

# YAO YIRAN

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## Education

### Shanghai Jiao Tong University

*Undergraduate, Measurement Control Technology and Instruments*

Shanghai

Sep. 2018 – June 2022

- Grade Code, 84.6/100, 3.52/4.3
- Thinking and Approach of Programming, 95, A+
- Stochastic Simulation Methods and Its Applications, 93, A
- Discrete Mathematics, 94, A
- Deep Learning and Its Applications, 95.25, A+
- Reinforcement Learning, 89, A-
- Machine learning (AI), 96.4, A+
- Compiler Principles, 90, A
- Computer Network, 92, A

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## Research

### On Symmetry Property in Adversarial Examples

*with Prof. Ni*

Sep. 2020 – Nov. 2020

*Shanghai Jiao Tong University*

- Discover an intriguing phenomenon called Symmetry Property in adversarial examples
- Design a novel loss function that constrain features to improve robustness
- Achieve SOTA performance even compared to Adversarial Training
- First submit the paper to CVPR2021 as the third author
- Personal Contribution: Run most of experiments and propose the final version of loss function
- [Open Source Code](#) on Github

### Identifying Influential Inputs in Probabilistic Logic Programming

*with Prof. Zhou*

Aug. 2020 – Jun. 2021

*Georgetown University*

- Propose a provenance-based approach towards identifying influential inputs in PLP programs
- Evaluate the system in a visual question answering scenario and demonstrate its effectiveness
- Submit the paper to VLDB2021 as the fourth author

### Summer Intern

*with Prof. Ni*

Jul. 2021 – Sep. 2021

*Shanghai Jiao Tong University*

- Try to find a universal perturbation that defend against face manipulation with GAN
- Ready to submit a paper to AAAI2022

### Online Intern

*with Prof. Evans*

Mar. 2021 – Sep. 2021

*University of Virginia*

- Become a member in Security Research Group
- Try to combine cost-sensitive learning with adversarial learning
- Hold a group meeting that sharing a paper within the whole lab

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## Coding Projects

### 2048 Game | Python, Jupyter Notebooks, TensorFlow, Keras

Mar. 2020 – June 2020

- Construct a Deep Convolutional Neural Network to play 2048 Game
- Implement Ensemble Learning to improve performance
- Achieve a full score in the final check
- [Open Source Code](#) on Github

<b>Atari &amp; MuJoCo</b>   <i>Python, Jupyter Notebooks, PyTorch, Keras</i>	Mar. 2020 – June 2020
<ul style="list-style-type: none"> <li>• Implement Deep Q Network to play Breakout in Atari Games</li> <li>• Implement Proximal Policy Optimization to control the Hopper and Ant in MuJoCo</li> <li>• Write a document to show the results and express my thinking about the algorithms</li> </ul>	
<b>Context-Free Grammar Compiler</b>   <i>C++, Visual Studio</i>	Mar. 2020 – June 2020
<ul style="list-style-type: none"> <li>• A program that can detect Operator Grammar</li> <li>• Automatically output an Operator precedence analysis table</li> <li>• Write a design and test manual</li> </ul>	
<b>Melody Generation</b>   <i>Python, Jupyter Notebooks, TensorFlow, Keras</i>	Sep. 2019 – Jan. 2020
<ul style="list-style-type: none"> <li>• Melody Generation Using Seq2Seq Model with Attention</li> <li>• Recur a rather novel model in the task</li> <li>• Introduce chord rules into the model</li> <li>• Collaborate with classmates to complete a course paper</li> </ul>	
<b>Deep Learning Specialization</b>   <i>Python, Jupyter Notebooks</i>	Aug. 2019 – Oct. 2019
<ul style="list-style-type: none"> <li>• Learn basic knowledge on DNN, CNN, RNN, etc.</li> <li>• Use Numpy to build basic Neural Network structure</li> <li>• Exercise various skills in model training</li> <li>• Learn how to use the TensorFlow framework</li> <li>• Exercise how to detect and fix bugs in real applications</li> <li>• Exercise the theory and applications of CV &amp; NLP</li> <li>• <u>See Course Certificate</u></li> </ul>	
<b>Game Theory</b>   <i>C++, MATLAB, R</i>	June 2019 – Aug. 2019
<ul style="list-style-type: none"> <li>• Research on the Evolution of Game under long-term memory</li> <li>• Establish a mathematical model to simulate the prisoner's dilemma with long-term memory</li> <li>• Cellular Automata is used as one of the models</li> <li>• Collaborate with classmates to complete a 30-page course paper</li> </ul>	

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## Awards

<b>The Mathematical Contest in Modeling 2020</b>	Feb. 2020
<i>Problem Chosen – A</i>	
<ul style="list-style-type: none"> <li>• Be designated as Meritorious Winner</li> <li>• Predict the sea surface temperature in the next 50 years</li> <li>• Speculate on how temperature changes will affect fishery</li> <li>• Provide fishermen with strategies from the perspective of long-term profit</li> <li>• <u>See Certificate of Achievement</u></li> </ul>	
<b>The Mathematical Contest in Modeling 2019</b>	Jan. 2019
<i>Problem Chosen – A</i>	
<ul style="list-style-type: none"> <li>• Be designated as Successful Participant</li> <li>• Restore the possible ecology of dragons in reality</li> <li>• Introduce factors such as geographical location, weather and characteristic to enrich the model</li> <li>• Put forward the strategy of coexistence between human society and dragons</li> <li>• <u>See Certificate of Achievement</u></li> </ul>	

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## Skills

**Computer Languages:** Python, C/C++, Git, MATLAB, R  
**Python Libraries:** Numpy, Matplotlib, PyTorch, TensorFlow, Keras  
**Human Languages:** Chinese, English  
**Developer Tools:** Jupyter Notebook, Git, VS Code, Visual Studio