YANG CHEN

NZ: (+64) 022-5250016 / CN: (+86) 185-1182-2753

EDUCATION

University of Auckland

Auckland, New Zealand November 2018 - April 2022

Ph.D. in Computer Science

- · Supervisors: Jiamou Liu and Bakhadyr Khoussainov
- · Thesis: From One to Infinity: New Algorithms for Reinforcement Learning and Inverse Reinforcement Learning

University of Auckland

Auckland, New Zealand July 2017 - July 2018

First Class Honours in Computer Science

· Dissertation: Network Building: Methodological Foundations and Algorithmic Analysis

Beijing Institute of Technology

Beijing, China

Bsc in Computer Science & Technology

August 2013 - June 2017

WORK EXPERIENCE

University of Auckland

Auckland, New Zealand

Research Fellow

June 2021 - Present

DAMO Academy, Alibaba

Beijing, China

Research Intern

September 2020 - January 2021

RESEARCH INTERESTS

My research interests span a spectrum of reinforcement learning, multi-agent systems and game theory. Recently, I have aimed to solve issues modelled as multi-agent systems from reinforcement learning and game-theoretic perspectives. Along this line, my ultimate goal is to reinforce the insights into theories of applying reinforcement learning in conjunction with game theory. Lately, my focus has moved to reinforcement learning in games with massive agents. I attempt to explore exciting results in such scenarios by combining reinforcement learning and the meanfield theory. In addition to my research interests in reinforcement learning, game theory and multi-agent systems, I am also working on applying reinforcement learning in natural language processing and automatic reasoning.

SUPERVISION

BSc (Honours) Students

· Yiwei Qi

University of Auckland.

February 2022 - November 2022

Topic: Building A Game-Playing Agent Using Decision Theory

Ph.D. Students

· Libo Zhang (mentoring)

University of Auckland Topic: Learning Equilibria in Multi-player Games

November 2021 - Present

TEACHING

· COMPSCI 761: Advanced Topics in Artificial Intelligence Semester 2, 2023 Lecturer, University of Auckland.

· COMPSCI 761: Advanced Topics in Artificial Intelligence Lecturer, University of Auckland.

Semester 2, 2022

· COMPSCI 220: Algorithms and Data Structures Guest Lecturer, University of Auckland.

Semester 1, 2022

· COMPSCI 399 Capstone: Computer Science Project Supervisor, University of Auckland.

Semester 2, 2021

ACADEMIC SERVICES

· Reviewer: AAMAS 2024, AAMAS 2023, ICNLP 2022, BSCI 2022, Social Network Analysis and Mining.

· Conference Organising: Local co-chair of AAMAS 2024.

AWARDS

· AAMAS 2022 Scholarship April 2022 · Google Global PhD Fellowship Nomination (Austrilia & New Zealand) August 2020 · Best Paper Award, BSCI 2019. July 2019 · Summer Scholarship Funding from PDH Research Partnership. November 2018 October 2018 · University of Auckland Doctoral Scholarship.

SELECTED PUBLICATIONS

- Reinforcement Learning, Multi-agent Systems & Game Theory
- · Adversarial Inverse Reinforcement Learning for Mean Field Games Yang Chen, Libo Zhang, Zhenyun Deng, Neset Özkan Tan, Jiamou Liu, Michael Witbrock. The 22nd International Conference on Autonomous Agents and Multi-agent Systems. AAMAS **2023.** (Core A*, CCF B)
- · Density-based Correlated Equilibrium for Markov Games. Libo Zhang, Yang Chen (contact author, equal contribution), Toru Takisaka, Bakh Khoussainov, Michael Witbrock, Jiamou Liu. The 22nd International Conference on Autonomous Agents and Multi-agent Systems. AAMAS 2023. (Core A*, CCF B)

- · Individual-Level Inverse Reinforcement Learning for Mean Field Games Yang Chen, Libo Zhang, Jiamou Liu, Shuyue Hu. *The 21st International Conference on Autonomous Agents and Multi-agent Systems.* AAMAS 2022. (Core A*, CCF B)
- · Interconnected Neural Linear Contextual Bandits with Upper Confidence Bound Exploration

Yang Chen, Miao Xie, Jiamou Liu, Kaiqi Zhao. 26th Pacific-Asia Conference on Knowledge Discovery and Data Mining. PAKDD 2022. (Core A, CCF C)

- · Social Capital Games as A Framework for Social Structural Pattern Emergence Yang Chen, Jiamou Liu. *IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining.* ASONAM 2020.
- · Social Structure Emergence: A Multi-agent Reinforcement Learning Framework for Relationship Building

Yang Chen, Jiamou Liu, He Zhao, Hongyi Su. The 19th International Conference on Autonomous Agents and Multi-agent Systems. AAMAS 2020. (Core A*, CCF B)

- Can Reinforcement Learning Enhance Social Capital? He Zhao, Hongyi Su, Yang Chen, Jiamou Liu, Bo Yan, Hong Zheng. The International Workshop on Web Information Systems in the Era of AI. 2019.
- · A Reinforcement Learning Approach to Gaining Social Capital with Partial Observation

He Zhao, Hongyi Su, **Yang Chen**, Jiamou Liu, Hong Zheng, Bo Yan. *The 16th Pacific Rim International Conference on Artificial Intelligence*. **PRICAI 2019.** (Core A, CCF C)

- Multi-agent Systems & Graph Theory
- · Distributed Community Detection over Blockchain Networks Based on Structural Entropy

Yang Chen, Jiamou Liu. The 2019 ACM International Symposium on Blockchain and Secure Critical Infrastructure. BSCI 2019. (Best Paper Award)

· Becoming Gatekeepers Together with Allies: Collaborative Brokerage over Social Networks

Yang Chen, Jiamou Liu. The 2019 IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining. ASONAM 2019.

· Dynamic Relationship Building: Exploitation Versus Exploration on a Social Network

Bo Yan, Yang Chen, Jiamou Liu. The 18th International Conference on Web Information Systems Engineering. WISE 2017. (Core B, CCF C)

• Deep Learning and Application

· Chain of Propagation Prompting for Node Classification Yonghua Zhu, Zhenyun Deng, Yang Chen, Robert Amor, Michael Witbrock. ACM MultiMedia 2023 ACM MM 2023. (Core A*, CCF A)

· MSDC: Non-intrusive Load Monitoring with a Dual-CNN Model
Jialing He, Jiamou Liu, Zijian Zhang, Yang Chen, Yiwei Liu, Bakh Khoussainov, Liehuang
Zhu. Thirty-Seventh AAAI Conference on Artificial Intelligence. AAAI 2023. (Core A*, CCF
A)

• Reasoning in Natural Language Processing

Contrastive Learning with Logic-driven Data Augmentation for Logical Reasoning over Text.

Qiming Bao, Alex Yuxuan Peng, Zhenyun Deng, Wanjun Zhong, Neset Tan, Nathan Young, **Yang Chen**, Yonghua Zhu, Michael Witbrock, Jiamou Liu. Symposium on Large Language Models IJCAI'23. **LLM@IJCAI'23**.

· Neuromodulation Gated Transformer.

Kobe Knowles, Joshua Bensemann, Diana Benavides Prado, Vithya Yogarajan, Michael Witbrock, Gillian Dobbie, Yang Chen. The Eleventh International Conference on Learning Representations. ICLR 2023 Tiny Papers.

· Multi2Claim: Generating Scientific Claims from Multi-Choice Questions for Scientific Fact-Checking.

Neset Tan, Trung Nguyen, Josh Bensemann, Alex Peng, Qiming Bao, **Yang Chen**, Mark Gahegan, Michael Witbrock. The 17th Conference of the European Chapter of the Association for Computational Linguistics. **EACL 2023.**

- · Prompt-based Conservation Learning for Multi-hop Question Answering.

 Zhenyun Deng, Yonghua Zhu, Yang Chen, Qianqian Qi, Michael Witbrock, Patricia Riddle.

 The 29th International Conference on Computational Linguistics. COLING 2022. (Core A, CCF B)
- · Interpretable AMR-Based Question Decomposition for Multi-hop Question Answering.

Zhenyun Deng, Yonghua Zhu, **Yang Chen**, Michael Witbrock, Patricia Riddle. *The 31st International Joint Conference on Artificial Intelligence*. **IJCAI 2022.** (Core A*, CCF A)

· An explainability analysis of a sentiment prediction task using a transformer-based attention filter

Neset Özkan Tan, Joshua Bensemann, Diana Benavides-Prado, **Yang Chen**, Mark Gahegan, Lia Lee, Alex Yuxuan Peng, Patricia Riddle, Michael Witbrock. *The Ninth Annual Conference on Advances in Cognitive Systems*. **ACS 2021.**

• Datasets

· Meerkat Behaviour Recognition Dataset.

Mitchell Rogers, Gaël Gendron, David Soriano Valdez, Mihailo Azhar, **Yang Chen**, Shahrokh Heidari, Caleb Perelini, Padriac O'leary, Kobe Knowles, Izak Tait, Simon Eyre, Michael Witbrock, Patrice Delmas. 3rd Workshop on CV4Animals: Computer Vision for Animal Behavior Tracking and Modeling (in conjunction with CVPR 2023).