Andrea Madotto

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EDUCATION

The Hong Kong University of Science and Technology, Hong Kong

Ph.D. candidate in Electronic & Computer Engineering, 2018 - Present

University of Pisa, Italy

Master's Degree in Computer Science, 2015 - 2017

WORK EXPERIENCE

Research Scientist Intern

FacebookAI

GPA: 4.3/4.3

Remote

Aug 2020 - Dec 2020

Final mark: 110/110 (Honours)

Conducting research on Continual Learning for Task-Oriented Dialogue Systems. I proposed a large scale benchmark plus a novel architectural-based algorithm for the task.

Data Science Intern

UberAI

San Francisco, CA

Jun 2019 - Sept 2019

Conducting research on text-based games (i.e. TextWorld) using reinforcement learning (RL) algorithms. I am mainly worked on exploration-based algorithms (e.g. Go-Explore) for improving RL performance in large action space environments.

PROFESSIONAL ACTIVITY

Tutorial "Deeper Conversational AI" at NeurIPS 2020.

Reviewer NAACL 2019, EMNLP 2019, ACL 2019, AAAI 2020, ACL 2020, EMNLP 2020, ICLR 2020, NeurIPS 2020, AAAI 2021, ICML 2021, NAACL 2021, and and Computer Speech and Languages (Journal).

SELECTED PUBLICATIONS

[AAAI2021-Demo] Andrea Madotto, Zhaojiang Lin, Yejin Bang, Pascale Fung. The Adapter-Bot: All-In-One Controllable Conversational Model. Accepted at AAAI 2021 Demo.

[EMNLP2020-Findings] Andrea Madotto, Etsuko Ishii, Zhaojiang Lin, Sumanth Dathathri, Pascale Fung. Plug-and-Play Conversational Models. Accepted at EMNLP 2020 Findings.

[EMNLP2020-Findings] Andrea Madotto, Samuel Cahyawijaya, Genta Indra Winata, Yan Xu, Zihan Liu, Zhaojiang Lin, Pascale Fung. Learning Knowledge Bases with Parameters for Task-Oriented Dialogue Systems. Accepted at EMNLP 2020 Findings.

[EMNLP2020] Zhaojiang Lin, Andrea Madotto, Genta Indra Winata, Pascale Fung. Mintl: Minimalist transfer learning for task-oriented dialogue systems. Accepted at EMNLP 2020.

[ICLR2020] Sumanth Dathathri, Andrea Madotto, Janice Lan, Jane Hung, Eric Frank, Piero Molino, Jason Yosinski, Rosanne Liu. Plug and Play Language Models: a Simple Approach to Controlled Text Generation. Accepted at ICLR 2020.

[IJCAI2020] Andrea Madotto, Mahdi Namazifar, Joost Huizinga, Piero Molino, Adrien Ecoffet, Huaixiu Zheng, Alexandros Papangelis, Dian Yu, Chandra Khatri, Gokhan Tu. Exploration Based Language Learning for Text-Based Games. Accepted at IJCAI 2020.

[NeurIPS-ConvAI] Andrea Madotto, Zhaojiang Lin, Chien-Sheng Wu, Jamin Shin, Pascale Fung. Attention over Parameters for Dialogue Systems. Accepted at NeurIPS-ConvAI Workshop 2019, Oral and Best Paper Award.

[EMNLP2019] Andrea Madotto, Zhaojiang Lin, Jamin Shin, Peng Xu and Pascale Fung. MoEL: Mixture of Empathetic Listeners. Accepted at EMNLP 2019.

[ACL2019] Chien-Sheng Wu, Andrea Madotto, Ehsan Hosseini-Asl, Caiming Xiong, Richard Socher, Pascale Fung. Transferable Multi-Domain State Generator for Task-Oriented Dialogue Systems. Accepted at ACL 2019, Oral and Outstanding Award (Top 0.1% of the submission).

[ACL2019] Andrea Madotto, Zhaojiang Lin, Chien-Sheng Wu, Pascale Fung. Personalizing Dialogue Agents via Meta-Learning. Accepted at ACL 2019.

[ACL2018] Andrea Madotto, Chien-Sheng Wu, Pascale Fung. Mem2Seq: Effectively Incorporating Knowledge Bases into End-to-End Task-Oriented Dialog Systems. Accepted at ACL 2018.

Full list available in Google Scholar or my personal website.

LANGUAGE SKILLS

Languages: Italian (mother tongue) • English (Full-Proficiency) • Chinese (basic)

VOLUNTEER ACTIVITIES

Feb 2016 - Jun 2017

CODERDOJO Mentor

Pisa, IT

A volunteering activity to teach programming languages to children (mostly Scratch and Python).

Pisa CoderDojo is part of the CoderDojo international initiative. I was also one of the organizers of the first Toscana DojoCon held in Pisa.