# KUSHAGRA GUPTA

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#### **EDUCATION**

The University of Texas at Austin	Aug 2023 - Present
Ph.D. in Electrical and Computer Engineering	
Advisors: David Fridovich-Keil, Ufuk Topcu, Sandeep Chinchali	
Indian Institute of Technology, Delhi	Jul 2019 - May 2023
Bachelor of Technology in Mechanical Engineering	GPA: 9.212/10
Thesis Advisors: Souvik Chakraborty, Shaurya Shriyam	Dept. Rank: 5/89

#### **RESEARCH INTERESTS**

My primary research interests lie at the intersection of machine learning, control theory, game theory and multi-agent decision making. My goal is to make efficient, safe and adaptable robots. Consequently, I am interested in applications involving robot learning, motion planning, dynamic games and embodied AI.

#### PUBLICATIONS

Kushagra Gupta, David Fridovich-Keil, "Iterative LQ Games for Occlusion Motion Planning", Conference on Robot Learning Workshop on Strategic Multi-Agent Interactions: Game Theory for Robot Learning and Decision Making, 2022. [pdf]

#### **RESEARCH EXPERIENCE**

Deep Learning based Latent Time Series Methods for Robot Trajectories Deep Learning, Optimal Control - Undergraduate Thesis Aug 2022 - April 2023

- Used Physics-Informed Deep Learning to learn **true system dynamics** with generalised robot image data for the task of **accurate prediction** of future trajectories and control of robotic systems.
- Encoded image data sequence into a **latent** space using a variational autoencoder and the dynamics were learnt using **physics-based priors** in offline training.
- The dynamical model which is learned is coupled with an iterative linear-quadratic regulator for **efficient control**. The model has been successfully tested for controlling planar two-link manipulator for trajectory tracking problems.

Control and Learning for Autonomous Robotics (CLeAR) Lab, UT Austin Motion Planning, Game Theory - Research Internship April 2022 - May 2023

- Worked under the guidance of Prof. David Fridovich-Keil to develop a novel **multi-agent** algorithm for **motion planning** in **occluded** scenarios, which uses **dynamic games** and is capable of real-time performance.
- Designed an efficient iterative linear-quadratic method for decision-making using a hybrid information structure utilizing Hamiltonian-Jacobi-Bellman equations and Pontryagin's Principle to find local approximations to Nash equilibria.
- Achieved  $8.062 \pm 1.031$ s computational time for our algorithm in Julia simulations for 3-vehicle overtaking scenario, **outperforming** time scores of previous works employing grid-based reachability analysis and zero-sum games.

## Assured Intelligent Robotics (Air) Lab, Cleveland State University

Motion Planning, Optimal Control - Research Internship June 2022 - Dec 2022

- Working under the guidance of Prof. Qin Lin on developing techniques for accommodating **uncertainty** in dynamical models to improve performance of **model-based optimal control** methods while remaining **time-efficient**.
- Developing framework for **constrained iterative linear-quadratic regulator** (CILQR) utilizing a **generalised extended state observer** (ESO) to compensate non-linear errors and external disturbances in an MPC scheme.
- The method accounts for uncertainties caused by the difference between the nominal and linearised dynamic model.

## Intelligent Mechanical Systems Lab, Shibaura Institute of Technology, Tokyo

Remote Teleoperation, Mobile Robots - Research Internship May 2021 - July 2021

- Remotely collaborated with Prof. Nobuto Matsuhira and conducted teleoperation experiments between India and Japan to study response in remote assistive applications.
- Identified need of autonomous variation in collision avoidance parameters for assisting human robot operators in narrow-spaced environments and achieved reduction in ping rates by removing redundant nodes.
- Developed **Pioneer 3-DX** based robot simulations in **ROS** using Navigation Stack library for lab research use.

## School of Public Policy, IIT Delhi

Agent Based Models, Complex Adaptative Systems - Research Project Aug 2021 - Dec 2021

- Worked under Prof. Kaveri Iychettira to develop a novel learning model for social behaviour of actors which is used in specifying agent-based models.
- Designed agents to display hybrid social-individual behaviour (**replicator-reinforcement**) to learn from their own experience while also accounting for societal experiences.
- Successfully observed early stage **novel** actor behaviour in a market game setting before convergence, which was absent in baseline **Roth-Erev Model**.

### TEACHING EXPERIENCE

### Teaching Assistant - Control Theory Course

Jan 2023 - May 2023

- Working as the sole undergraduate TA in the course taken by instructor Prof. S.V. Modak.
- Taking laboratory and viva sessions for 181 registered students to supplement lectures.
- Organizing demos, physical experiments and MATLAB walkthroughs for weekly sessions.

## RELEVANT COURSEWORK

**Robotics, Algorithms and Planning:** Machine Learning, Robotics Technology (Computer vision, Embedded Systems, Manipulator Kinematics), Control Theory, Kinematics and Dynamics of Machines, Introduction to Programming

Mathematics: Calculus, Linear Algebra, Differential Equations, Probability and Statistics, Numerical Analysis, Operations Research (Dynamic, Linear & Non-Linear Programming)
Miscellaneous: Complex Adaptive Systems, Manufacturing System Design (Queuing Theory, Inventory Modelling & Game Theory)

### ORAL PRESENTATIONS

- December 2022, "Iterative LQ Games for Occlusion Motion Planning", Workshop on Strategic Multi-Agent Interactions, Conference on Robot Learning
- June 2021, "Getting Started with Robot Operating System", Robotics Club IIT Delhi [video]

## SCHOLASTIC ACHIEVEMENTS

- Selected for **Department Change** to Mechanical Engineering in **IIT Delhi** for being in **Top 5** % in year 2019-20.
- 1 out of 2 students selected to represent IIT Delhi in an exchange program at the City University of Hong Kong.
- Cleared Joint Entrance Exam (Advanced) with an All India Rank of **1267** in 2019 out of 0.16 million candidates.

### TECHNICAL SKILLS

Programming Languages Tools and Softwares Software Libraries Python, Julia, Java, MATLAB ROS, Gazebo, Simulink, Solidworks PyTorch, TensorFlow, SciPy, Pandas, NumPy

## RELATED POSITIONS OF RESPONSIBILITY

**Robotics Club, IIT Delhi** Student Coordinator

Sept 2021 - Aug 2022

Oct 2020 - Aug 2021

- Organized a robotics workshop for 250+ freshmen, focused on making line-following robots.
- Organized introductory lectures on robotics for outreach to college freshmen.

Core Team Member

• Developed game strategy for team submission to **ABU Robocon 2021** competition. Designed robot's arrow throwing mechanism in Autodesk Inventor. The team qualified the shortlist round with a perfect 100 score.