# LINGZHI ZHAO

1010 W. Main St., Urbana, IL, 61801

 ${\color{red} \mathcal{J}}$  +(1) 217-979-9381  ${\color{red} }$  lz26@illinois.edu  ${\color{red} \bigstar}$  https://chutoutian.github.io/

## Research Interests

Adaptive Video Streaming, Immersive Video Communication, Multimedia Networking

#### Education

# University of Illinois Urbana-Champaign

Aug. 2022 – present

Ph.D. in Computer Science

 $Advisor:\ Prof.\ Klara\ Nahrstedt$ 

# Shanghai Jiao Tong University

Sep. 2019 - Mar. 2022

M.S. in Information and Communication Engineering

Advisor: Prof. Ying Cui

## Shanghai University

Sep. 2015 - Jul. 2019

B.S. in Communication Engineering

# Selected Project Experiences

#### Live 360 Video Multicast

Aug. 2022 - Jul. 2023

University of Illinois Urbana-Champaign

USA

- Proposed a viewport-aware multicast framework for live 360 video, 360LiveCast, which introduced new node capabilities to provide viewport-related service
  - \* Introduced a novel representation of 360 video called viewport hull to facilitate live 360 video multicast
  - \* Proposed adaptive viewport hull prefetching approach which enables seamless and fast viewport switching
  - \* Proposed viewport hull group generation approach which reduces the server overload

#### Neural Adaptive Video Streaming

Sep. 2020 - Aug. 2022

Shanghai Jiao Tong University, Tencent

Shanghai, China

- Enhanced QoE of neural adaptive video streaming via using lower-layer information, deriving a rigorous training method and adopting online tuning
  - \* Modeled the impacts of lower-layer information in adaptive video streaming problem, allowing a flexible tradeoff between QoE and costs for obtaining system information
  - \* Proposed an enhanced A3C method which jointly trains the policy and value networks and improves convergence speed and performance in the offline scenario
  - \* Proposed two continual learning-based online tuning methods in the online scenario with different QoE and training time tradeoffs

### Adaptive 360 Video Streaming

Jul. 2019 - Aug. 2020

Shanghai Jiao Tong University

Shanghai, China

- Proposed an optimization-based cross-layer design for 360 video streaming to maximize video quality and reduce rebuffering time via bitrate adaptation at each GOP and transmission adaptation at each slot
- Proposed and implemented a robust adaptive bitrate algorithm to cope with viewport prediction errors

# **Industrial Experience**

#### DPVR Co., Ltd

Apr. 2018 – May 2019

Software Engineer Intern @ Graphic Team, mentor: Ziyi Xu

Shanghai, China

- Designed and implemented a deep learning algorithm to predict users' calorie consumption by the traces of their headsets and controllers
- Developed a commercial application to display the dynamic and static calorie consumption for VR users

# **Publications**

- Lingzhi Zhao, Qian Zhou, Bo Chen, and Klara Nahrstedt, "360LiveCast: Viewport-aware Multicast for Live 360 Video," *IEEE INFOCOM*, 2024, under review.
- Lingzhi Zhao, Ying Cui, Zhi Liu, Yunfei Zhang, and Sheng Yang, "Enhancing Neural Adaptive Wireless Video Streaming via Lower-Layer Information Exposure and Online Tuning," *IEEE Trans. Multimedia*, under review.
- Lingzhi Zhao, Ying Cui, Zhi Liu, Yunfei Zhang, and Sheng Yang, "Adaptive Streaming of 360 Videos with Perfect, Imperfect, and Unknown FoV Viewing Probabilities in Wireless Networks," *IEEE Trans. Image Process.*, 2021.[pdf]
- Chengjun Guo, **Lingzhi Zhao**, Ying Cui, Zhi Liu and Derrick Wing Kwan, "Power-Efficient Wireless Streaming of Multi-Quality Tiled 360 VR Video in MIMO-OFDMA Systems," *IEEE Trans. Wireless Commun.*, 2021.[pdf]
- Lingzhi Zhao, Ying Cui, Sheng Yang, and Shlomo Shamai (Shitz), "An Optimization Framework for General Rate Splitting for General Multicast," *IEEE Trans. Wireless Commun.*, 2022.
- Lingzhi Zhao, Ying Cui, Chengjun Guo, and Zhi Liu, "Optimal Streaming of 360 VR Videos with Perfect, Imperfect and Unknown FoV Viewing Probabilities," *IEEE GLOBECOM*, 2020.[pdf]
- Lingzhi Zhao, Ying Cui, Sheng Yang, Shlomo Shamai (Shitz), Yunbo Han, and Yunfei Zhang, "Rate Splitting for General Multicast," *IEEE ICC*, 2022.

# **Technical Skills**

**Languages**: Python, Matlab, C/C++, HTML/XML (ranked by proficiency)

Tools: ffmpeg, Kvazzar, DASH, LATEX, VS Code, Git

# Awards

SJTU Outstanding Scholarship SHU Outstanding Scholarship  $2020,\!2021$ 

2016,2017,2018

# Teaching and Services

TA, EE372: Computing and Communication Theory

Sep. 2021 - Jan. 2022

TA, ICE7301H, ICE7302H: Convex Optimization

Sep. 2020 - Jan. 2021

Reviewer for IEEE Trans. Wireless Commun., IEEE Trans. Commun., ACM MobiHoc, IEEE PIMRC