

HONGBO LI

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RESEARCH INTERESTS

- Machine Learning Theory
- Machine Learning for Networking
- Human-in-the-loop Learning
- Game Theory and Mechanism Design

EXPERIENCE

- | | |
|---|-------------------|
| AI-EDGE Institute, The Ohio State University , Columbus, US
<i>Postdoc Scholar</i> , advised by Prof. Ness B. Shroff and Prof. Yingbin Liang | 03/2025 - current |
| Singapore University of Technology and Design , Singapore
<i>Research Fellow</i> , advised by Prof. Lingjie Duan | 08/2024 - 02/2025 |
| AI-EDGE Institute, The Ohio State University , Columbus, US
<i>Visiting Scholar</i> , advised by Prof. Ness B. Shroff and Prof. Yingbin Liang | 12/2023 - 06/2024 |
| Shanghai Jiao Tong University , Shanghai, China
<i>Research Assistant</i> , advised by Prof. Jianping He | 03/2018 - 08/2020 |

EDUCATION BACKGROUND

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|---|-------------------|
| Singapore University of Technology and Design, Ph.D. , Singapore
Engineering Systems and Design Pillar
Thesis: Mechanism Design for Distributed Learning Networks, Advised by Prof. Lingjie Duan | 09/2020 - 07/2024 |
| Shanghai Jiao Tong University, B.Sc. , Shanghai, China
School of Electronic Information and Electrical Engineering, IEEE Honor Class | 09/2015 - 06/2019 |

PUBLICATIONS

Conference Papers

- S. Hao*, **H. Li***, and L. Duan, “To Theoretically Understand Transformer-Based In-Context Learning for Optimizing CSMA”, in *ACM MobiHoc 2025*. (Co-first author)
- **H. Li**, S. Lin, L. Duan, Y. Liang, and N. B. Shroff, “Theory on Mixture-of-Experts in Continual Learning”, in *International Conference on Learning Representations (ICLR)*, 2025. (Spotlight)
- **H. Li**, and L. Duan, “Theory of Mixture-of-Experts for Mobile Edge Computing”, In *IEEE Conference on Computer Communications (INFOCOM)*, 2025.
- **H. Li** and L. Duan, “Distributed Learning for Dynamic Congestion Games,” In *IEEE International Symposium on Information Theory (ISIT)*, 3654-3659, 2024.
- S. Ngoh*, **H. Li***, and L. Duan, “Model Sharing Mechanisms For Distributed Learning,” In *IEEE Annual Congress on Artificial Intelligence of Things (AIoT)*, 2024.
- **H. Li** and L. Duan, “When Congestion Games Meet Mobile Crowdsourcing: Selective Information Disclosure,” In *Proceedings of AAAI Conference on Artificial Intelligence*, 37(5), 5739-5746. 2023. (Oral)

Journal Papers

- **H. Li**, and L. Duan, “Competitive Multi-armed Bandit Games for Resource Sharing”, accepted by *IEEE Transactions on Mobile Computing*, 2025.
- **H. Li**, and L. Duan, “To Analyze and Regulate Human-in-the-loop Learning for Congestion Games”, accepted by *IEEE Transactions on Networking*, 2025.
- **H. Li** and L. Duan, “To Optimize Human-in-the-loop Learning in Repeated Routing Games,” in *IEEE Transactions on Mobile Computing*, 24 (4), 2889 - 2899. 2025.
- **H. Li** and L. Duan, “Human-in-the-loop Learning for Dynamic Congestion Games,” in *IEEE Transactions on Mobile Computing*, 23 (12), 11159 - 11171, 2024.
- **H. Li** and L. Duan, “Online Pricing Incentive to Sample Fresh Information,” in *IEEE Transactions on Network Science and Engineering*, 10 (1), 514-526. 2023.

Preprints

- **H. Li**, Q. Wu, S. Lin, Y. Liang, and N. B. Shroff, “Mixture-of-Transformers Learn Faster: A Theoretical Study on Classification Problems”, submitted for publication.

- **H. Li**, L. Duan, and Y. Liang, “Provable In-Context Learning of General Tasks with Transformers”, submitted for publication.
- **H. Li**, and L. Duan, “Theoretical Analysis of Mixture-of-Experts in Mobile Edge Computing”, under review of *IEEE Transactions on Networking* (Major Revision).
- **H. Li**, L. Duan, and N. B. Shroff, “Distributed Conflict-Graph Learning for Competitive Multi-armed Bandits”, submitted for publication.
- **H. Li**, L. Duan, and N. B. Shroff, “When Mobile Crowdsourcing Meets Queueing Systems: Side-payment Mechanism Design”, under review of *IEEE Transactions on Networking* (Major Revision).

PATENT

1. **H. Li**, X. Ding, Y. Li, and J. He, “Multi-robot Formation Positioning Method Based on Particle Filter and Robot Equipment”, patent number: [Online Available] CN202010128966.9.

AWARDS & HONORS

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|--|---------|
| ➤ IEEE ISIT Student Travel Grant | 07/2024 |
| ➤ SUTD PhD Fellowship | 09/2020 |
| ➤ Outstanding Graduates of Shanghai (Top 2% in SJTU) | 05/2019 |

TEACHING EXPERIENCES

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|--|-------------------|
| 1. Game Theory , teaching assistant, undergraduate course
Singapore University of Technology and Design, Engineering Systems and Design Pillar | 05/2022 - 08/2022 |
| 2. Data and Business Analytics , teaching assistant, undergraduate course
Singapore University of Technology and Design, Engineering Systems and Design Pillar | 01/2022 - 04/2022 |

PROGRAM COMMITTEE

- AAAI 2026.

TECHNICAL REVIEWER

- IEEE Transactions on Networking (IEEE TON).
 ➤ IEEE Transactions on Mobile Computing (IEEE TMC).
 ➤ IEEE Transactions on Services Computing (IEEE TSC).
 ➤ IEEE Transactions on Network Science and Engineering (IEEE TNSE).
 ➤ IEEE Transactions on Vehicular Technology (IEEE TVT).
 ➤ ACM Transactions on Recommender Systems (ACM TROS).
 ➤ NeurIPS 2025, ICLR 2025, AAAI 2026.
 ➤ IEEE INFOCOM 2025, ACM MobiHoc 2022, 2024.

TALKS

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| ➤ “Theory of Mixture-of-Experts in Continual Learning”
Sun Yat-Sen University, China. | 12/2024 |
| ➤ “When Mobile Crowdsourcing Meets Congestion Games: Selective Information Disclosure”
Shanghai Jiao Tong University, Shanghai, China. | 04/2023 |