Aditya Ganeshan

GRADUATE STUDENT, BROWN UNIVERSITY

Email-id: adityaganeshan@gmail.com Webpage: https://bardofcodes.github.io Github: https://github.com/BardOfCodes

EDUCATION

Brown University, US

Doctor of Philosophy, Computer Science

August 2021 - present

Indian Institute of Technology, Roorkee, India

Integrated Master of Science, Applied Mathematics

Thesis: Per-pixel feedback for improving semantic segmentation

August 2012 - July 2017

Professional Experience Research Assistant

Brown Visual Computing Lab, Brown University

August 2021 - present

Researcher

Preferred Networks, Inc., Tokyo, Japan

December 2018 - May 2021

Research Assistant

Video Analytics Lab, Indian Institute of Science

2017 - November 2018

SCHOLARSHIPS & AWARDS & HONORS

Outstanding Reviewer (top 8%), NeurIPS 2022 Highlighted Reviewer (top 8%), ICLR 2022

Winner, Deep Perception Hackathon, Machine Learning Tokyo, Japan Winner, AutoNUE: Scene Understanding Challenge, ECCV, Germany

INSPIRE Scholarship, Indian Institute of Technology, Roorkee, India

June 2022 April 2022

September 2019 September 2018

2012 - 2017

Conference Publications Improving Unsupervised Visual Program Inference with Code Rewriting Families, Oral (1.8%), ICCV'23,

A. Ganeshan, R. K. Jones, D. Ritchie.

Skill Generalization with Verbs, IROS'23,

R. Ma, L. Lam, B. A. Spiegel, A. Ganeshan, B. Abbatematteo, R. Patel, D. Paulius, S. Tellex, G. Konidaris.

Improving Semantic Segmentation via Cycle-consistent Video Auto-labelling, ICCV'21, A. Ganeshan, A. Vallet, Y. Kudo, S. I. Maeda, T. Kerola, R. Ambrus, D. Park, A. Gaidon.

Phonetroller: Visual Representations of Fingers for Precise Touch Input when using a Phone in VR, CHI'21,

F. Matulic, A. Ganeshan, H. Fujiwara, D. Vogel.

Meta-learning Extractors for Music Source Separation, ICASSP'20, D. Samuel, A. Ganeshan, J. Naradowsky.

FDA: Feature Disruptive Attack, ICCV'19,

A. Ganeshan, B. S. Vivek, R. V. Babu.

iSPA-Net: Iterative Semantic Pose Alignment Network, ACMMM'18,

J. N. Kundu*, A. Ganeshan*, R. M Venkatesh*, A. Prakash, R. V. Babu.

^{*} equal contribution

Journal Article	Generalizable data-free objective for crafting universal adversarial perturbations, TPAMI'18, M.K. Reddy*, A. Ganeshan*, R. V. Babu.	
Workshop Papers	Object Pose Estimation from Monocular Image using Multi-View Keypoi (ECCV '18) "Geometry Meets Deep Learning" Workshop 2018, J.N. Kundu*, R. M Venkatesh*, A. Ganeshan*, R. V. Babu.	$nt\ Correspondence,$
Dissertation	Per-Pixel Feedback for improving Semantic Segmentation. Master's Dissertation, Indian Institute of Techonology, Roorkee, 2017. A. Ganeshan.	
Teaching Experience	DS-265: Deep Learning for Computer Vision, IISc, India Teaching Assistant with Professor Venkatesh R. Babu	Spring 2018
REVIEWING	IROS 2023, CVPR 2023, ICCV 2023, NeurIPS 2023, ICCV 2021, ICML 2021, ICLR 2022, CVPR 2022, NeurIPS 2022, AAAI 2020, NeurIPS 2020, ECCV 2020, CVPR 2021	2022-2023 2021-2022 2019-2020
SERVICE	Volunteer SIGGRAPH 2023, LA, US Student Mentor ExploreCSR, Brown University, US	August 2023 Feb 2023 - May 2023
	Study Group Leader (REU Site) AI for computational creativity, Brown University, US Head Volunteer BLDM 2022, Brown Heimseite, US	June 2022 - July 2022
	RLDM 2022, Brown University, US Member of Global Internship Committee Preferred Networks Inc, Japan General Secretary, Music Section, IIT Roorkee, India	June 2022 y 2019 - November 2020 May 2015 - May 2016
OTHER PROJECTS	A Special Place in Hell A casual projectile-shooting game with a morbid sense of humour.	May 2018
	DRL in CV A course on using Deep RL in computer vision. Pack Poly	2017-2018
	Packing polyominoes with SMT solvers and analysing their stability. Neural Volumetric Primitives	Spring 2023
	Compressing a dataset of Shapes with a codebook + neural networks. Branching BAD	Autumn 2022
	Branching many world Bootstrapped Abstraction Discovery from scratch. Flying Furniture Dataset	spring 2023
	Code for creating The Flying Furniture dataset.	spring 2018
	Defense against the dark arts Evaluation of defense mechanisms against UAP generation algorithms.	May 2018
	Render with Point Projections Code for Rendering with blender, and 3D keypoints to 2D projection.	Autumn 2017

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