

# Pranshu Gaba

## Curriculum Vitae

---

### Research interests

General formal methods, game theory, logic, computer science, discrete mathematics

Specific reactive synthesis, finitary objectives, stochastic games, Markov decision processes

### Education

ongoing **PhD in Theoretical Computer Science**  
(synopsis *Tata Institute of Fundamental Research, Mumbai, India*  
submitted) Advisor: Shibashis Guha

Thesis: *Window mean-payoff in turn-based stochastic games*

Relevant courses: Logic, automata, and games; Automata, verification, and infinite Games; Descriptive complexity; Computational complexity; Algebra and computation; Algebraic automata theory.

July 2020 **Bachelor of Science (Research) with Mathematics major**  
*Indian Institute of Science, Bangalore, India*

Advisor: L. Sunil Chandran

Thesis: *Vertex connectivity of Eulerian orientations*

Relevant courses: Automata theory and computability; Introduction to scalable systems; Game theory; Graph theory; Combinatorics; Number Theory; Measure theory.

### Conference proceedings

- [c4] Laurent Doyen, Pranshu Gaba, and Shibashis Guha, “Expectation in Stochastic Games with Prefix-independent Objectives” in *International Conference on Concurrency Theory*, August 2025. doi: [10.4230/LIPIcs.CONCUR.2025.16](https://doi.org/10.4230/LIPIcs.CONCUR.2025.16).
- [c3] Pranshu Gaba and Shibashis Guha, “Optimising Expectation with Guarantees for Window Mean Payoff in Markov Decision Processes” in *International Conference on Autonomous Agents and Multiagent Systems*, May 2025. doi: [10.5555/3709347.3743600](https://doi.org/10.5555/3709347.3743600).
- [c2] Pranshu Gaba and Arnab Sur, “Recognising numbers” in *Indian Conference on Logic and its Applications*, April 2025, Awarded best student paper award, pp. 126-137. doi: [10.1007/978-3-031-89610-1\\_9](https://doi.org/10.1007/978-3-031-89610-1_9).
- [c1] Laurent Doyen, Pranshu Gaba, and Shibashis Guha, “Stochastic Window Mean-Payoff Games” in *Foundations of Software Science and Computation Structures*, April 2024, pp. 34-54. doi: [10.1007/978-3-031-57228-9](https://doi.org/10.1007/978-3-031-57228-9).

---

## Journal publications

- [j1] Laurent Doyen, Pranshu Gaba, and Shibashis Guha, “Stochastic Window Mean-Payoff Games” in *Logical Methods in Computer Science*, June 2025. doi: [10.46298/lmcs-21\(2:19\)2025](https://doi.org/10.46298/lmcs-21(2:19)2025).

---

## Conference talks

- Optimizing expectation with guarantees for window mean-payoff in MDPs
  - [Workshop on Automata and Games for Synthesis](#), co-located with [FSTTCS 2025](#)
  - Seminar talk at Masaryk University, Brno (September 2025)
  - Seminar talk at IST Austria (September 2025)
  - [Highlights 2025](#)
  - Seminar talk at IIT Bombay (August 2025)
  - [Formal Methods Update meeting 2025](#)
- Expectation in Stochastic Games with Prefix-Independent Objectives
  - Seminar talk at MPI-SWS Kaiserslautern (September 2025)
  - [CONCUR 2025](#)
  - [Workshop on Automata and Games for Synthesis](#), co-located with [FSTTCS 2024](#)
- Stochastic Window Mean-Payoff Games
  - [ACM ARCS 2025](#)
  - Seminar talk at ENS Paris-Saclay (April 2024)
  - [FoSSaCS 2024](#)
  - [STCS Student Symposium 2023](#)
  - [Formal Methods Update meeting 2023](#)
- Recognizing numbers
  - [ICLA 2025](#)
  - TCS Research Expo 2024
  - [STCS Student Symposium 2024](#)

---

## Seminar talks at TIFR

- The Canadian Traveller Problem ([February 2025](#))
- Sperner’s lemma and the equidissection of regular polygons ([July 2024](#))
- The connection between circuit complexity and first-order logic ([May 2024](#))
- The complexity of solving simple stochastic games ([February 2024](#))
- Courcelle’s theorem ([September 2023](#))
- Total-payoff games on graphs with windows ([October 2022](#))
- Determinacy of two-player games with perfect information ([March 2022](#))
- Vertex connectivity of Eulerian orientations ([July 2021](#))

---

## Outreach talks

- Sperner’s lemma and its application to rent division at Chai and Why 2025, [Vigyan Vidushi 2024](#)
- Voting mechanisms at Chai and Why 2024
- Hamming codes at Chai and Why 2023
- Fun with graphs at Chai and Why 2022
- Impartial games at Open day 2020, IISc

---

## Professional service

Reviewing MathOR, ATVA 2025, EC 2025, CAV 2025, CSL 2025, STACS 2025, LICS 2024

Volunteering FoSSaCS 2024, FLoC 2022

TA Automata and Computability at TIFR (January - May 2025)

---

## Conferences / workshops attended

- 2025
  - FSTTCS 2025 in BITS Pilani, Goa, India
  - IndiCS Seminar on Automated Synthesis 2025, Mysore, India
  - ATVA 2025 in IIT Bangalore, India
  - Highlights 2025 in Saarland University, Saarbrücken, Germany
  - CONCUR 2025 in University of Aarhus, Denmark
  - Formal Methods Update meeting 2025 in DAU, Gandhinagar, India
  - ACM ARCS 2025 in PSG College of Technology, Coimbatore, India
  - ICLA 2025 in ISI Kolkata, India
- 2024
  - FSTTCS 2024 in IIT Gandhinagar, India
  - Winter School on Verification 2024 in IIT Delhi, India
  - SAT 2024 in TCS Pune, India
  - ISLA 2024 in IIT Goa, India
  - ETAPS 2024 in Luxembourg
- 2023
  - FSTTCS 2023 in IIT Hyderabad, India
  - Formal Methods Update meeting 2023 in IIT Goa, India
- 2022
  - FSTTCS 2022 in IIT Madras, Chennai, India
  - FLoC 2022 in Technion, Haifa, Israel

---

## Projects experience

Jul 2019 **Summer Intern at CiSTUP**

*Indian Institute of Science*, Bangalore, India

Worked with Prof. Tarun Rambha

- Learnt about optimization techniques such as branch and bound, and cutting planes.
- Wrote C++ programs to find solutions for cost allocations for the traveling salesman problem and the vehicle routing problem

Jun 2018 **Visiting Research Student**

*Tata Institute of Fundamental Research*, Mumbai, India

Worked with Prof. Amitava Bhattacharya

- Studied properties relating to the Game of Cops and Robbers on Graphs, such as bounds on the cop number of a graph
- Explored concepts in combinatorics such as counting walks on graphs, Sperner's theorem, and matrix-tree theorem

Jul 2021 **Content Intern**

*Brilliant.org*, Remote

- Created challenging and thought-provoking math and science problems
- Interacted and engaged in discussions with the Brilliant community consisting of math and science enthusiasts