Ruizhi Cheng

CONTACT INFORMATION

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Scholar

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EDUCATION

Ph.D. Student in Computer Science — Aug. 2021 - Present
George Mason University — Fairfax, VA, USA
Advisor: Dr. Bo Han

WORKING EXPERIENCE

George Mason University, USA
Research Assistant — Aug. 2021 - Present

- Design semantic-aware live interactive holographic communication system.
- Design gaze-driven volumetric video streaming system.
- Design privacy-preserving biometric-based user authentication system in virtual reality (VR).
- Conduct network measurement study on social VR platforms.

PUBLICATIONS

Under Review

10. Nan Wu, Kaiyan Liu, **Ruizhi Cheng**, Puqi Zhou, Bo Han
Theia: Gaze-driven and Perception-aware Volumetric Content Delivery for Mixed Reality Headsets
Submitted to **NSDI**, 2024
9. **Ruizhi Cheng**, Yuetong Wu, Ashish Kundu, Hugo Latapie, Myungjin Lee, Songqing Chen, Bo Han
MetaFL: Federated Learning for User Authentication in Metaverse
Submitted to **MobiCom**, 2023
8. **Ruizhi Cheng**, Erdem Murat, Lap-Fai Yu, Songqing Chen, Bo Han
Understanding User Experience of Online Education in Metaverse: A Systems Perspective
Submitted to **UbiComp**, 2023
7. **Ruizhi Cheng**, Puqi Zhou, Jie Li, Songqing Chen, Bo Han
Dissecting User Experience of Social VR: A Tale of Five Popular Platforms
Submitted to **UbiComp**, 2023
6. Nan Wu, **Ruizhi Cheng**, Songqing Chen, Bo Han
PIPE: Privacy-preserving Image-based 6DoF Pose Estimation for Emerging Applications
Submitted to **MobiSys**, 2023

Peer-reviewed Papers

5. **Ruizhi Cheng**, Songqing Chen, Bo Han
Towards Zero-trust Security for the Metaverse
IEEE Communication, 2023
4. **Ruizhi Cheng**, Nan Wu, Songqing Chen, Bo Han
Will Metaverse be NextG Internet? Vision, Hype, and Reality
IEEE Network, 2022
3. **Ruizhi Cheng**, Nan Wu, Matteo Varvello, Songqing Chen, Bo Han
Are We Ready for Metaverse? A Measurement Study of Social Virtual Reality Platforms
ACM IMC, 2022

2. Nan Wu, **Ruizhi Cheng**, Songqing Chen, Bo Han
Preserving Privacy in Mobile Spatial Computing
ACM NOSSDAV, 2022

1. **Ruizhi Cheng**, Nan Wu, Songqing Chen, Bo Han
Reality Check of Metaverse: A First Look at Commercial Social Virtual Reality Platforms
Metabuild@IEEE VR, 2022 Best Paper Award

Selected Projects

Semantic-aware, Interactive, and Live Holographic Communication
- Build an end-to-end live volumetric content capture, creation, delivery, and rendering system set up at multiple locations.
- Transmit high-quality volumetric content with high frame rate and low end-to-end latency in real-time.

Gaze-driven and Perception-aware Volumetric Content Delivery
- Build a gaze-driven and perception-aware volumetric content delivery system on HoloLens 2.
- Reduce bandwidth consumption by up to 67.0% and enhance visual quality by up to 92.5%.

Privacy-preserving Biometric-based User Authentication in VR
- Utilize federated learning (FL), a privacy-preserving distributed machine learning technique, to conduct user authentication while protecting user privacy in social VR.
- Design a personalized within-client and between-client modality selection algorithm.
- Develop a personalized strategy for initializing FL models.
- Improve authentication accuracy by up to 27% compared to the state-of-the-art FL-based model.

Network Measurement in Social VR
- Conduct an in-depth measurement study on several social VR platforms.
- Identify all measured platforms facing scalability issues in terms of throughput, end-to-end latency, and on-device computation resource utilization.

Honors and Awards

Best Paper Award, Metabuild@IEEE VR	2022
Student Travel Grant, IEEE VR	2022
Mason Engineers Week Poster Winner, George Mason University	2022

Services

Conference Reviewer
- IEEE VR 2022; ACM UbiComp 2022

Journal Reviewer
- IEEE Network; IEEE Multimedia; SAGE Open

Technical Skills

Programming Languages. Python, C++, C#, JAVA
Deep Learning Frameworks. Pytorch, Keras