SHANGMIN (SHAWN) GUO

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PUBLICATIONS

- The Emergence of Compositional Languages for Numeric Concepts Through Iterated Learning in Neural Agents Shangmin Guo, Yi Ren, Serhii Havrylov, Stella Frank, Ivan Titov & Kenny Smith
 - 3rd NeurIPS Workshop on Emergent Communication
- Enhance the Compositionality of Emergent Language by Iterated Leanring Yi Ren, Shangmin Guo, Matthieu Labeau, Shay B. Cohen & Simon Kirby 3rd NeurIPS Workshop on Emergent Communication
- IJCNLP-2017 Task 5: Multi-choice Question Answering in Examinations Shangmin Guo, Kang Liu, Shizhu He, Zhuoyu Wei, Cao Liu & Jun Zhao

IJCNLP-2017

- Which is the Effective Way for Gaokao: Information Retrieval or Neural Networks?
 - Shangmin Guo, Xiangrong Zeng, Shizhu He, Kang Liu & Jun Zhao EACL-2017
- Employing External Rich Knowledge for Machine Comprehension. Bingning Wang, Shangmin Guo, Kang Liu&Jun Zhao IJCAI-2016

PROJECTS

SpikeInterface: A Unified Framework for Spike Sorting

₩ Sep. 2019 -

- ♥ Edinburgh, UK
- Perform unit testing and integrated testing, and fix the detected bugs.
- Proposed a Bayesain algorithm to combine sorting results from different spike sorters.
- This is an open-source project which can be accessed https://github.com/SpikeInterface.

Emergence of Compositional Languages for Numeric Concepts in Multi-agent Autonomous Communication

🛗 Jan. 2019 - Sep. 2019

- ♥ Edinburgh, UK
- This is my master dissertation project, and can be accessed at https://arxiv.org/pdf/1911.01098.pdf.
- Proposed this project to explore the emergence of compositional languages for numeric concepts in multi-agent communication protocols.
- Designed and implemented multi-agent population models based on deep learning, as well as two different language games.
- Found that iterated learning could facilitate the emergence of compositional language, and their emergence are heavily influenced by input representations.
- Found that emergent languages from different language games have different expressivity.
- This work has been submitted to EvoLang-2020 and ICLR-2020.

Automatic Medical Record Generation based on **Doctor-Patient Dialogue**

Mar. 2018 - Aug. 2018

- P Beijing, China
- Designed the schema of a new medical knowledge base and implemented an information gain algorithm to do diagnosis on it.
- Led the development of a disease tag prediction system based on the utterances of doctor-patient dialog.

WORKING EXPERIENCE

Research Assistant

Institute for Automated Language Teaching and Assessment, University of Cambridge

Mov. 2019 -

♀ Cambridge, UK

Research Assistant

Institute for Adaptive and Neural Computation, School of Informatics

Research Engineer

National Laboratory of Pattern Recognition

EDUCATION

M.Sc. (Distinction) in Data Science

Avg Score: A

The University of Edinburgh

B.Eng. in Computer Science

Rank:1st/66 | GPA:3.88/4.0 | Avg Score:87.20/100 **National University of Defense Technology**

RESEARCH INTERESTS

Evolutionary Linguistics

Grounded Language Learning

Natural Language Understanding

PROGRAMMING SKILLS

Python/PyTorch/LATEX C++/Java/Django/Qt5 **Distributed Computing** CUDA/R



HIGHLIGHT COURSES

Probabilistic Modeling and Reasoning

Computational Cognitive Science

Reinforcement Learning

Algorithmic Game Theory

Question Answering System for Gaokao History Multiple Choice Questions

m Oct. 2015 - Oct. 2017

Peijing, China

- Designed and developed a novel deep neural network model that is combined with IR method, which gained best performance on real Gaokao questions in subject History.
- Implemented various kinds of baseline models including memory networks and dynamic memory networks.
- This work has been published on EACL-2017.

Employing External Rich Knowledge for Machine Comprehension

de Oct. 2015 - Feb. 2016

♥ Beijing, China

- Developed a RTE model that is trained on rich external corpus and then be applied to evaluate the confidence of a specific answer candidate in machine comprehension.
- This work has been published on IJCAI-2016.

Research and Analysis of Behavior Modeling in Simulation System

m Oct. 2013 - Jun. 2014

♥ Changsha, China

- This is my diploma project, the overall objective is to build a
 distributed interactive simulation system. I took the responsibility of
 research and analysis of the behavior modeling.
- Concluded the methods of behavior modeling and abstracted them with first-order sequential logic.
- Built up several behavior models in different scenarios and checked feasibility of these models.

REFEREES

Prof. Kenny Smith

- @ kenny.smith@ed.ac.uk
- Centre for Language Evolution, Linguistics and English Language, University of Edinburgh

Dr. Ivan Titov

- @ ititov@inf.ed.ac.uk
- Insitute for Language, Cognition and Computation, School of Informatics, University of Edinburgh

Prof. Rico Sennrich

- @ sennrich@cl.uzh.ch
- Institut für Computerlinguistik, Universität Zürich

Prof. Stuart Anderson

- @ soa@staffmail.ed.ac.uk
- Schools of Informatics, University of Edinburgh

Prof. Jun Zhao

- @ jzhao@nlpr.ia.ac.cn
- Institute of Automation,
 Chinese Academy of Sciences

LIFE PHILOSOPHY

"Truth can be known but it may not be the well-known truth."

HOBBIES

Paintball Archery Racing Car

