

Prithviraj Ammanabrolu

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Education

PhD Computer Science

2018 - 2021

Georgia Institute of Technology

Advisor: Professor Mark O. Riedl

Thesis: Language Learning in Interactive Environments

Research Areas: Natural Language Processing, Reinforcement Learning, Interactive Narrative, Knowledge Graphs, and Computational Creativity

B.S. Computer Science

2015 - 2018

Georgia Institute of Technology

Threads: Intelligence and Theory, Overall GPA 3.9, Dean's List 2015-2018

Publications

Under Review

How to Motivate Your Dragon: Teaching Goal-Driven Agents to Speak and Act in Fantasy Worlds

P Ammanabrolu, J Urbanek, M Li, A Szlam, T Rocktäschel, J Weston

Preprint. Under Review.

[Project Page](#)

Automated Storytelling via Causal, Commonsense Plot Ordering

P Ammanabrolu, W Cheung, W Broniec, and MO Riedl

Preprint. Under Review.

[Code](#)

How to Avoid Being Eaten by a Grue: Structured Exploration Strategies for Textual Worlds

P Ammanabrolu, E Tien, M Hausknecht, and MO Riedl

Preprint. Under Review.

[Code](#), [VentureBeat Article](#), [Recorded Talk](#)

Archival Conferences/Workshops

Bringing Stories Alive: Generating Interactive Fiction Worlds

P Ammanabrolu*, W Cheung*, D Tu, W Broniec, and MO Riedl

The 16th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-20)

[Code](#), [Demo](#), [Recorded Talk](#)

Toward Automated Quest Generation in Text-Adventure Games

P Ammanabrolu, W Broniec, A Mueller, J Paul, and MO Riedl

International Conference on Computational Creativity (ICCC-20)

Graph Constrained Reinforcement Learning for Natural Language Action Spaces

P Ammanabrolu, M Hausknecht

International Conference on Learning Representations (ICLR-20), Addis Ababa, Ethiopia.

[Code](#), [Video Presentation](#), [Conference Site](#)

Story Realization: Expanding Plot Events into Sentences

P Ammanabrolu, E Tien, W Cheung, Z Luo, W Ma, LJ Martin, and MO Riedl

Thirty-fourth AAAI Conference on Artificial Intelligence (AAAI-20), New York City, NY.

[Code](#), [Slides](#)

Interactive Fiction Games: A Colossal Adventure

M Hausknecht, **P Ammanabrolu**, MA Cote, and X Yuan

Thirty-fourth AAAI Conference on Artificial Intelligence (AAAI-20), New York City, NY.

[Code](#), [Blog](#)

Transfer in Deep Reinforcement Learning using Knowledge Graphs

P Ammanabrolu and MO Riedl

Text Graphs @ Empirical Methods in Natural Language Processing (EMNLP) 2019. Hong Kong.

[Code](#)

Guided Neural Language Generation for Automated Storytelling

P Ammanabrolu, E Tien, W Cheung, Z Luo, W Ma, LJ Martin, and MO Riedl

Proceedings of StoryTelling at the Association of Computational Linguistics 2019, Florence, Italy.

[Code](#), [Slides](#)

Playing Text-Adventure Games with Graph-Based Deep Reinforcement Learning

P Ammanabrolu and MO Riedl

Proceedings of The North American Chapter of the Association for Computational Linguistics 2019, Minneapolis, MN.

[Code](#), [Slides](#), [Blog](#)

Event Representations for Automated Story Generation with Deep Neural Nets

LJ Martin, **P Ammanabrolu**, X Wang, W Hancock, S Singh, B Harrison, and MO Riedl

Thirty-Second AAAI Conference on Artificial Intelligence (AAAI-18), New Orleans, LA.

[Code](#)

Non-archival Workshops

Bringing Stories Alive: Generating Interactive Fiction Worlds

P Ammanabrolu^{*}, W Cheung^{*}, D Tu, W Broniec, and MO Riedl

Narrative Understanding, Storylines, and Events (NUSE) @ ACL 2020

[Code](#), [Demo](#), [Recorded Talk](#)

How To Avoid Being Eaten By a Grue: Exploration Strategies for Text-Adventure Agents

P Ammanabrolu, E Tien, Z Luo, and MO Riedl

Knowledge-based Reinforcement Learning Workshop @ International Joint Conference on Artificial Intelligence (IJCAI-20).

Toward Automated Quest Generation in Text-Adventure Games

P Ammanabrolu, W Broniec, A Mueller, J Paul, and MO Riedl

Computational Creativity in Natural Language Generation @ International Conference on Natural Language Generation 2019. Tokyo, Japan.

Interactive Fiction Games: A Colossal Adventure

M Hausknecht, **P Ammanabrolu**, MA Cote, and X Yuan

Deep Reinforcement Learning Workshop at Neural Information Processing Systems (NeurIPS) 2019. Vancouver, CA.

Playing Text-Adventure Games with Graph-Based Deep Reinforcement Learning

P Ammanabrolu and MO Riedl

Neural Information Processing Systems (NeurIPS) 2018 Wordplay: Reinforcement and Language Learning in Text-based Games Workshop, Montreal, QC.

Improvisational Storytelling Agents

LJ Martin, P Ammanabrolu, X Wang, S Singh, B Harrison, M Dhuliawala, P Tambwekar, A Mehta, R Arora, N Dass, C Purdy, and MO Riedl

Neural Information Processing Systems (NeurIPS) 2017 Workshop on Machine Learning for Creativity and Design, Long Beach, CA.

Event Representations for Automated Story Generation with Deep Neural Nets

LJ Martin, P Ammanabrolu, X Wang, W Hancock, S Singh, B Harrison, and MO Riedl

Conference Knowledge Discovery and Datamining (KDD) 2017 Workshop on Machine Learning for Creativity, Halifax, NS.

Teaching Experience

Teaching Assistant

Aug 2017 - Dec 2019

CS-3600: Intro to Artificial Intelligence, Georgia Tech - Atlanta, GA

Student Research Mentorship

Aug 2018 - Present

- Wesley Cheung, MS Computer Science
- Ethan Tien, MS Computer Science
- Wai Man Si, MS Computer Science
- Ran (Renee) Jia, MS Computer Science
- William Broniec, MS Computer Science
- Alejandro Escontrela, BS Computer Science
- Dan Tu, MS Computer Science
 - Now Software Engineer at Microsoft Azure
- William Ma, MS Computer Science
 - Now Software Development Engineer at Amazon
- Jeffery Luo, BS Computer Science
 - Now Global Investment Research Analyst at Goldman Sachs
- Anush Mattapalli, BS Computer Science
 - Now Software Engineer at NCR Corporation

Work Experience

Research Assistant

Jan 2017 - Present

Entertainment Intelligence Lab, Georgia Tech - Atlanta, GA

- Exploring the use of deep reinforcement learning with natural language state and action spaces
- Using knowledge graphs to inject domain knowledge into language-based tasks
- Finding effective data representations and evaluation metrics for training neural networks in automated story generation and procedural world & quest generation for text-games
- **Mentored 10 Bachelor's and Master's students** on their research theses

Research Intern

May 2020 - Aug 2020

Facebook AI Research - New York City, NY

- Worked with [Jason Weston](#), [Arthur Szlam](#), [Tim Rocktächel](#) on the [ParlAI](#) team and [LIGHT](#), a large-scale crowdsourced text-game

- Collected and released datasets crowdsourced by **over 14,000 players** of natural language quests in LIGHT and a commonsense knowledge graph ATOMIC-LIGHT
- Developed goal-driven questing agents with reinforcement learning that act and speak in LIGHT

Research Intern

May 2019 - Aug 2019

Microsoft Research - Redmond, WA

- Worked with [Matthew Hausknecht](#) in the Reinforcement Learning team
- Aided in development of baseline text-game playing agents for [Jericho](#), a text-game playing platform
- Developed SOTA RL algorithm that is able to dynamically generate language in text-games

Software Engineering Intern

May 2018 - Aug 2018

Oracle Intelligent Bots Service - Redwood City, CA

- Developed a patented algorithm to create knowledge graphs for low resource natural language datasets
- Created a method that improves the natural language understanding capabilities by over 10% (classification rate) of the chatbot platform using the generated graph and graph embedding techniques

Machine Learning Intern

May 2017 - May 2018

Radix Health - Atlanta, GA

- Used machine learning and predictive analytics techniques to model patients' no-show risks for healthcare clinics
- Used natural language processing to design a chatbot to improve patient access
- Built and deployed machine learning systems for these cases from scratch to production, currently utilized by **over 40 clinics and over a 1,000 doctors** across America

Skills

Technical: Natural Language Processing, Reinforcement Learning, Machine Learning, Knowledge Graphs, Semantic Web Technologies, Computer Vision, Predictive Analytics, Agile Methodologies, NoSQL

Programming Languages: Python, R, Java, C/C++, C#, SQL, SPARQL

Frameworks and Tools: pyTorch, scikit-learn, Tensorflow, nltk, AutoML, Couchbase, MongoDB, Spring Boot

Languages: English, Telugu, Sanskrit

Professional Activities

Organizer

[Wordplay: When Language Meets Games Workshop](#) at NeurIPS 2020

Program Committee

- Neural Information Processing Systems (NeurIPS) 2019, 2020
- Meeting of the Association for Computational Linguistics (ACL) main and demo tracks 2020
- North American Chapter of the Meeting of the Association for Computational Linguistics (NAACL) 2019
- AAAI Conference on Artificial Intelligence (AAAI) 2019, 2020
- International Conference on Machine Learning (ICML) 2020
- International Conference on Learning Representations (ICLR) 2020
- Empirical Methods in Natural Language Processing (EMNLP) 2020
- ACM CSUR Computing Surveys
- TextGraphs Workshop at EMNLP 2020
- Language and Reinforcement Learning Workshop (LaReL) at ICML2020
- Workshop on Learning in Artificial Open Worlds (LAOW) at ICML 2020

Institutional Service

Georgia Institute of Technology

- Reviewer for President's Undergraduate Research Awards (PURA) 2019
- School of Computer Science's Prospective Student Visit Week, Coordinator 2019
- School of Interactive Computing's Prospective Student Visit Week, Volunteer 2019, 2020

Hackathons and Video Game Development

2015 - 2017

- HackIllinois: Health Desk - Desktop app that checks posture using computer vision
- SwampHacks: Labyrinth - 3D survival maze game built with Unity engine and C#; top 10 overall
- HackGT: CorCal - App to sync multiple calendars; built with Java and the Swing library
- Video Game Development Club (VG Dev) at Georgia Tech: HowRogue a Roguelike built in C++

Media Coverage

[Researchers combine reinforcement learning and NLP to escape a Grue monster](#)

Venture Beat. Khari Johnson, June 30, 2020

[Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More](#)

Georgia Tech GVU Center. Joshua Preston, Feb 2, 2018.

[Sztuczna inteligencja jako pisarz: Generowanie fabuły](#)

(Translation from Polish: Artificial Intelligence as a Writer: Story Generation)

Zeszyty Maryny. Patrycja Świeczkowska, Oct 4, 2019.

[Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation](#)

Georgia Tech School of Interactive Computing. David Mitchell, Feb 4, 2020.