

Samarth Mishra

Curriculum Vitae

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Education

- 2019-Present **PhD Student**, *Computer Science*.
Boston University — Boston, MA
Advisors: **Prof. Venkatesh Saligrama & Prof. Kate Saenko**
- 2017-2019 **Master of Science**, *Computer Science*.
Georgia Institute of Technology — Atlanta, GA
Specializing in Machine Learning
Advisor: **Prof. James M. Rehg**
GPA : **4.0/4.0**
- 2013-2017 **Bachelor of Technology with Honors**, *Computer Science and Engineering*.
Indian Institute of Technology, Bombay — Mumbai, India
Minor in Electrical Engineering
GPA: **9.46/10** Minor GPA: 9.5/10

Interests

Computer Vision, Machine Learning

Publications

- S. Stojanov, *Samarth Mishra*, N. A. Thai, N. Dhanda, A. Humayun, C. Yu, L. B. Smith, and J. M. Rehg. Incremental object learning from contiguous views (**Oral**). In *The IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, June 2019.
- K. Chatterjee, B. Kragl, *Samarth Mishra*, and A. Pavlogiannis. Faster algorithms for weighted recursive state machines. In *European Symposium on Programming*, pages 287–313. Springer, 2017.

Research Experience

- 2019-Present **Graduate Student Researcher**.
Boston University
Working on projects on visual domain adaptation, zero-shot recognition and image similarity metric learning with Profs. Venkatesh Saligrama, Bryan Plummer and Kate Saenko
- 2017-2019 **Graduate Student Researcher**.
Georgia Institute of Technology *Guided by : Prof. James M. Rehg*
Research on Computer Vision and Deep Learning
- **Incremental Object Learning** (CVPR' 19): Introduced a new synthetic data generating environment and a 3D object dataset for incremental object learning. Established importance of repetition in incremental learning and introduced the paradigm of weak supervision along with a baseline solution. Paper accepted for oral presentation and one of the 50 **best paper finalists at CVPR 2019**
 - **Discriminative 3D Shape Representations** : Worked on learning discriminative and generalizable 3D shape representations via the task of learning single view 3D object reconstruction

Fall 2016 **Bachelor's Thesis.**

IIT Bombay

Guided by: Prof. Suyash P. Awate

- Implemented a kernel dictionary learning algorithm for data on spherical manifolds
- Demonstrated effective application in image denoising and image classification tasks
- Studied the effect of different regularizers and kernels, on robustness in classification performance of the algorithm, under different kinds and intensities of noise, on MNIST handwritten digits dataset

Fall 2015 **RnD Project.**

IIT Bombay

Guided by: Prof. Krishna S.

- Studied different equilibria in sequential non-competitive multiplayer games on timed automata
- Considering only memoryless player strategies, proved undecidability of the existence of a cost bounded Nash, Stackelberg or Incentive equilibrium in a 2 player sequential timed game with 3 clocks (a result that trivially extends to more players or clocks)

Summer **Visiting Student Researcher.**

2015 *IST Austria*

Guided by: Prof. Krishnendu Chatterjee

- Wrote an implementation for weighted Recursive State Machines (RSMs) and the proposed fast reachability algorithms
- Empirically demonstrated, on the SLAM/SDV benchmarks, algorithmic speed improvements over jMoped, a leading tool for interprocedural analysis using pushdown system based algorithms
- Work published in ESOP'17

Fellowships and Awards

- Awards
- **Institute Academic Prize**, IIT Bombay — 10 students in a batch of 880 2014
 - **All India Rank 30** in JEE-Main among 1.3 million candidates 2013
 - Gold medal, **Indian National Physics Olympiad** — **top 35** in India 2013
 - Indian National **Chemistry and Astronomy** Olympiads — top 1% in India 2013

- Fellowships
- **Dean's Fellowship**, Boston University 2019
 - **PM's Trophy Scholarship**, awarded by Steel Authority of India Ltd. 2013-17
 - Kishore Vaigyanik Protsahan Yojana (**KVPY**) scholar : **All India Rank 27** 2012-13
 - National Talent Search Examination (**NTSE**) scholar 2009-12

Industry Experience

Summer **MTS Intern—Machine Learning.**

2018 *Nutanix Inc., San Jose, CA*

Researched techniques and developed a system for handling natural language queries on a subset of Nutanix's multi-cluster management database using semantic parsing and machine learning, and a method for easy annotation of data

Summer **Software Engineering Intern.**

2016 *Samsung HQ, Seoul, Korea*

Developed a Tizen3.0 application for process monitoring via log parsing. Features include a user friendly UI, notification alerts, active response to misbehaving processes and capability for easy integration into Samsung's smart home server

Teaching Experience

Boston University

Spring 2020 CS 591 : *Deep Learning*

Instructor: Prof. Kate Saenko

Georgia Tech

Spring 2019 CS 6601 : *Artificial Intelligence*

Instructor: Prof. Thad Starner

Fall 2018 CS 6601 : *Artificial Intelligence*

Instructor: Prof. Thad Starner

Spring 2018 CS 3600 : *Intro to Artificial Intelligence*

Instructor: Prof. James M. Rehg

IIT Bombay

Spring 2017	CS 224 : <i>Computer Networks</i>	<i>Instructor: Prof. Varsha Apte</i>
Fall 2015	CS 101 : <i>Intro to Computer Programming</i>	<i>Instructor: Prof. Varsha Apte</i>
Spring 2015	MA 106 : <i>Linear Algebra</i>	<i>Instructor: Prof. Manoj K. Keshari</i>

Other Academic Projects

Spring 2018	GPGPU solutions for Linear Least Squares Problem. <i>Guided by: Prof. Haesun Park</i> Implemented three general purpose GPU solutions for the linear least squares problem—Householder QR decomposition, Cholesky decomposition and Givens QR decomposition— and their CPU counterparts for comparison on a 2D pose graph optimization problem solvable by Newton’s method
Spring 2017	Medical Image Segmentation : DeepCut. <i>Guided by: Prof. Suyash P. Awate</i> Implemented DeepCut segmentation algorithm for finding segmentation of the heart from human chest MR images, using user-input bounding box annotations. Used an iterative procedure of fuzzy pixel mask generation using a conv net and refinement using a dense conditional random field (CRF)
Fall 2016	Reinforcement Learning : Carrom playing bot. <i>Guided by: Prof. Shivaram Kalyanakrishnan</i> Implemented and evaluated three approaches of building a carrom playing bot — deep Q-learning, deep deterministic policy gradients and using hand-coded heuristics

Technical Skills

Languages	Python C C++ Java MATLAB Bash HTML Javascript CSS \LaTeX
Technologies	PyTorch Tensorflow Blender Numpy CUDA Hadoop Pig Spark D3 Elasticsearch

Relevant Coursework

BU	Towards Universal Natural Language Understanding
Georgia Tech	Machine Learning, Numerical Linear Algebra, Machine Learning Theory
IIT Bombay	Advanced Machine Learning (Probabilistic Graphical Models and Deep Learning), Algorithms in Medical Image Processing, Digital Image Processing, Foundations of Learning Agents
Udacity	Computer Vision, Deep Learning

Reviewer

WACV-2021, AAAI-2021, CVPR-2021