Kautilya Chenna

Contact Information Lexington St

Fremont, California 94536

Skills

Languages: C++, Python, MATLAB.

Tools: PCL, ROS, Gazebo, OpenCV, Tensorflow, Blender, Keras.

Robots: KUKA LBR4+, Rethink Robotics Baxter, SimLab's Allegro Hand, Quanser HD2.

Education

University of Utah, Salt Lake City, Utah

GPA: 3.40 Aug 2016 - Aug 2018

Master of Science in Robotics

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BMS College of Engineering, Bangalore, India

GPA: 3.52

Bachelor of Engineering in Mechanical Engineering (Robotics)

Sept 2011 – May 2015

Relevant Coursework: Probabilistic Modeling, 3D Computer Vision, Artificial Intelligence, Motion Planning, Machine Learning, Robotics, Robot Control and System Identification.

Publications

"Planning Multi-Fingered Grasps as Probabilistic Inference in a Learned Deep Network"; Qingkai Lu,

Kautilya Chenna, Balakumar Sundaralingam, Tucker Hermans; International Symposium on Robotics Research (ISRR), 2017. [PDF] [CODE]

Experience

Learning Lab for Manipulation Autonomy (LL4MA Lab), University of Utah

Graduate Research Assistant

August 2016 – present

- Built a fast object detection and tracking pipeline, which is used by multiple teams in the Lab.
- Implemented Grasp Controllers and end-to-end Grasping Pipelines with motion planning and execution.

NMCAD Lab, Indian Institute of Science

Research Intern

January 2015 – July 2016

- Worked on the design and fabrication of a Flapping Wing Micro Aerial Vehicle (MAV).
- Developed autonomous navigation and collision checking algorithms for the MAV.

Selected **Projects**

Links

Extrinsic Calibration of Stereo Camera and Velodyne LiDAR

June 2018

- Developed a ROS package to automate calibration between Velodyne VLP-16 and ZED stereo camera.
- Reduced the mean point to point error by 72% compared to manual feature based calibration.

Real-time Semantic Segmentation on Low-Power Android Devices

- Developed a fast background subtraction for portrait video based on modified **SegNet** model.
- Model achieved a mean IoU of 87.3% at 30 FPS on Google Pixel 2.

Estimating Depth from a single image using FCN Network

March 2018

- Implemented a modified FCN Net and trained it on NYU Depth Dataset and KITTI Dataset.
- Model achieved a mean RMSE error of 0.294 on NYU Depth and 0.312 on KITTI Dataset.

Object Detection and Segmentation in Point Cloud data using PointNet

January 2018

- Trained modified PointNet model on YCB object dataset and BigBird dataset.
- Model runs at **24 fps** on a NVIDIA GeForce 1060 GPU with an accuracy of 88.3%.

Grasp Collision detection using Convolutional Neural Networks

Ongoing

- Developed a CNN model to detect collisions btw robot and environment using PointClouds and JointState.
- Model classifies collisions with an accuracy of 84.7% and is ~30% faster than FCL.

The Search for Twitter Spam Bots

December 2017

- Implemented a machine learning algorithms from scratch to predict if a twitter user's content is spam.
- Boosted trees achieved an accuracy of 97% and ranked 1st in Kaggle competition.

Video Action recognition using Deep Learning

October 2017

- Implemented a **Bi-Directional LSTM Model** on **VGG16** Net using Keras to classify actions in scenes.
- Achieved a Mean Average Precision of 15.7 mAP compared to the State of the Art of 21.4 mAP.

Autonomous Grasp Inference and Execution using Baxter and KUKA lwr4 Robots

- Designed an end-to-end grasping pipeline to grasp objects on a table autonomously.
- Training data was collected in Gazebo simulation and tested in real world. [ISRR 2017]

Others: Motion Planning: TrajOpt, RRT and Variants, RealTime RRT*; Image Segmentation with GMM, Image De-noising using MRF;

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