


# UDITYA LAAD

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## PROJECTS

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- Package for 4 different Symbolic Execution Engines in WLANG – (Explore SymEX)**  **Jun 2022 – Aug 2022**
- Created Symbolic Execution Engines for – **Classical** Symbolic Execution, **Selective** Symbolic Execution (2 Versions), and **Dynamic** Symbolic Execution; using WLANG as the artifact.
  - Compared and analysed how each one fares against the other and where their specific utility may be applicable.


**Tech Stack:** Python, WLANG, TatSu, z3 Solver

**Repo:** [https://github.com/udityalaad/Explore\\_SymEx](https://github.com/udityalaad/Explore_SymEx)

- GPS Based, Real-Time Accident Management System – (Stay Safe)**  **Jul 2018 – Jul 2019**
- An IoT project providing a collaborated solution for accident prevention, accident detection and rescue/aid – using a blend of Cross-platform applications, Microservices & Embedded Technology.
- Created a real time, multi-platform application - with unique dynamic functionalities for 3 sets of users.
  - Created Black Box Device to automatically detect accident of vehicles & integrated it with user application.
  - Created Web Services to implement algorithms & performed Data Analytics to provide better responses.


**Tech Stack:** Node.js, Cordova, Raspberry Pi, Python, Web Development, Firebase, Cloud Messaging, Cloud Functions, Android Application Development, Data Analytics

**Repo:** [https://github.com/udityalaad/GpsBased\\_RealTime\\_AccidentManagementSystem](https://github.com/udityalaad/GpsBased_RealTime_AccidentManagementSystem)

- Asynchronous Meal-Service Application with Model Optimization – (FoodBell)**  **Jan 2022 – April 2022**
- ‘FoodBell’ is an asynchronous solution for facilitating subscription-based (recurring) meal services – using a dedicated application, secure micro-service architecture and CI/CD approach.
- Created an optimal ‘vendor-consumer’ model & leveraged it to design the user application with targeted functionalities.
  - Architected a secure Micro-service model, with a Gateway facilitating 3 different services (consumer, vendor, auth).
  - Allowed real time communication between vendor & consumer platforms; used Cron jobs to facilitate automated changes.


**Tech Stack:** Spring Boot, MySQL, Node.js, React, Java, Junit, Integration Test Framework (in react), Selenium.

**Repo:** <https://github.com/udityalaad/FoodBell>

- Optimizing Vertex-Cover Problem & Comparison with Other Methods**  **Mar 2022 – April 2022**
- Implemented and analysed 2 polynomial-time & 1 NP-complete algorithm for solving the minimum vertex-cover problem.
  - Optimized the existing encoding of CNF-SAT solver (NP-complete) to provide most optimal result at > 60 % faster rate.


**Tech Stack:** C++, UNIX.

**Repo:** <https://github.com/udityalaad/OptimizingVertexCoverProblem>

- Sentiment Analysis using CNN**  **Jul 2022**
- A Convolutional Neural Network to perform Natural Language Processing (NLP) on varying input spaces, achieving > 80% accuracy in majority of cases; without the involvement of any word representation packages like word2Vec or Glove.

**Tech Stack:** Python, TensorFlow

**Repo:** [https://github.com/udityalaad/Sentiment\\_Analysis\\_Using\\_CNN](https://github.com/udityalaad/Sentiment_Analysis_Using_CNN)

- Automated Program Verification Engine for Imperative Languages – (VeriCross)**  **Jul 2022 – Aug 2022**
- Created a custom Program Verification engine to prove correctness using specifications & constructs like loop invariants.
  - The tool made deductive analysis possible with over 97% accuracy, as proved for over 10 test programs.

**Tech Stack:** Python, IMP, TatSu, z3 Solver

**Repo:** <https://github.com/udityalaad/VeriCross>

### KSOM based Recurrent Neural Network – (ClustReduce)

Jun 2022

- Created a custom Kohonen Self-organising Map from scratch, to cluster inputs & reduce dimensionality of input space.
- Analysed the network's performance with increasing number of epochs for different configurations of the network.

Tech Stack: Python

Repo: [https://github.com/udityalaad/Clust\\_Reduce](https://github.com/udityalaad/Clust_Reduce)

### Fuzzing Tool for Doom Video Game – (Doom Fuzz)

May 2022 – Jun 2022

- Created a fuzzing tool that tests and covers over 80% source code in Doom Video Game.
- Used specialized techniques to create an effective entry point that ensures maximum reachability and coverage.

Tech Stack: C++, Linux, Sanitizers, CMake, Ninja

Repo: [https://github.com/udityalaad/Doom\\_Fuzz](https://github.com/udityalaad/Doom_Fuzz)

### Market Prediction using RNN

Jul 2022

- Created Recurrent Neural Network for prediction of market stocks, achieving > 80% accuracy for over 5 sets of data.

Tech Stack: Python, TensorFlow

Repo: [https://github.com/udityalaad/Stock\\_Market\\_Prediction\\_Using\\_RNN](https://github.com/udityalaad/Stock_Market_Prediction_Using_RNN)

### RBF Neural Network for Map Approximation

May 2022 – Jun 2022

- A custom-configurable closed-form Radial Basis Neural Network to approximate mappings for interpolation purposes.
- Analysed the network's performance for different methods of center-approximation, with focus on significance of 'spread'.

Tech Stack: Python

Repo: [https://github.com/udityalaad/RBF\\_NN\\_for\\_Map\\_Approximation](https://github.com/udityalaad/RBF_NN_for_Map_Approximation)

### Feed-forward MLP classifier based on Gradient Descent

May 2022

- Created a supervised feed-forward neural network for classification purposes, allowing over 50 custom options of configuration; with the ability to achieve over 85% accuracy for majority of viable configurations.

Tech Stack: Python

Repo: [https://github.com/udityalaad/FeedForward\\_MLP\\_Classifier](https://github.com/udityalaad/FeedForward_MLP_Classifier)

### Street Specifications Generator & Optimal Path Finder – using Multiprogramming

Jan 2022 – Mar 2022

- Designed street generator to create valid specifications in less than 10 unsuccessful attempts (further converted to graph).
- Dynamically generated trails for specifications & facilitated communication between processes using multiprogramming.

Tech Stack: Python, C++, UNIX.

Repo: [https://github.com/udityalaad/StreetSpecificationsGenerator\\_and\\_OptimalPathFinder](https://github.com/udityalaad/StreetSpecificationsGenerator_and_OptimalPathFinder)

### Practical Implementer & Stepwise Analyzer for CCNS Techniques – (Cyber Solve)

Mar 2019

- Developed an application to generate simplified results for complex techniques and algorithms used in 'Computer Cryptography and Network Security (CCNS)'.
- Also provided the option of detailed analysis, by allowing step-by-step tracing of each implementation.

Tech Stack: Java

Repo: [https://github.com/udityalaad/Cyber\\_Solve](https://github.com/udityalaad/Cyber_Solve)

### Intelligent Analyzer & Suggestions Builder, cum E-Commerce Platform – (The Shoe Rack)

Apr 2018

- Developed and implemented coherent algorithms to perform efficient cost and feature analysis, in order to generate dynamic comparison of products.
- Created a Web App. - to display best-to-worst results, and also act as an E-Commerce portal (for shoes).

Tech Stack: Java, Web Development (JSP, HTML, JavaScript, CSS), SQL (Oracle Database), Apache Tomcat.

Repo: [https://github.com/udityalaad/The\\_Shoe\\_Rack](https://github.com/udityalaad/The_Shoe_Rack)

### Applications for Simple Mini-Games

Feb 2018

- Created applications for simple games like Ball Bounce (with smart Obstacles Generator), Maze Game ('Self play' + 'Automated - with intelligent Path Decoder'), and Tic-Tac-Toe ('v/s Player' + 'v/s Computer').

**Tech Stack:** Android application development, C, C++

**Repo:** [https://github.com/udityalaad/Applications\\_for\\_Simple\\_MiniGames](https://github.com/udityalaad/Applications_for_Simple_MiniGames)

### Simple Reservation System for Airlines – (Go Fly)

Oct 2017

- Created an easy-to-use application for flight reservation and payment, using Java & SQL (Oracle Database).

**Tech Stack:** Java, SQL

**Repo:** [https://github.com/udityalaad/Go\\_Fly](https://github.com/udityalaad/Go_Fly)