

Hi, I'm Kiran Vodrahalli.

Highest-Order Bits:

- Final year Ph.D. Candidate @Columbia
- Advisors: Alex Andoni and Daniel Hsu
- Research: Theory & Practice of ML
- Website: https://kiranvodrahalli.github.io
- Job Search: Industry Research or Postdocs



Main Research Topics:

Resource-Efficient Learning:

- Sample & Time Complexity
- Sparse Models
- Low-Rank Models
- Streaming Settings

Controllable & Interpretable Agents:

- Platform Design
- Online & Reinforcement Learning
- Algorithmic Game Theory



I also worked on applications:

- Neuroscience
- NLP
- Robotics
- Economics
- Systems

Resource-Efficient Machine Learning

Modern ML challenge: Very large models!



Sample & Time Complexity of Nonlinear Models

Low-rank models?



Algorithms for Efficiently Learning Low-Rank Neural Networks

Kiran Vodrahalli, Rakesh Shivanna, Mahesh Sathiamoorthy, Sagar Jain, Ed Chi Google Brain Research Internship (in submission + arXiv soon!)

Low Rank Deep Models

Replace full-rank layers with low-rank parameters.

Given weights of layer *i*:

$$W_i = U_i V_i^T$$

Standard initialization: **SVD** of full-rank init.

Nonlinear Kernel Projection (NKP)

For each layer $W \in \mathbb{R}^{m \times n} \sim D$ with nonlinearity σ :

$$\min_{U \in \mathbb{R}^m \times \mathbf{r}, V \in \mathbb{R}^n \times \mathbf{r}} E_{x \sim N(0,I)} [||\sigma(Wx) - \sigma(UV^Tx)||_2^2]$$

Empirical gains over SVD init!

Main Results



- Efficient optimal alg for NKP.
- Efficient *learning* alg for NKP.
- NKP outperforms SVD init.
- Especially with:
 - Larger width networks
 - Lower rank approx.

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The Platform Design Problem

Christos Papadimitriou, **Kiran Vodrahalli**, Mihalis Yannakakis WINE '21, NeurIPS Strategic ML Workshop '21

Economics of the Online Firm



- User data feeds revenue
 - Better demand segmentation
 - Ad/recommendation revenue
 - Better models => better services

- Online services bring value
 - Convenience
 - Knowledge

Picture of the General Case



Picture of the General Case



What platforms should I build?



At a cost, the firm can **add an opt-in action** to platforms they create (ex: Google Maps).



A Stackelberg Game

- Designer moves first:
 - Adds platforms which modify transitions to an existing Markov Chain
- Agent moves second:
 - Receives MDP from Designer, plays optimal behavior
- Bi-level MDP optimization

Grand Vision

- **Design environments** which generate useful, sampleable data
- Model economics of companies dependent on information economy
- Model strategic behavior of online firms and their users
- **Reinforcement learning** aided by environment design
- Manipulation and resistance of learning agents