

# HONGBO LI

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## RESEARCH INTERESTS

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- Networked AI
- Game Theory and Mechanism Design
- Machine Learning

## EXPERIENCE

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<b>Singapore University of Technology and Design</b> , Singapore <i>Postdoctoral Research Fellow</i> Advisor: Lingjie Duan	08/2024 - current
<b>The Ohio State University</b> , Columbus, US <i>Visiting Scholar</i> Advisors: Ness B. Shroff and Yingbin Liang	12/2023 - 06/2023
<b>Shanghai Jiao Tong University</b> , Shanghai, China <i>Research Assistant</i> Advisor: Jianping He	03/2018 - 08/2020

## EDUCATION BACKGROUND

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<b>Singapore University of Technology and Design, Ph.D.</b> , Singapore Engineering Systems and Design Pillar Advisor: Lingjie Duan	09/2020 - 07/2024
<b>Shanghai Jiao Tong University, B.Sc.</b> , Shanghai, China School of Electronic Information and Electrical Engineering, IEEE Honor Class	09/2015 - 06/2019

## PUBLICATIONS

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### Conference Papers

- H. Li** and L. Duan, “Distributed Learning for Dynamic Congestion Games,” In *IEEE International Symposium on Information Theory (ISIT)*, 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, “Human-in-the-loop Learning for Dynamic Congestion Games,” in *IEEE Transactions on Mobile Computing*. 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**, and L. Duan, “Theory of Mixture-of-Experts for Mobile Edge Computing”, submitted for publication.
- H. Li**, S. Lin, L. Duan, Y. Liang, and N. B. Shroff, “Theory on Mixture-of-Experts in Continual Learning”, submitted for publication.
- H. Li**, and L. Duan, “Competitive Multi-armed Bandit Games: Analysis and Regulation”, submitted for publication.
- H. Li**, and L. Duan, “To Optimize Human-in-the-loop Learning in Repeated Routing Games”, under review of *IEEE Transactions on Mobile Computing* (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/ACM Transactions on Networking*.
- H. Li**, and L. Duan, “To Analyze and Regulate Human-in-the-loop Learning for Congestion Games”, under review of *IEEE/ACM Transactions on Networking* (Major Revision).

## PATENT

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- H. Li**, X. Ding, Y. Li, and J. He, “A Particle Filter Based Localization Method for Multi-Robot Formation”, patent number: 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 |
| ➤ Student of the Year (Nomination Award), SJTU (Top 15/40000) | 12/2017 |

## TEACHING EXPERIENCES

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

## TECHNICAL REVIEWER

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- IEEE Transactions on Services Computing (IEEE TSC).
- IEEE Transactions on Network Science and Engineering (IEEE TNSE).
- IEEE Transactions on Vehicular Technology (IEEE TVT).
- ACM Mobihoc 2022, 2024.

## TALKS

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| ➤ “When Mobile Crowdsourcing Meets Congestion Games: Selective Information Disclosure”<br>Shanghai Jiao Tong University, Shanghai, China. | 04/2023 |
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