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ACADEMIC DETAILS	ACA	DEM	1IC	DE.	TAII	LS
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Examination	Institute	Year	CPI/%
Computer Science and Engineering	IIT Kanpur	2015-2019	8.8*
Class XII	Delhi Public School, Bhopal	2015	93.8*
Class X	Delhi Public School, Bhopal	2013	10.0*

^{*} represents distinction

Relevant Courses:

Computer Vision⁺
Bayesian Machine Learning
Learning Theory⁺

⁺ is excellent performance

Stochastic Processes Introduction to Machine learning⁺ Probability and Statistics⁺ Computational Cognitive Science⁺

Database Systems Computer Networks⁺

HONORS AND AWARDS

HONOKS ANI	DAWARDS	
Fellowships	National Talent Search Examination (NTSE), 2013 Young Scientist Promotion Fellowship (KVPY) scholar, 2014	Government of India Government of India
Awards	Selected in Top 15 teams worldwide , Hack against Hunger(2018) Most Innovative Student Activities (Depression therapy chatbot) Academic Excellence Award , 2015-2016 All-India Rank 40 amongst 1.5 million students All-India Rank 192 amongst 150k students Scholarship (Complete fee-waiver) 2013	United Nations IITK newsletter IIT Kanpur IIT-MAINS, 2015 IIT-JEE, 2015 DPS Bhopal

WORK EXPERIENCE

• Visiting Research Scholar (Max Planck Institute for Brain Research, Frankfurt, Germany)

(Guide: Prof. Moritz Helmstaedter, August'19 - January'20)

- o **Objective**: Myelin segmentation in 3D mSEM and connectomic analysis
- We used 3D Unet trained on multi Scanning Electron Microscope raw data to generate segmentation masks
- Dynamically oversampling (with linearly decaying probability) myelinated voxel cubes to provide non-zero gradients countering highly skewed data (0.01% positively labeled voxels)
- Reached over 90% precision-recall. Using the detection to analyze thalamocortical neurons with myelinated axons at the beginning of innervation.
- Visiting Research Scholar (National University Singapore)

(Guide: Prof. Tat Seng Chua, May'18 - July'18)

- o **Objective**: Monocular 3D object instance recognition and Pose Estimation
- Proposed (alongside a graduate student) a novel end-to-end architecture consisting of two modules for robust pose prediction and instance recognition via extracting Marr's 2.5 D sketches from images.
- The **learned embedding** explicitly **disentangles** a shape vector and a pose vector, which alleviates both pose bias for 3D shape retrieval and categorical bias for pose estimation
- One sub module learns to reconstruct 3D model, from the 2.5D sketches, in its canonical viewpoint via multi-task learning DNNs. Another NN sub module uses Faster R-CNN style anchor boxes to predict the 6 DoF poses in continuous domain.
- The method achieves state of the art 10.3 median error for pose estimation and 0.592 top-1-accuracy for category agnostic 3D object retrieval on the Pascal3D+ dataset.
- Software Lead (New York Office, IIT Kanpur)

(Guide: Prof. Manindra Agarwal, May'16 - May'18)

- o Objective: Industrial grade deployment of ML backend and android application for NYO
- ML systems: Collaborative Filtering for Recommendation engine; Automated response collection on scanned MCQ survey response sheets; NLU chatbot using RASA pipeline with NER, Relationship extraction and quantity association
- Android app: REST APIs, SSE notifications, app-caching, Continuous integration with Jenkins, data and property binding and app designing
- Lead a team of 16 people at NYO.

MAJOR PROJECTS

• Zero-Shot Learning Framework (Under Graduate Project)

(Guide: Prof. Piyush Rai, Jan'18 - present)

- Proposed a generative model for ZSL using class conditional distributions parametrized by non-linear functions of class attributes.
- First work of its kind to propose an **adversarial domain adaptation** for minimizing the **domain shift** in Zero shot learning.
- The generative model was trained using neural nets to model the class distributions resulting in **extensive hyper parameter stability**
- o The method achieved **state of the art accuracies** on benchmark datasets (AWA2, CUB and SUN). **First author paper** accepted at **WACV 2020** | *preprint* ☑

• Natural Language to SQL query

(Guide: self project, Sep'19 - Present)

- o **Objective**: generating SQL queries from natural language
- Participating in **spider sql challenge** with current accuracy at 46%.
- Proposed transformer based embeddings with an abstract syntax tree generator using parent feeding LSTM
- Encoder includes **Multi head relational attention** to associate database schema with question and a schema embedding to represent spatial structure of the database.
- o The decoder follows the Yin et. al. architecture while **biLSTM** is used to encode columns and tables in database.

• Adversarial Corruption in deep Neural Networks

(Guide: Prof. Purushottam Kar, Jan'18 - April'18)

- o **Objective**: Provide a adversarial corruption factor for robustly training neural networks
- Proposed an **alternating optimization** algorithm for the single layer Relu activated neural network. Converted the optimization problem to a **difference of convex functions** for robust optimization.
- o Practically compared the training procedure to SGD as a proof of concept.
- Literature survey included robust statistics, convergence analysis of two layer network and various convergence proof techniques amongst others.
- ∘ Project Report: 🗹

• Concept-Graph based Word Problem solver (Under Graduate Project)

(Guide: Prof. Arnab Bhattacharya & Prof. Amay Karkare, July'17 - Dec'17)

- o **Objective**: Creating a solver for elementary speed, distance and time maths word problems
- Generated world concept graph depicting object-quantity (like subject and distance) owner-ships, value-quantity
 associations (like 20kmph-speed) and relationships between subjects. Used DFS to traverse the graph and evaluate the answer for query.
- o Implemented the model using word2vec, co-reference resolution, syntactic parsing and dependency parsing
- **Github O**: github.com/varunkhare1234/word_problem_solver | **project report** 🗹

• Augmented Reality Navigation (Programming Club Project)

(Guide: Self, May'16 - June'16)

- o Created **Android** navigation app using Google Directions API and **unity3d game engine**.
- Relayed unity graphics on camera feed according to accelerometer and gyroscope readings. GPS and magnetic compass was used to detect roads.
- Awarded **best club project** | **Q**: varunkhare1234/augmented-reality-app

TECHNICAL SKILLS

Languages | Proficient: C,C++, Java, Matlab/Octave, Bash, python, MySQL, Languages

Experienced: Kotlin, R, Verilog, Assembly, C#, HTML

Softwares OS: ARCH linux, Ubuntu, Windows

Libraries and Softwares: Tensorflow, Pytorch, Android Studio, blender, Unity game engine

POSITION OF RESPONSIBILITY

Course Project Mentor	Introduction To Machine Learning(CS771), IITK	(June'18-Nov'18)
Coordinator	Programming Club, IIT Kanpur	(May'17-March'18)
Coordinator	Google Developers Group	(May'16-April'17)
Manager	Software Corner, Techkriti 2017 (Annual Tech Fest)	(May'16-April'17)
Student Guide	Counselling service, IIT Kanpur	(June'16-April'17)
Academic Mentor	Counselling service, IIT Kanpur	(June'16-April'17)
Senior Web Executive	Antaragni 2016 (Annual Cult Fest)	(May'16-Nov'16)
Senior Executive	Entrepreneurship Cell, IIT Kanpur	(June'16-April'17)
Secretary	Programming Club, IIT Kanpur	(June'16-April'17)