LUO Ziyan

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From: Beijing, China - Studying: Beijing University of Posts and Telecommunications

Education

Beijing University of Posts and Telecommunications (BUPT)

Sep. 2016 – Jun. 2020

BEng in Computer Science and Technology

• **GPA**: 3.75/4 (3.9 for junior/senior)

• TOEFL scores: 104

• Average Scores of Core Courses: 91/100

• **GRE scores**: 327 (157 + 170 + 3.5)

- Offers: UCSD (MSCS), CMU (INI, 7k\$), UChicago (CS-Predoc, 3.7k\$), USC(MSCS) ...
- A BUPT scholarship recipient in each academic year till now
- A member of YePeiDa Innovation College (top 60 students among 3600 undergraduates year-round)
- A Top 3 student in the major of Software Engineer in the first semester to have chance to switch major

Research

Spatio-temporal Trajectory Prediction | Data Mining, Deep Learning

Apr. 2019 - Oct. 2019

- Initiated the research and collaborated with researchers at the Institute for Network Sciences and Cyberspace of Tsinghua University, supervised by Wang Jilong, chair of the Asia Pacific Advanced Network (APAN)
- Processed human spatio-temperal trajectory data from publicly available GTSM datasets
- Designed an advanced deep learning model composed of an attentive mechanism which helped learn long-term knowledge and a well-designed convolutional network with hybrid dilated and separable filters, which effectively extracted high order sequential patterns and smoothed gridding artifacts of hybrid dilation
- Second author of the paper among 4 authors, which is accepted by WSDM, 2020 (the top 7%, oral paper, DOI: 10.1145/3336191.3371846), a leading conference in data mining field

SRG, Microsoft Research Lab – Asia (MSRA) | Reinforcement Learning, Information Retrieval Oct. 2019 – Feb. 2020

- Using Deep Reinforcement Learning algorithm for Inverted Index Match Plan Generation to replace current handicraft rules at the L1 stage of the query searching process in Bing
- Collaborating with the product team of Bing and researchers at Systems and Networking Research Group (SRG) of MSRA, supervised by Chen Qi, Xue Hui, Senior Researchers in MSRA
- Inventing PASAC to adapt to our scene (a discrete-continuous hybrid action space), maximizing both entropy & Q-value; SPER to address that highly prioritized samples center on a small range of the reward space
- As the first author among 10 authors, the paper is in submission to WWW, 2021

APDC | Natural Language Processing, Natural Language Generation, Reinforcement Learning

July 2020 - Sep. 2020

- Inventing Adaptive Prior-Dependent Correction (APDC) to enhance RL in language generation tasks: Leveraging the distribution generated by computing the distances between the ground truth and all other words to correct the agent's stochastic policy, to alleviate the deviation ignorance issue
- Advantage-function-weighted Policy Gradient (APG): Estimating the advantage function with the difference
 of the Q-values using the prior knowledge of "afterstate"
- On three tasks of NLG (NMT, image captioning, abstractive text summarization), our method consistently outperforms the state-of-the-art RL-based approaches
- As the second author among 3 authors, the paper is in submission to AAAI, 2021

RLMob | Reinforcement Learning, Data Mining

Apr. 2020 - July 2020

Deep Reinforcement Learning for processing human sequential trajectory data

- Formulate the problem that predicting successive points as a MDP and create an simulator environment
- As the first author among 3 authors, the paper is in submission to WSDM, 2021

Professional Experience

ZTE-CE Internship | Computer Networks

Aug. 2019 - Sep. 2019

- Worked on 5G Wireless Network Product Operation and Maintenance Project, including networking and configuring base station as an implementation engineer
- Designed a topology structure of an enterprise Intranet with another intern that met all the needs of customers

Projects

Compiler from Pascal Language to C Language | Compiler Principle and Technology

Jul. 2019

- Collaborated with another student to complete a compiler from Pascal to C within 5 days
- Conducted grammar design, lexical analysis, syntactic analysis, semantic analysis, and the generation of target code using bottom-up techniques of S attribute

DNS Relay | Computer Networks

Mar. 2019 - May 2019

- Independently completed a simple DNS relay to implement DNS Protocol
- Realized packet parsing, relaying, database query, learning from new messages, etc.

Ether Forum System | *Software Engineering*

Nov. 2018 - Jan. 2019

• Independently designed a forum system with C++/QT, fulfilling all basic functions with elegant interface and user-friendly interaction

Skills & Core Courses

- Computer Skills: C/C++, Python, Pytorch, SQL, Matlab, UML, YACC, VHDL, Linux(Shell) ...
- Core Courses: Computer Networks, Algorithms & Data Structures, Operating System, Compiler Principle & Technology, Microcomputer System & Interface Technique, Software Engineering, Principles of AI, Principles of Database Systems, NLP, Computer Architecture, Mobile Communications...

Competitions & Awards

- COMAP Interdisciplinary Contest in Modeling Meritorious Winner: won the prize by establishing a model for measuring and analyzing the fragility of countries and finishing the paper

 Feb. 2018
- National English Competition for College Students **Third Award**

May 2018

- Chinese Chemistry Society's National Chemistry Olympiad for High School Students First Prize
- Grade Certificate for Music Examination, Piano Grade Ten

Extracurricular Activities & Interests

• Music Composition: I am a well-known electronic music composer, creating experimental music in miscellaneous genres including piano improvisation, symphony, 8-bit, hardcore, dubstep. Up till now, I have done more than 20 music compositions (in 30+ hrs. for each) with 250,000+ plays and 1000+ followers at NetEase Cloud music and many of them are included in well-known music games.

My Portfolio: https://soundcloud.com/sunsetray

Since Jun. 2018

• Student Union year-end work review presentation (Director)

Dec. 2017

• Interests: Music Composition, Sports (table tennis, badminton, tennis, basketball, billiard etc.), Chemistry