

Sourav Chakraborty

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RESEARCH INTERESTS

My research spans machine learning and decision-making under uncertainty: **reinforcement learning**, **multi-armed bandits**, **online learning**, and stochastic and online **optimization**. I also work on sequential decision-making, statistical modeling and prediction, and ranking and retrieval, and, most recently, on the mathematical foundations of **efficient attention** and long-context sequence modeling for **large language models**. I pair rigorous analysis with production implementation, with emphasis on non-stationary environments and learning from noisy, biased feedback.

EDUCATION

University of Colorado Boulder, Colorado, USA

Ph.D. Computer Science, Dec 2026 (Expected).

M.Sc. Computer Science, May 2022; GPA: 4.0.

Thesis: *Incentivized Exploration in Non-stationary Stochastic Bandits* ([thesis](#))

Advisor: [Lijun Chen](#)

Birla Institute of Technology, Mesra, Ranchi, India

B.E. Information Technology, June 2016.

WORK EXPERIENCE

California Institute of Technology (Caltech), Pasadena, CA, USA 2026–Present
Visiting Student Researcher, NetLab (CMS).

- Hosted in the Department of Computing and Mathematical Sciences by **Profs. Steven Low and Adam Wierman**; **ongoing collaboration** on **scalable multi-agent reinforcement learning** and optimization over large-scale networked systems.

University of Colorado Boulder, Colorado, USA

2019–Present

Graduate Research Assistant & Instructor.

- Conduct **independent research** in reinforcement learning, multi-armed bandits, online learning, and optimization under uncertainty, including exploration/exploitation and learning from noisy, biased, and non-stationary feedback; bridge rigorous **analysis** with **implementation and simulation**.
- Employed as **Instructor of Record** (2 semesters), **Graduate TA** (10+ semesters), and Departmental **Lead TA** (3 consecutive years), overseeing instructional operations and mentoring 280+ staff members.

Flipkart, Bangalore, India

2016–2019

Software Engineer

- Built and shipped an end-to-end **query recommendation** (related-search) pipeline for a **product-search** system serving **50M+ daily sessions**, improving search discovery (Java, Cascading).
- Developed **ranking signals** via feature engineering (recency, semantic similarity) to improve **search relevance**, evaluated with offline benchmarks and online **A/B testing** on a **10M-query** set.
- Architected the **BRaaS** (Backup-as-a-Service) platform (MySQL) adopted by **20+ microservices**, centralizing backup/recovery and removing single points of failure.
- Collaborated across engineering and product-search teams, writing **production-ready code** and improving system reliability at scale.

RESEARCH AND PUBLICATIONS

Papers Under Review (**Denotes equal contribution*)

1. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, CHARACTERIZING THE IMPACT OF COMMUNICATION DELAY IN NETWORKED MULTI-AGENT REINFORCEMENT LEARNING, 2026.
2. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, DECENTRALIZED LIPSCHITZ BANDITS WITH PROXIMITY COLLISIONS, 2026.
3. J. Hu, W. Chen, **S. Chakraborty**, L. Chen, ON REGRET BOUNDS OF QUANTUM BANDIT ALGORITHMS, 2026.
4. J. Hu, **S. Chakraborty**, L. Chen, NON-STATIONARY QUANTUM BANDITS UNDER A VARIATION BUDGET, 2026.
5. A. Ghriss, **S. Chakraborty**, KERNELIZED LINEAR ATTENTION: BREAKING THE CAPACITY WALL WITH SYMMETRIC CONES, 2026. ([arXiv: 2607.17419](#))

Peer-Reviewed Conference Publications (*Denotes equal contribution)

1. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, LEARNING FROM LOCAL WALKS ON DYNAMIC GRAPHS WITH BANDIT FEEDBACK, *IEEE Conference on Decision and Control (CDC 2026)*, Honolulu, USA. ([arXiv: 2607.10571](#))
2. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, MULTI-AGENT LIPSCHITZ BANDITS, *International Conference on Artificial Intelligence and Statistics (AISTATS 2026)*, Tangier, Morocco. ([arXiv: 2602.16965](#))
3. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, FLICKERING MULTI-ARMED BANDITS, *Learning for Dynamics & Control Conference (L4DC 2026)*, Los Angeles, USA. (Oral Presentation). (★ Best Paper Runner-Up). ([arXiv: 2602.17315](#))
4. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, A UNIFIED FRAMEWORK FOR LOCALITY IN SCALABLE MARL, *Learning for Dynamics & Control Conference (L4DC 2026)*, Los Angeles, USA. ([arXiv: 2602.16966](#))
5. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, BANDIT LEARNING ON DYNAMIC GRAPHS, *ARLET Workshop at Neural Information Processing Systems (NeurIPS 2025)*, San Diego, USA. ([OpenReview](#))
6. **S. Chakraborty***, A. K. Rege*, C. Monteleoni, L. Chen, INCENTIVIZED LIPSCHITZ BANDITS, *IEEE Conference on Decision and Control (CDC 2025)*, Rio de Janeiro, Brazil. ([IEEE](#) / [arXiv: 2508.19466](#))
7. **S. Chakraborty** and L. Chen, INCENTIVIZED EXPLORATION IN NON-STATIONARY STOCHASTIC BANDITS, *IEEE American Control Conference (ACC 2024)*, Toronto, Canada. ([IEEE](#) / [arXiv: 2403.10819](#))

HONORS AND
AWARDS

- Recipient, **Best Paper Runner-Up, L4DC 2026** (for *Flickering Multi-Armed Bandits*).
- Recipient, **Summer Research Fellowship** (2026).
- Recipient, **Graduate Research Assistant Fellowship** (2026).
- Recipient, **Outstanding Teaching Assistant Award** (CS Department).
- Recipient, **Outstanding Service Award** (CS Department).
- Recipient, **Outstanding Research Paper Award** (2024 & 2026 CS Dept.).
- Recipient, **Full Conference Travel Fellowship** (IEEE ACC 2024, Toronto; IEEE CDC 2025, Rio de Janeiro).
- Recipient, CU Research Expo **Poster Award** (AY 2021–22 and AY 2023–24).
- Recipient, **Publication Recognition Award** (AY 2023–24).
- Recipient, **Early Career Development Fellowship** (CS Department).
- Recipient, **Lloyd Botway Award**, the department's highest honor for a **graduating master's student**, recognizing excellence in academics, teaching, research, and service.
- Selected as **Lead Teaching Assistant** (department lead; 2022–2025).

TEACHING	University of Colorado Boulder , Colorado, USA	
	• Instructor of Record 2020 – 2021 • Introduction to Computational Thinking (~200 students) and Introduction to Data Science with Probability & Statistics (~50 students). • Managed end-to-end course delivery, including lecture planning, assessments, and coordination of instructional staff. • CS Department Lead Teaching Assistant 2022 – 2025 • Selected via performance review to lead department-wide instructional quality. • Managed TA hiring, onboarding, and training of 280+ instructional staff. • Graduate Teaching Assistant 2020 – 2025 • Facilitated recitations, office hours, and grading for Algorithms, Data Structures, and Introduction to Computing across 10+ semesters.	
	Peer Reviewer: ICML, NeurIPS, AAAI, IEEE CDC, ACC, and TCNS (Journal).	
	Methods: Machine Learning, Reinforcement Learning and Multi-Armed Bandits, Online Learning, Convex/Stochastic/Online Optimization, Optimization under Uncertainty, Statistical Modeling and Prediction, Search Ranking and Recommendation, Experimentation and A/B Testing. Languages: Python, C++, Java, SQL, Shell, R, Julia. ML & Data: PyTorch, NumPy, Pandas, scikit-learn, Matplotlib, Seaborn. Systems & Tools: Docker, Kubernetes, (Py)Spark, Git, Flask, Django.	
PROFESSIONAL SERVICE TECHNICAL SKILLS		
RELEVANT COURSEWORK	Theory of Machine Learning, Convex Optimization, High-Dimensional Probability, Deep Learning, Decision-Making Under Uncertainty, Advanced Algorithms, Algorithmic Game Theory.	