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EDUCATION

University of Pennsylvania

Philadelphia, PA

Ph.D. Computer and Information Science, Advisor: Mayur Naik; GPA: 4.0/4.0

Jul 2019 - Present

University of California - San Diego

La Jolla, CA

B.S. Computer Science (GPA: 3.9/4.0); B.S. Mathematics (GPA: 3.7/4.0)

Sep 2015 - Jun 2019

RESEARCH INTEREST

I am a PhD candidate in Computer Science at the University of Pennsylvania, advised by Prof. Mayur Naik. My primary area of research is programming languages. My research also spans the fields of machine learning and security. My dissertation research is focused on neurosymbolic programming, an emerging paradigm that bridges the gap between deep learning and logical reasoning. To this end, I have developed Scallop, a general-purpose neurosymbolic programming language and compiler toolchain. Scallop has been used to develop diverse applications in the domains of natural language processing (NLP), computer vision (CV), cybersecurity, clinical-decision making, and bioinformatics. I was awarded the AWS Fellowship in 2022 for my research on trustworthy AI.

Publications

• Lobster: A GPU-Accelerated Framework for Neurosymbolic Programming

Paul Biberstein, Ziyang Li, Joseph Devietti, Mayur Naik In Submission

• LLM-Assisted Static Analysis for Detecting Security Vulnerabilities

Ziyang Li, Saikat Dutta, Mayur Naik In Submission, [arXiv]

• LASER: A Neuro-Symbolic Framework for Learning Spatio-Temporal Scene Graphs with Weak Supervision

Jiani Huang, Ziyang Li, Mayur Naik, Ser-Nam Lim In Submission, [arXiv]

• Neurosymbolic Programming in Scallop: Principle and Practice

Ziyang Li, Jiani Huang, Jason Liu, Mayur Naik Invited Monograph, to appear in Foundations and Trends in Programming Languages, 2024

• Data-Efficient Learning with Neural Programs

Alaia Solko-Breslin, Seewon Choi, Ziyang Li, Neelay Velingker, Rajeev Alur, Mayur Naik, Eric Wong Proceeding of NeurIPS 2024, [arXiv]

• Crowd-sourced machine learning prediction of Long COVID using data from the National COVID Cohort Collaborative

Timothy Bergquist et al., ..., Neelay Velingker, Ziyang Li, Yinjun Wu, Jiani Huang, Adam Stein, Emily J. Getzen, Qi Long, Mayur Naik, Ravi B. Parikh, ...

eBioMedicine 2024, NIH L3C Honorable Mention Award

• TYGR: Type Inference on Stripped Binaries using Graph Neural Networks

Ziyang Li*, Chang Zhu*, Anton Xue, Ati Priya Bajaj, William Gibbs, Yibo Liu, Rajeev Alur, Tiffany Bao, Hanjun Dai, Adam Doupé, Mayur Naik, Yan Shoshitaishvili, Ruoyu Wang, Aravind Machiry USENIX Security 2024, [Paper]

• DISCRET: Synthesizing Faithful Explanations For Treatment Effect Estimation

Yinjun Wu, Mayank Keoliya, Kan Chen, Neelay Velingker, Ziyang Li, Emily J Getzen, Qi Long, Mayur Naik, Ravi B Parikh, Eric Wong

International Conference on Machine Learning 2024 (ICLR 2024), Spotlight, [arXiv]

• Understanding the Effectiveness of Large Language Models in Detecting Security Vulnerabilities

Avishree Khare, Saikat Dutta, <u>Ziyang Li</u>, Alaia Solko-Breslin, Rajeev Alur, Mayur Naik [arXiv]

• Relational Programming with Foundation Models

<u>Ziyang Li, Jiani Huang, Jason Liu, Felix Zhu, Eric Zhao, William Dodds, Neelay Velingker, Rajeev Alur, Mayur Naik</u>

AAAI Conference on Artificial Intelligence (AAAI 2024), Paper

• Improved Logical Reasoning of Language Models via Differentiable Symbolic Programming

Jiani Huang*, Hanlin Zhang*, Ziyang Li, Mayur Naik, Eric Xing ACL-Findings 2023, [arXiv]

• Scallop: a Language for Neurosymbolic Programming

Ziyang Li, Jiani Huang, Mayur Naik

Programming Language Design and Implementation (PLDI 2023). [Code] [arXiv]

• Scallop: From Probabilistic Deductive Databases to Scalable Differentiable Reasoning Jiani Huang*, Ziyang Li*, Binghong Chen, Karan Samel, Mayur Naik, Le Song, Xujie Si NeurIPS 2021. [Paper] [Code]

• ARBITRAR: User-Guided API Misuse Detection

Ziyang Li, Aravind Machiry, Binghong Chen, Mayur Naik, Ke Wang, Le Song IEEE Security and Privacy (S&P) 2021. [Paper] [Code] [Talk]

• HOPPITY: Learning Graph Transformations to Detect and Fix Bugs in Programs

Elizabeth Dinella, Hanjun Dai, Ziyang Li, Mayur Naik, Le Song, Ke Wang

International Conference on Learning Representations (ICLR) 2020, Spotlight. [Paper]

Workshop Papers:

• Scallop: From Probabilistic Deductive Databases to Scalable Differentiable Reasoning Jiani Huang*, Ziyang Li*, Binghong Chen, Karan Samel, Mayur Naik, Le Song, Xujie Si AIPLANS Workshop @ NeurIPS 2021

• Numerical Reasoning over Legal Contracts via Relational Database

Jiani Huang, Ziyang Li, Ilias Fountalis, Mayur Naik

DBAI Workshop @ NeurIPS 2021

RESEARCH EXPERIENCES

Research Assistant, UPenn

Advisor: Mayur Naik

University of Pennsylvania

July 2019 - Present

Undergraduate Research Assistant, UCSD PL

Advisor: Sorin Lerner

University of California – San Diego Sep 2018 – Jun 2019

Undergraduate Research Assistant, UCSD VISCOMP University of California – San Diego

Advisor: Ravi Ramamoorthi

University of California – San Diego Mar 2018 – Jun 2019

Undergraduate Research Intern, UCSD Design Lab

Advisor: Scott Klemmer

University of California – San Diego Jun 2017 – Jun 2018

INVITED TALKS AND TUTORIALS

• Scallop Tutorial Summer School of Neurosymbolic Programming

• Invited Talk on Scallop Columbia University PL Seminar

• Invited Talk on Scallop UT Austin PL Seminar

• Neurosymbolic AI Guest lecture in Trustworthy AI, UPenn CIS

• Invited Talk on Scallop Peking University PL Seminar

• Invited Talk on Scallop Purdue University PL Seminar

• Invited Talk on Scallop KDD'2023

• Tutorial on Scallop PLDI'2023

• Tutorial on Neurosymbolic Methods LOG'2022

• Tutorial on Scallop Summer Shool of Formal Techniques

Salem, MA, Jun 2024
New York, NY, Oct 2024
Austin, TX, Sep 2024
Philadelphia, PA, Apr 17, 2024
Peking, China, Dec 10, 2023
West Lafayette, IN, Nov 9, 2023
Los Angeles, CA, Aug 7, 2023
Orlando, FL, Jun 17, 2023
Online, Oct, 2022

Mountain View, CA, Jun 1, 2022

Working Experiences

• Relational AI Research Intern, Mentor: Hung Q. Ngo

• Visa, Inc. Research Intern, Mentor: Ke Wang

• Coursera, Inc. Front-end Engineer Intern

• Deep Media, Ltd. Full-stack Engineer Intern

• Yobs Technology Full-stack Engineer Intern

• Easyhin Front-end Engineer Intern

Virtual, May 2021 - August 2021

Virtual, May 2020 - July 2020

Mountain View, CA, Jun 2018 - Sep 2018

Shenzhen, China, Sep 2016 - Jan 2017

Los Angeles, CA, Jan 2016 - Sep 2016

Shenzhen, China, Aug 2015 - Sep 2015

FELLOWSHIPS

• Amazon Web Service Fellowship For work on Trustworthy AI

• KPCB Fellows 2018 Engineering Fellows (<2%)

Amazon, May 2023

San Francisco, June 2018

TEACHING EXPERIENCES

• Teaching Assistant CIS 7000, Large Language Models

• Teaching Assistant CIS 5470, Software Analysis

• Tutor CSE 190, Virtual Reality Technology

• Tutor CSE 165, 3D User Interaction

• Tutor CSE 130, Programming Language

• Tutor CSE 163, Advanced Computer Graphics

• Tutor CSE 167, Intro to Computer Graphics

• Tutor CSE 12, Data Structure

University of Pennsylvania, 2024

University of Pennsylvania, 2020;21;22;23;25

University of California – San Diego, Spring 2019

University of California – San Diego, Winter 2019

University of California – San Diego, Fall 2018

University of California – San Diego, Spring 2018

University of California – San Diego, Winter 2018

University of California – San Diego, Winter 2017

SELECTED SIDE-PROJECTS

Programming Languages and Program Analysis Tools

- **Probabilistic DataLog Engine**: A probabilistic datalog engine with high performance optimizations oriented towards machine learning applications. Written in Rust.
- Under-constrained Symbolic Execution Engine: High performance under-constrained symbolic execution engine for LLVM IR written in Rust. Used in Arbitrar.
- LLVM IR Binding for Rust: Safe LLVM Binding for Rust. Used in Arbitrar. [Github]
- Menhera: A TypeScript-like functional programming language compiler written in OCaml. [Github]

Rendering, Animation, and Simulations:

- Fourier Depth of Field: Fourier transform based depth of field analysis for RayTracer. [Github]
- Rotamina: Character animator and simulator with GUI. Written in C++. [Github]

- MPM-RS: Material point method for simulating fluid and soft-body dynamics. Written in Rust. [Github]
- Geometry Sketchpad: Geometry sketching GUI application written in Rust. [Github]
- AoSoA Storage: Array-of-struct-of-array storage system for high performance parallel computing with Kokkos and Cabana. Designed for physics simulation applications. Used by UPenn CG Group. [Github]

Video Games and VR Applications:

- VR Piano: VR Application for recording virtual characters playing the Piano, connecting MIDI keyboards and body tracking systems. Written in Unity.
- Naruhodo: An 3D story puzzle game engine made in Unity for easy level design. [Github]
- Neon Ping Pong: VR Ping Pong Game written in C++. [Website] [Video]
- Space Escape: VR Room Escape Puzzle Game settled in Space Station. Developed in Unity. [Website] [Video]

Web Applications:

- inso.link: A mirror download site for OSU! beatmaps for Chinese players. Hosted and maintained since 2016 and has 30K users while supporting >2M downloads. [Website] [Status Site]
- saemanga.com: A minimalistic online manga reader. Had >1K users. (2016-2020, currently out-of-service)

SKILLS

- Languages: Rust, C++/C, Python, C#, TypeScript/JavaScript, OCaml, Java, Haskell, Coq
- Libraries/Engines/Tools: PyTorch, Unity, Unreal Engine 4/5, React, ExpressJs, Asp.net
- Design: Adobe Photoshop, Final Cut Pro, Premiere, After Effects, Illustrator, Blender, Cinema 4D
- Audio/Music: Logic Pro, Ableton

Last update: Nov 30, 2024