

# YILEI WANG

## PERSONAL INFORMATION

---

DATE OF BIRTH: Feb 14th, 1995  
PHONE: (852) 67023416, (86) 17377727625  
EMAIL: [ywanggq@connect.ust.hk](mailto:ywanggq@connect.ust.hk)  
WECHAT: aqua-dream  
HOME PAGE: <https://yilei.aqua.hk.cn/>

## EDUCATION

---

CURRENT Ph.D. student in Department of Computer Science and Engineering,  
The Hong Kong University of Science and Technology, since Fall 2017  
Research direction: Database theory and algorithms  
Supervisor: [Prof. Ke Yi](#)

JUNE 2017 Bachelor Degree of Nature Sciences in Mathematics and Applied  
Mathematics, Zhejiang University, Hangzhou, China  
Overall GPA: 3.76/4, Rank: 24/108

SUMMER 2016 Research Intern in Department of Computer Science,  
The University of Hong Kong  
Thesis: “Reward Bound Estimation in Multi-armed Bandit”  
Supervisor: [Prof. Chuan Wu](#)

## PUBLICATIONS

---

Author list marked with \* use alphabetical ordering (equally contributed).

PODS 2022 **Yilei Wang** and Ke Yi.\* [Query Evaluation By Circuits](#). ACM Symposium on Principles of Database Systems (PODS)

SIGMOD 2021 **Yilei Wang** and Ke Yi.\* [Secure Yannakakis: Join-Aggregate Queries over Private Data](#). ACM SIGMOD International Conference on Management of Data.

SIGMOD 2021 Yuan Qiu, **Yilei Wang**, Ke Yi, Feifei Li, Bin Wu, and Chaoqun Zhan. [Weighted Distinct Sampling: Cardinality Estimation for SPJ Queries](#). ACM SIGMOD International Conference on Management of Data.

NeurIPS 2019 Zengfeng Huang, Ziyue Huang, **Yilei Wang**, and Ke Yi.\* [Optimal Sparsity-Sensitive Bounds for Distributed Mean Estimation](#). Conference on Neural Information Processing Systems.

## WORK EXPERIENCE

---

JAN-JUN 2019 Collaboration Project Internship, ALIBABA, Hangzhou  
Contributed to developing a database system named “[AnalyticDB](#)”  
Implemented WANDER JOIN algorithm into AnalyticDB  
Did research on approximate distinct count algorithm

MAR-JUN 2017 Game Development Intern in LeiHuo Technology, NETEASE, Hangzhou  
Contributed to developing a MMORPG named “[NiShuiHan Online](#)”  
Designed strategies for robots to fight with human players