Long (Tony) Lian

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY

Computer Science Expected Graduation: May 2022

• GPA: 4.0/4.0

- Coursework:
 - Taking: <u>EECS 126</u> (Probability and Random Processes), <u>EE 120</u> (Signals and Systems), and <u>CS 194-26</u> (Computer Vision and Computational Photography)
 - Previous Coursework: <u>CS 161</u> (Computer Security, A+, ranked as 1 of ~200), <u>EECS 151/LA/LB</u> (Digital Circuits, ASIC, and FPGA, all A+), <u>CS 285</u> (Grad. Level Reinforcement Learning, A+), <u>CS 189</u> (Machine Learning, A+), <u>CS 188</u> (Artificial Intelligence, A+), <u>CS 61C</u> (Machine Architecture, A+), <u>CS 70</u> (Discrete Math and Intro to Probability, A+), <u>CS 61B</u> (Data Structures and Algorithms, Java, A+), <u>CS 61A</u> (Structure and Interpretation of Programs, Python, A+), <u>EE 16A</u> and <u>EECS 16B</u> (Designing Info. Devices and Systems I/II, A+), <u>DATA 8</u> (Data Science, A+)
 - Audited: <u>CS 282A</u> (Grad. Level Deep Learning, audited), <u>EECS 127</u> (Optimization, audited during full-time internship)
- Taught CS198-008 (Linux System Administration DeCal) as a lecturer (Fall 2019, Fall 2020, Spring 2021)
- Member of International Computer Science Institute, IEEE, Berkeley Chinese Students and Scholars Association, and Open Computing Facility

STANFORD UNIVERSITY Stanford, CA

Summer Session Student (attended as a high school student)

June 2017 – August 2017

Berkeley, CA

- GPA: 4.11/4.0
- Coursework: CS 193C (Client-end Web Technologies, A+) and CS 106B (Data Structure, C++, A)
- Helped the instructor hold a review session for CS 106B and made contributions to the lecture slides

Publications

Data-centric Semi-supervised Learning

Work In Progress

Xudong Wang*, Long Lian* (Equal contribution), Stella X. Yu

arxiv: 2110.03006

Unsupervised Visual Attention and Invariance for Reinforcement Learning

Xudong Wang*, Long Lian* (Equal contribution), Stella X. Yu

arxiv: 2104.02921

Long-tailed Recognition by Routing Diverse Distribution-Aware Experts

Xudong Wang, Long Lian, Zhongqi Miao, Ziwei Liu, Stella X. Yu

1CLR 2021 Spotlight
2010.01809

Research Experiences and Internships

Undergrad Researcher, <u>UC Berkeley International Computer Science Institute</u>

December

December 2019 – Present

- Doing research with Prof. Stella Yu and Xudong (Frank) Wang on Computer Vision and Deep Neural Networks
- Developed a new **pixel-based reinforcement learning** method which utilizes unlabeled data to effectively train agents robust to visual distractions and **achieved SOTA on several RL benchmarks**, **accepted by CVPR 2021**
- Developed a multi-expert method that achieved SOTA on Long-Tailed Distribution Recognition, where training set and test set have different distributions (ICLR 2021 Spotlight)
- Worked on **Open Set Recognition** projects with unsupervised learning to detect instances in novel classes Research Intern at Deep Learning Platform Team (Distributed ML Group), Baidu Inc.

February 2021 – May 2021

- Designed an efficient parameter server on <u>PaddlePaddle</u>, the most widely-used deep learning framework in China, and boosted the training efficiency of large-scale Click-Through-Rate prediction models with both sparse and dense layers up to 2x and greatly accelerates company's internal ML deployment workflow
- Filed a patent on large-scale training and acceleration of neural network models with heterogeneous hardware, specifically for models with I/O-intensive and computation-intensive components

Designed by Long (Tony) Lian in 2021

- Implemented reinforcement learning algorithm Rainbow with Baidu's RL framework PARL as a side project Undergrad Research Apprentice, UC Berkeley

 September 2018 May 2021
 - Contributed operators to data query library <u>Queryverse</u> for **data scientists** for **JuliaLang** community first as a part of <u>Undergrad Research Apprentice Program</u> under the supervision of Prof. David Anthoff
 - Added a plot gallery functionality, which was demonstrated in JuliaCon 2021, to <u>Julia's Official VS Code</u>
 <u>Extension</u> as a developer in JuliaLang Community

Full Stack Engineering Intern (Profile Products team), Yelp Inc.

May 2019 – August 2019

- Developed Verified License for Professionals, which extends existing license verification service to
 professionals such as doctors and lawyers with React, Node.js, NoSQL, and Python (Pyramid)
- Enhanced purchase flow which improves the license verification rate and brings Yelp about \$2M per year
- Improved corporate short URL service so that it gives smart suggestions when a nonexistent short URL is typed
- Received a return offer as Machine Learning Intern, but Yelp's intern program was cancelled due to COVID-19

Full Stack Engineering Intern, Panopath Tech & Education

November 2017 – July 2018

- Designed a hybrid mobile app with Ionic, TypeScript, and Laravel for an organization with 200, 000+ users
- Built School Matcher, a web app that suggests schools for prospective students, with Express.js, and Sequelize

Patents

A Neural Network Training Method, Apparatus, Electronic Device, Medium, and Program Product Filed in May 2021 as a part of internship at Baidu

Patent Number: CN202110548446

A Copy/Scanning Device with Automatic Image Adjustments

Granted in December 2017

• Patent Number: CN201720565893

A System Used for Monitoring Indoor Air Quality

Granted in June 2016

Patent Number: CN201620022057

Standardized Tests

GRE 339/340 (Writing: 5/6)

TOEFL 111/120

On-campus Student Positions

Staff, Open Computing Facility at UC Berkeley (Linux System Admin)

September 2018 – Present

- Migrated the lounge, a web-based IRC client, to Kubernetes
- Built an environment for machine learning on Singularity with GPU support on High Performance Computers
- Enhanced Lab Map, a lab usage map running on Kubernetes indicating available desktops in Open Computing Facility Computer Lab

Side Projects

ML-Related Projects

- Rainbow: An implementation of Rainbow algorithm with PARL reinforcement learning framework
- AnimeGAN.js: An implementation of AnimeGAN with tf.js, which converts photos to anime style online
- Lotus: An interactive, graphical-module-based platform for fast neural network prototyping without coding

Hardware-Related Projects

 A RISC-V RV32I CPU implementation with a 4-stage instruction pipeline on a Xilinx FPGA, with BIOS, UART, PWM, and GPIO support

Full-stack Projects

- Designed Phood, a web app for tourists that extracts food information from camera and gives health suggestions with Azure DevOps' Continuous Integration service to automatically deploy to Kubernetes; Docker invited our team to present at Official DockerCon 19 for the use of Docker and Kubernetes
- Founded Code Recipe, a website with a **Vue.js** front-end and **Laravel** back-end to host self-written interactive textbooks