

# PENG Zhenghao

Homepage: <https://pengzhenghao.github.io/>

Github: pengzhenghao  
Email: pengzh@ie.cuhk.edu.hk

## EDUCATION

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### The Chinese University of Hong Kong

*August 2019 - Present*

- PhD student under the supervision of Prof. Zhou Bolei at Multimedia Lab, Department of Information Engineering.

### Shenzhen Institutes of Advanced Technology (SIAT), Chinese Academy of Sciences

*June 2018 - Sept. 2018*

- Research intern at Multimedia Research Center, under the supervision of Prof. Qiao Yu.

### University of California, Berkeley

*July 2017 - Aug. 2017*

- Summer session.

### Shanghai Jiao Tong University

*Sept. 2015 - July 2019*

- B.E. in Naval Architecture and Ocean Engineering.
- Member of Zhiyuan Honors Program.
- Research assistant at Advanced Computer Architecture Laboratory with Prof. Jiang Li.

## PUBLICATIONS

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[1] Hao Sun, Jiankai Sun, **Peng, Zhenghao**, Dahua Lin, and Bolei Zhou. Learning with identity and uniqueness through social constraint. In *NeurIPS 2019 Deep RL Workshop*, 2019

[2] **Peng, Zhenghao**, Xuyang Chen, Chengwen Xu, Naifeng Jing, Xiaoyao Liang, Cewu Lu, and Li Jiang. Axnet: Approximate computing using an end-to-end trainable neural network. In *Proceedings of the 2018 International Conference on Computer-Aided Design. ICCAD'18*. IEEE/ACM, 2018 [arXiv, pdf]

[3] Zhuoran Song, Dongyu Ru, Ru Wang, Hongru Huang, **Peng, Zhenghao**, Jing Ke, Xiaoyao Liang, and Li Jiang. Approximate random dropout. In *Design, Automation & Test in Europe Conference & Exhibition, 2019. DATE'19*. IEEE, 2019 (Camera-ready version is not available currently at arXiv.) [arXiv, pdf]

## RESEARCH EXPERIENCES

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### Multi-agent Reinforcement Learning Traffic Simulation

*February 2019 - July 2019*

*Research Intern at SenseTime*

- Optimized Multi-agent Reinforcement Learning (MARL) traffic simulation environment and achieved  $5\times$  speedup in simulation.
- Applied MARL framework RLlib to train 16 autonomous driving vehicles in fuse and split scenes, pushed success rate to 99% (previously 80%) and accelerated training for  $8\times$  (previously a week, now a night).

### Weakly-supervised Video Action Detection via Convex Clustering

*June 2018 - Sept. 2018*

*Supervised by Prof. Qiao Yu*

*Research Intern at SIAT*

- Leveraged an external representativeness database to strengthen UntrimmedNet, the weakly supervised video action recognition framework.
- Applied reinforcement learning as action instances detector in untrimmed videos based on the reward signals from the snippet-level action classifier.

### Approximate Random Dropout

*Apr. 2018 - Sept. 2018*

*Supervised by Prof. Jiang Li*

- Replaced the random dropout in neural network training with predefined dropout patterns, thus enabled the prediction of dropped neurons and the skip of the redundant zero-multiplication. The work collaborates the randomness in software with the efficiency in hardware.
- Reduced the training time by 20%-77% (19%-60%) when dropout rate is 0.3-0.7 on MLP (LSTM) with marginal accuracy drop.
- Provided mathematical proof for the equivalence of this approach and the random dropout, reorganized [3] and proofread the original paper.

### **Wire Routing on IC by Multi-agent Reinforcement Learning**

*Feb. 2018 - June 2018*

*Supervised by Prof. Jiang Li*

- Formulated wire routing problem to a competitive-cooperative multi-agent reinforcement learning problem, the possible solution for NP-hard problems.
- Applied PPO, TRPO, DDPG, ACKTR and A2C algorithms to train the agents.
- Implemented 3D wire routing reinforcement learning environment allowing multi-agent cooperation, competition, and communication, based on Gym library and open-source.

### **Neural Network Based Approximate Computing Framework**

*Sept. 2017 - May 2018*

*Supervised by Prof. Jiang Li*

- Fused the conventional approximate computing architecture as an end-to-end structure. Applied the Hadamard product at the output of predictor and the activation of approximator to learn jointly.
- Reduced 74% training time; Improved the invocation by 50.6%, averagely. In JPEG benchmark, 60% parameters reduced and achieved  $32\times$  speedup.
- Formulated the question, proposed idea, wrote codes, conducted experiments, and finished the paper [2].

### **Handwritten Arithmetic Expression Recognition**

*May 2017 - June 2017*

*Side Project*

- Built an End-to-End system providing recognition and calculation service of handwritten arithmetic expression via WeChat (an IM application).
- Utilized conventional CV techniques like Sobel filter, gaussian blur, erosion and dilation to segment digits and operators. Used convolutional neural network to recognize.
- Expanded MNIST dataset with 10000+ operators images for neural network training.