Matplotlib

Nov 2018 - Master's Thesis

Apr 2019

TUM, Volkswagen Group AI Research

Learning state-space models of camera based drones for intrinsically motivated control

This work deals with the implementation and extension of Deep Variational Bayes Filter to incorporate high-dimensional image data. This includes

- Analysis of issues arising in some of the current architectures for modeling high-dimensional sequential data.
- Developing a systematic approach towards dealing with the above issues
- Evaluation of the resultant architecture on three distinct dynamical systems both in terms of predictive quality as well as for empowerment-based control.
- · Tools: Python, Tensorflow, OpenCV, Matplotlib

June 2017 - Inter Disciplinary Project

May 2018 3D Human Body Segmentation

Chair for CAMP@TUM

This work was part of a collaborative effort to provide a virtual view into a patient's body for assistance during diagnosis and surgical procedures. My contributions included:

- Devising and implementing a fast segmentation architecture for a 3D model
 of the human body constructed using KinectFusion SLAM from depth maps.
 The segmentation architecture was based on U-Net with Depthwise Separable Convolutions for added speed (50% increase over normal CNNs).
- Preparation of a synthetic dataset of Depth-Segmentation Map pairs using the Blender software and python scripts. The segmentation model was trained on synthetic data and tuned to work for real depth images.
- Implementation of the inference pipeline in C++ for integration with the rest of the project.
- Tools: Python, C++, Tensorflow, OpenCV, Matplotlib, Blender



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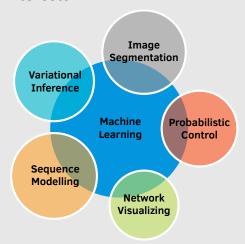
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Oct 2017 - Advanced Practical Course Computer Vision Group@TUM
Mar 2018 Neural Network Visualization using Guided Backpropagation

In a team of two:

- Implemented Guided Backpropagation for visualization of the internals of a neural network. This was used to analyze and hypothesize about the workings of a neural network that used for protein structure prediction.
- Implemented a web interface that predicts the tertiary structure of a given protein.
- Tools: Python, PyTorch, Flask, Matplotlib

Oct 2017 - Lecture Project Chair of Computer Graphics@TUM
Feb 2018 Iterative Closest Point Analysis

In a team of two:

- Implemented and analyzed several variants of the Iterative Closest Point algorithm, comparing them on the basis of execution speed and quality of the result
- Tools: C++, OpenCV

In a team of three:

- Proposed and implemented Inverse Autoregressive Flows for determining the state space (latents) in a dynamical system model.
- Obtained comparative results to the (then) state of the art on Pendulum data with reduced sampling complexity.
- · Tools: Python, Tensorflow, Matplotlib

Apr 2017 - Advanced Practical Course TUM, Volkswagen Group AI Research
June 2017 Reimplementation of Importance Weighted Autoencoders (IWAE

- · Reimplemented IWAE and trained the architecture on MNIST.
- Presented a theoretical and a comparitive analysis of the technique.
- · Tools: Python, Tensorflow, Matplotlib

June 2017 - Lecture Project Computer Vision Group@TUM
Oct 2017 Synthesis of Depth images from RGB images

In a team of four:

- Implementation of an architecture that learns a supervised pixel to pixel mapping from an RGB image to its corresponding depth image.
- Tools: Python, PyTorch

Publications & Technical Reports

Nov 2019 β -DVBF: Learning State-Space Models for Control from High Dimensional Observations. \square

July 2018 Development of a system that allows for the semantic segmentation of a 3D model of a human body into its constituent parts ☑

Jun 2018 Seminar Report: Deep Learning Sequence Modelling (Natural Language Processing) ☑



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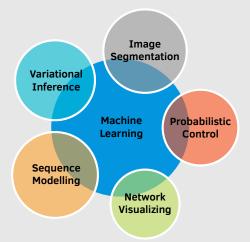
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Additional Experience

June 2018 -Aug 2018

Intern, Master's Thesis Student

Volkswagen Group AI Research

- Setup the inference model for unsupervised control in an embedded system (Jetson TX1) using Tensorflow C APIs.
- Wrote a module for retrieving and appropriately formatting data from the IMX219 cameras attached to the Jetson Module using Video4Linux APIs

June 2017 -Mar 2018

Working Student

Chair of Robotics and Embedded Systems, TUM

- Modelled various example Cyber Physical Systems using MATLAB and Simulink for class tutorials.
- Set up a website for one of the projects for the Chair (Django-python, Bootstrap CSS).

Oct 2014 -Sep 2016

Software Developer

Software Developer in Test

Epic Systems

 Developed front-end (Javascript, CSS) and back-end (CSharp, Cache) code for Web-based applications.

July 2013 -Sep 2014

McAfee

- Debugged and Fixed critical issues including operating system crashes, performed white box testing for critical issues,
- Created a framework in C++ for stress testing the product