

Zhi Wang

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Education

University of Science and Technology of China, Hefei
School of Gifted Young

Sept. 2021 - Expected Graduation: Jun. 2025

B.S. in Mathematics

GPA: 88.7 / 100

Visiting student, University of California, Berkeley

Jan. 2023 - Dec. 2023

Research Interests

Learning theory, emergent behaviors, over-parameterized models, and feature learning. I'm also generally interested in optimization and computational neuroscience.

Research Experience and Publications

Ehrhart Theory of Special Order Polytopes, June 2023 to Sept 2024

- **Mentor:** *Andrés R. Vindas Meléndez, UC Berkeley*
- Obtained closed formulas which serve as base cases for a recurrent formula, a combinatorial formula for general cases, several monotonicity result, and conjectures based on computational evidence.
- I found a lattice path coloring method that is central to most of the enumerations and proofs of involved geometric and combinatorial objects.

Grokking and Escape Kernel Regime Faster, April 2024 to ongoing

- **Mentor:** *Difan Zou, University of Hong Kong*
- Further explored the transition from NTK kernel regime to rich regime, and used low-rank structures to accelerate grokking in both MLPs and transformers.
- I designed and conducted most experiments under a PyTorch framework.

Non-normal connectivity and sequential activity generation, Sept 2024 to ongoing

- **Mentor:** *Quan Wen, University of Science and Technology of China*
 - The goal is to obtain a principled understanding of how the brain generates sequential actions, by studying how the non-normal connectivity of RNNs contributes to the generation mechanism. Experimentally, and analyzing data from the organism *C. elegans*.
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Projects

- (UC Berkeley Math Department) Directed Reading Program on game theory from a rigorous pure math point of view, with a final presentation to the mentors.
- Various projects either done for or started from classes:
 1. (C++, Python) Position based dynamics simulation and accompanying Manim expository video.

2. (Java) Build Your Own World. Designed and implemented a 2D tile-based world exploration game from scratch, with a UI interface.
 3. (Matlab) Implementations of Image compression and Loop lifting wavelets algorithm.
 4. (Python) Machine learning models for movie recommendation systems. I collaborated with fellow students as a project leader.
 5. (Review Paper) *On Ehrhart Polynomial of Birkhoff Polytopes*. Literature review.
 6. (Python, Review Paper) *Numerical Methods for Differential Equations*. I investigated several ODE solvers and implemented basic ones in Python.
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Skills

- **Programming Languages:** Java, Python, C, C++, Lean (beginner).
 - **Software and Tools:** Matlab, L^AT_EX
 - **Languages:** Mandarin Chinese, English, French (B2), Spanish (A2).
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Volunteering and Seminars

- APEC 2023 volunteer, San Francisco; Berkeley AI Hackathon 2023 volunteer.
- AI for Mathematics: Formalization and Theorem Proving Seminar. Peking University BICMR, Jan 14th - 27th, 2024.