#### Lantao Yu

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**EDUCATION** 

Carnegie Mellon University, Pittsburgh, USA

Aug. 2017 - Present

• Research Intern, Institute for Software Research, School of Computer Science, Advisor: Prof. Fei Fang

Shanghai Jiao Tong University, Shanghai, P.R. China Sep. 2014 - Present

- Senior, Department of Computer Science
- Research Assistant, Apex Data and Knowledge Management Lab, Department of Computer Science, Advisor: Prof. Yong Yu and Prof. Weinan Zhang.
- GPA: 91.19/100

RESEARCH Interests The general areas of machine learning, including deep learning, reinforcement learning, multi-agent systems and their applications in sequential decision making, natural language processing and information retrieval.

**PUBLICATION** 

- Lantao Yu, Weinan Zhang, Jun Wang, Yong Yu. SeqGAN: Sequence Generative Adversarial Nets with Policy Gradient. In *Proceedings of the 31st AAAI Conference on Artificial Intelligence*. AAAI 2017.
- Jun Wang, Lantao Yu, Weinan Zhang, Yu Gong, Yinghui Xu, Benyou Wang, Peng Zhang and Dell Zhang. IRGAN: A Minimax Game for Unifying Generative and Discriminative Information Retrieval Models. In *Proceedings of the 40th International ACM SIGIR Conference on Research and Development in Information Retrieval*. SIGIR 2017. Best Paper Award Honorable Mention
- Lantao Yu\*, Xuejian Wang\*(equal contribution), Kan Ren, Guanyu Tao, Weinan Zhang, Yong Yu, Jun Wang. A Dynamic Attention Deep Model for Article Recommendation by Learning Human Editors' Demonstration. In *Proceedings of the 23rd SIGKDD Conference on Knowledge Discovery and Data Mining.* KDD 2017.
- Lantao Yu\*, Yaodong Yang\*, Yiwei Bai\*(equal contribution), Jun Wang, Weinan Zhang, Ying Wen, Yong Yu. An Empirical Study of AI Population Dynamics with Million-agent Reinforcement Learning. Submitted to AAAI 2018.

Honors and Awards

- Best Paper Award Honorable Mention of SIGIR 2017. Paper: IRGAN: A Minimax Game for Unifying Generative and Discriminative Information Retrieval Models.
- Microsoft Azure Research Award, Carnegie Mellon University. 2017.
- Scholarship of Excellent Undergraduates (Top 2 students in school of Electronic Information and Electrical Engineering), Shanghai Jiao Tong University. 2016-2017
- National Scholarship (Top 3 students in Computer Science Department), Shanghai Jiao Tong University. 2015-2016.

- Zhiyuan Honor Scholarship (Top 5%, Twice), Shanghai Jiao Tong University. 2015 & 2016.
- Yuan-Ze Scholarship (Top 2% in Computer Science Department), Zhiyuan College, Shanghai Jiao Tong University. 2014-2015.

## Research EXPERIENCES

### ISR, School of Computer Science, Carnegie Mellon University

- Deep Reinforcement Learning for Spatio-Temporal Security Game with Online Information. (Working paper) Aug. 2017 - Present
- Machine Learning and Game Theory for Wildlife Security. Collaborating with WWF China. (Working paper) Aug. 2017 - Present

# Dept of Computer Science, Shanghai Jiao Tong University

- Sequence Generative Adversarial Nets with Policy Gradient. Accepted as a full paper at AAAI 2017. (60+ citations) Jun. 2016 - Sep. 2016
- IRGAN: A Minimax Game for Unifying Generative and Discriminative Information Retrieval Models. Accepted as a full paper at SIGIR 2017. Best paper award honorable mention. Sep. 2016 - Jan. 2017
- Dynamic Attention Deep Model for Article Recommendation by Learning Human Editors Demonstration. Accepted as a full paper at KDD 2017. Dec. 2016 - Feb. 2017
- An Empirical Study of AI Population Dynamics with Million-agent Reinforcement Learning. Under review at AAAI 2018. May. 2017 - Aug. 2017
- Reviewer of PIC 2016 and SIGIR 2017
- Research on click fraud detection in computational advertisement. Collaborating with YOYI. 2015
- China Undergraduate Mathematical Contest in Modelling, First Prize in Shanghai Division. 2015
- Open Source Projects
  - Implementation of Sequence Generative Adversarial Nets with Policy Gradient. 700+ stars in Github: https://github.com/LantaoYu/SeqGAN
  - Implementation of IRGAN.
  - 200+ starts in Github: https://github.com/geek-ai/irgan
  - A preliminary platform for million-agent reinforcement learning. Github: https://github.com/geek-ai/1m-agents
  - Multi-agent Reinforcement Learning paper collection Github: https://github.com/LantaoYu/MARL-Papers

- Computer Skills Languages: Python, C/C++, LATeX, Verilog.
  - Machine Learning Packages: TensorFlow, Keras, Theano, Spark-MLlib, SKLearn, SciPy, NumPy, xGBoost, MXNet, Multiprocessing.
  - Operating Systems: Unix/Linux, Windows.