## ANANT GUPTA

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University of Wisconsin-Madison2017 - prMS in Computer Science (ongoing), GPA: 4.0/4.0 as of Jan 2019PhD in Computer Science (ongoing)		2017 - present
		2012 - 2016
<b>Computational Imaging</b> Design of image acquisition and processing algorithms for active vision systems. I am interest finding information theoretic and statistical bounds on the performance of cameras, and quant the trade-off between accuracy and low complexity.		
100	- 0	ed bandit prob-
<b>Saddle-point Optimization</b> Optimal convergence rates for saddle point in adversarial training and GANs.	optimization (min-max optimization), w	ith applications
• Anant Gupta, Atul Ingle, Andreas Velten, and Mohit Gupta. Photon-Flooded Single-Pho 3D Cameras. In CVPR, 2019. URL pages.cs.wisc.edu/~anant/photon-flooded-came		
• Anant Gupta, Atul Ingle, and Moh <i>ICCV</i> , 2019 (to appear).	it Gupta. Asynchronous Single-Photon 3	3D Imaging. In
-	°	<i>rint</i> , Nov 2018.
Learning Theory: Theoretical Foundations of ML, Mathematical Foundations of ML, Algorithmic Game Theory and Machine Learning		
Prof. Mohit Gupta	on	, 2018 - present
Single photon cameras are used to estimate ments. They differ from traditional depth nomial distribution with exponentially dece about scene points with large depths. More counter-intuitive result that reducing the fer of depth recovery as statistical parameter notion of statistical efficiency. Asynchronous shifting for single phot	the scene depth through repeated time-of- a cameras in their measurements, which aying biases. The small tails lead to no over, the rate of decay increases with flux lux can improve depth accuracy. We mode estimation, and derive an optimal flux can on cameras:	follow a multi- isy information t, leading to the del the problem riterion using a
	<ul> <li>University of Wisconsin-Madison MS in Computer Science (ongoing), GPA: PhD in Computer Science (ongoing)</li> <li>Indian Institute of Technology, Bomb BTech. in Computer Science and Engineers with honours</li> <li>Computational Imaging Design of image acquisition and processing finding information theoretic and statistical the trade-off between accuracy and low cort</li> <li>Online learning and Bandits I am interested in developing algorithms we lems that arise in the real world, and have</li> <li>Saddle-point Optimization Optimal convergence rates for saddle point in adversarial training and GANs.</li> <li>Anant Gupta, Atul Ingle, Andreas V 3D Cameras. In <i>CVPR</i>, 2019. URL p • Anant Gupta, Atul Ingle, and Moh <i>ICCV</i>, 2019 (to appear).</li> <li>Anant Gupta. Best-arm identificat (Preprint). URL http://arxiv.org/</li> <li>Learning Theory: Theoretical Foundation Game Theory and Machine Learning Probability and Statistics: Robust Stat Miscellaneous: Non-linear Optimization,</li> <li>Research Assistant</li> <li>WISION Lab, Computer Sciences, UW Madise Prof. Mohit Gupta</li> <li>Optimal flux for single photon 3D can Single photon cameras are used to estimat ments. They differ from traditional depth nomial distribution with exponentially dec about scene points with large depths. More counter-intuitive result that reducing the for depth recovery as statistical parameter notion of statistical efficiency.</li> </ul>	<ul> <li>University of Wisconsin-Madison</li> <li>MS in Computer Science (ongoing), GPA: 4.0/4.0 as of Jan 2019</li> <li>PhD in Computer Science (ongoing)</li> <li>Indian Institute of Technology, Bombay</li> <li>BTech. in Computer Science and Engineering, CGPA: 9.22/10.0 with honours</li> <li>Computational Imaging</li> <li>Design of image acquisition and processing algorithms for active vision systems. I a finding information theoretic and statistical bounds on the performance of cameras, a the trade-off between accuracy and low complexity.</li> <li>Online learning and Bandits</li> <li>I am interested in developing algorithms with provable regret bounds for multi-armelems that arise in the real world, and have various kinds of structured feedback.</li> <li>Saddle-point Optimization</li> <li>Optimal convergence rates for saddle point optimization (min-max optimization), we in adversarial training and GANs.</li> <li>Anant Gupta, Atul Ingle, Andreas Velten, and Mohit Gupta. Photon-Flooder 3D Cameras. In <i>CVPR</i>, 2019. URL pages.cs.wisc.edu/-anant/photon-floc 3D Cameras. In <i>CVPR</i>, 2019. URL pages.cs.wisc.edu/-anant/photon-floc 1<i>CCV</i>, 2019 (to appear).</li> <li>Anant Gupta. Best-arm identification with cascading bandits. <i>ArXiv prep</i> (Preprint). URL http://arxiv.org/abs/1811.07476</li> <li>Learning Theory: Theoretical Foundations of ML, Mathematical Foundations of M Game Theory and Machine Learning</li> <li>Probability and Statistics: Robust Statistics, Information Theory</li> <li>Miscellaneous: Non-linear Optimization, General Relativity</li> <li>Research Assistant May</li> <li>WISION Lab, Computer Sciences, UW Madison</li> <li>Prof. Mohit Gupta</li> <li>Optimal flux for single photon 3D cameras:</li> <li>Single photon cameras are used to estimate scene depth through repeated time-ofments, which momial distribution with exponentially decaying biases. The small tails lead to no about scene points with large depths. Moreover, the rate of decay increases with flux counter-intuitive result that reducing the flux can i</li></ul>

LiDAR (light based depth ranging) systems typically use a synchronous acquisition scheme, where

	Independent Research	April, 2018 - Jan, 2019	
	<b>Cascading bandits</b> : I worked on a variant of the problem of best arm identification in multi-arm bandits, where a stochastic number of arms receive a reward in each round a real world LiDAR problem. Since each round potentially provides infor one arm, the sample complexity is much lower than in the standard for subroutine to perform uniform sampling, an optimal algorithm for the sta to this variant. Furthermore, an upper bound on sample complexity us nearly matching lower bound are derived. It turns out that cascading band the context of search rankings, where regret minimization is typically used	d. This was motivated by rmation about more than rmulation. Using a novel andard version is adapted ing this algorithm, and a dits are also interesting in	
Work Experience	Google, Bangalore Software Engineer	Jul, 2016 - Aug, 2017	
LAPERIENCE	As a part of the Docs intelligence team, I worked on developing features for document summarization and understanding for Google's suite of cloud editors.		
	Researched and implemented classification-based and machine translation-based grammar checking (recently launched).		
	Led the efforts for quality evaluation of launched products, defining metrics, running experiments and analyzing usage data.		
Internships	Amazon Lab126, Sunnyvale         Applied Scientist Intern         Worked on the problem of image co-segmentation using unsupervised deep         Google, Mountain View         Software Engineering Intern         Enhanced Google's ad serving pipeline to enable intercepting ad requests of workers.	May - July 2015 Mentor: Nikita Beloglazov	
Academic Honours and	Secured All India Rank 7 in IIT JEE out of 480,000 students, All India Rank 2 in AIEEE out of 1,300,000 students (college entrance examinations equivalent to SATs).		
Achievements	Awarded Kishore Vaigyanik Protsahan Yojana (KVPY) scholarship with an All India Rank 20.		
TECHNICAL SKILLS	Proficient in MATLAB, Python, C++, Java, Javascript, SQL Experience in Deep Learning frameworks: Tensorflow, PyTorch		
Teaching	<ul><li>TA, Computer Vision (Graduate course), UW Madison</li><li>TA, Discrete Mathematics, UW Madison</li><li>TA, Computer Programming and Utilization, IIT Bombay</li></ul>	Jan - May, 2018 Sept - Dec, 2017 July - Nov, 2015	

We show that for single photon cameras, forgoing i.i.d.ness of measurements through the asynchronization of source and camera can remove structured biases from the measurements, and reduce

the light source and camera operate in phase at the same frequency, providing i.i.d. measurements.

depth error significantly.