Sailik Sengupta

Quick Links

Google Scholar Website in Linkedin Github

Languages

English, Bengali Hindi (Speaks)

Programming

Python (Java, C++) Gurobi, Gluon (Keras) Latex (HTML, JS)

Skills

Optimization Robust DNNs Deep Learning Automated Planning **Network Security** Game-theoretic Modeling

Research Interests

Robust Machine Learning, Game Theory, Natural Language Understanding

Decision Support Systems, Moving Target Defense, Cloud Network Security

Education

2015-20 Ph.D. in Computer Science Arizona State University, USA

2009-13 Bachelors in Engineering

Computer Science & Engineering at Jadavpur University, India

Professional Experience

Oct 2019 a mazon AI - AWS Lex Natural Language Understanding

Applied Scientist

Research Scientist Intern

May-Aug 2019 **3 mazon AI - AWS Lex**

Natural Language Processing-Text Generation

May-Aug 2018 **3 mazon AI - AWS Lex** Research Scientist Intern Natural Language Processing-Goal-directed Dialog Systems

2013-15 **3 mazon** External Payment Systems

Software Development Engineer

Selected Awards

- ★ [2018-2020] IBM Ph.D. Fellowship C
- ★ [2019] Top 3 Intern Research Projects, Amazon Research
- ★ [2016-2020] Graduate Research Fellowship, CIDSE, Arizona State University
- ★ [2019] Engineering Graduate Fellowship, Ira A. Fulton Schools of Engineering and the Polytechnic School, Arizona State University
- ★ [2015] Outstanding Developer of the Year, External Payment Systems, Amazon
- ★ [2013] Top 3 in Computer Science and Engineering, Jadavpur University
- ★ [2008-2009] National Level Olympiad participant in Physics, Chemistry and Mathematics

Service

- Reviewer for NeurIPS, AAAI, IJCAI, IEEE L-CSS, AAMAS, and several workshops.
- Review Process Committee and web-developer, IJCAI 2017.
- Organizer SRIJAN'13, Jadavpur University.

[Last updated: 05/03/2021]

Publications

ICLR'21 Workshop	On the Robustness of Goal-oriented Dialogue Systems to Real-world Noise Jason Krone, Sailik Sengupta, Saab Mansour
ICLR'21 Workshop	Imperfect ImaGANation: Implications of GANs Exacerbating Biases on Facial Data Niharika Jain, Alberto Olmo, Sailik Sengupta, Lydia Manikonda, Subbarao Kambhampati
HICSS 2021	Software Deception Steering through Version Emulation F. Araujo, S. Sengupta, J. Jang, A. Doupé, K. Hamlen, S. Kambhampati
NeurIPS'20 Workshop	Multi-agent Reinforcement Learning in Bayesian Stackelberg Markov Games for Adaptive Moving Target Defense S. Sengupta, S. Kambhampati
NeurIPS'20 Workshop	'Why not give this work to them?' Explaining Al-Moderated Task-Allocation Outcomes using Negotiation Trees Z. Zahedi*, S. Sengupta*, S. Kambhampati
GameSec 2020	Moving Target Defense for Robust Fingerprinting of Electric Grid Transformers in Adversarial Environments S. Sengupta, K. Basu, A. Sen, S. Kambhampati
ICML' 20 Workshop	Not all Failure Modes are Created Equal: Training Deep Neural Networks for Explicable (Mis)Classification A. Olmo*, S. Sengupta*, S. Kambhampati
IEEE Com S&T 2020	A Survey of Moving Target Defenses for Network Security S. Sengupta*, A. Chowdhary*, A. Sabur, D. Huang, A. Alshamrani and S. Kambhampati
HCI Journal 2020	RADAR: Automated Task Planning for Proactive Decision Support S. Grover, S. Sengupta, T. Chakraborti, A. P. Mishra and S. Kambhampati
ML-Hat 2020	DAPT 2020 Constructing a Benchmark Dataset for Advanced Persistent Threats S. Myneni*, A. Chowdhary*, A. Sabur, S. Sengupta, G. Agrawal, D. Huang and M. Kang
WeCNLP 2019	Text Generation with Keyword Constraints a Hyrbrid Approach Using Supervised and Reinforcement Learning S. Sengupta, H. He, B. Haider, S. Gella, M. Diab
GameSec 2019	MTDeep: Moving Target Defense to Boost the Security of Deep Neural Nets Against Adversarial Attacks S. Sengupta, T. Chakraborti, S. Kambhampati
GameSec 2019	General Sum Markov Games for Strategic Detection of Advanced Persistent Threats using Moving Target Defense in Cloud Networks S. Sengupta, A. Chowdhary, D. Huang, S. Kambhampati
AAAI'19 Workshop	Markov Game Modeling of Moving Target Defense for Strategic Detection of Threats in Cloud Networks ☑

S. Sengupta*, A. Chowdhary*, D. Huang, S. Kambhampati

	S. Sengupta*, Z. Zahedi*, S. Kambhampati
ICNC 2019	Adaptive MTD Security using Markov Game Modeling A. Chowdhary, S. Sengupta, A. Alshamrani, A. Sabur, D. Huang
NDM 2019	iPass: A Case Study of the Effectiveness of Automated Planning for Decision Support S. Grover, S. Sengupta, T. Chakraborti, A. Mishra, S. Kambhampati
NDM 2019	CAP: A Decision Support System for Crew Scheduling using Automated Planning A. Mishra, S. Sengupta, S. Sreedharan, T. Chakraborti, S. Kambhampati
GameSec 2018	Moving Target Defense for the Placement of Intrusion Detection Systems in the Cloud S. Sengupta, A. Chowdhary, D. Huang, S. Kambhampati
AAAI'18 Workshop	An Investigation of Bounded Misclassification for Operational Security of Deep Neural Networks S. Sengupta, A. Dudley, T. Chakraborti and S. Kambhampati
WeCNLP 2018	[Redacted] Decomposable Intents in Goal-Directed Conversations: Dataset and Challenges for End-to-End Learning S. Sengupta, R. Gangadharaiah, A. Mishra, M. Diab
ICAPS'18 System Demo	MA-RADAR - A Mixed-Reality Interface for Collaborative Decision Making 🗹 S. Sengupta*, T. Chakraborti* and S. Kambhampati
AAAI'17 Fall Symposium ICAPS'17 System Demo	RADAR A Proactive Decision Support System for Human-in-the-Loop Planning S. Sengupta, T. Chakraborti, S. Sreedharan, S. G. Vadlamudi and S. Kambhampati
AAMAS 2017	A Game Theoretic Approach in Strategy Generation for Moving Target Defense with Switching Costs ✓ ► S. Sengupta, S. G. Vadlamudi, S. Kambhampati, M. Taguinod, Z. Zhao, A. Doupe and G. Ahn
AAMAS DC 2017	Moving Target Defense- A Symbiotic Framework for Artificial Intelligence and Security ☑ S. Sengupta
SoCS 2016	Compliant Conditions for Polynomial Time Approximation of Operator Counts T. Chakraborti, S. Sreedharan, S. Sengupta, T.K. Satish Kumar and S.

AAMAS 2016 Moving Target Defense For Web Applications Using Bayesian Stack-

S. G. Vadlamudi, S. Sengupta, S. Kambhampati, M. Taguinod, Z. Zhao, A.

Kambhampati

elberg Games 🗹

Doupe and G. Ahn

Trust 2019 To Monitor or to Trust: Observing Robot's Behavior based on a Game-Theoretic Model of Trust 🖸

ReTIS 2011 An improved fuzzy clustering method using modified Fukuyama Sugeno cluster validity index 🗗

S. Sengupta, S. De, A. Konar and R. Janarthanan