

LISHENG WU

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EDUCATION

Shanghai Jiao Tong University(SJTU)

Sep 2013 - Jul 2017

- B.S. in Computer Science(IEEE Honor Class)
- Selected Curriculums: Program Design(94/100), Data Structure(93/100), Machine Learning(92/100)

University College London(UCL)

Sep 2017 - Sep 2018

- MRes Web Science and Big Data Analytics
- Selected Curriculums: NLP(89/100), Graphical Model(80/100), Machine Vision(83/100)

TECHNICAL SKILLS

Knowledge	NLP, RL, MV, Crawler, Web
Languages	C++, Cuda, Python, Matlab, Javascript
Tools	Caffe, MXNet, Tensorflow, Sklearn

WORK EXPERIENCE

Nvidia APAC, Devtech Team

Jul 2017 - Sep 2017

Deep Learning Software Intern

Beijing

- Created new scenarios on platform gym-starcraft and implemented multiagent RL algorithm BiCNet.

PROJECTS

Unify Representations with Shared Dynamics

Jun 2018 - Sep 2018

- Proposed to learn multiple world models for RL environments using shared dynamics.
- The trained models represent corresponding states in different environments with similar representations. We associate the results with the self-consciousness phenomenons and human learning process.

Implicit Communications in Bridge Bidding

Apr 2018 - Sep 2018

- Implemented one bridge bidding environment whose rewards are computed by Double Dummy Solver.
- Designed belief module and communication rewards to help the bidding players communicate.

Reinforcement Learning on Montezuma Revenge

Feb 2017 - May 2017

- Implemented count-based exploration to help agent achieve average 2500 on Montezuma-Revenge.

Pedestrian Detection and Tracking

Jan 2016 - Oct 2016

- Implemented one real time pedestrian detection monitoring system(36fps).
- Realized pedestrian tracking by matching features(30fps) and won first place in MOT16.

Unsupervised Deep Domain Adaptation for Pedestrian Detection

Apr 2016 - Jul 2016

- Proposed a new derived MMD Loss and utilized semi-supervised learning to perform domain adaption.

PUBLICATION

- [1] Learning Shared Dynamics with Meta-World Models. **L Wu**, *M Li, J Wang*, AAAI 2019 (submitted).
- [2] Learning multi-agent implicit communication through actions: a case study in Bridge, a collaborative imperfect information game. *Z Tian, S Zou, T Warr*, **L Wu**, *J Wang*, AAAI 2019 (submitted).
- [3] Unsupervised Deep Domain Adaptation for Pedestrian Detection. *L Liu, W Lin*, **L Wu**, *Y Yu, MY Yang*, ECCV Workshop 2016 (accepted).