# Shih-Yen Tao

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• jakesabathia.github.io

## Research Interests

Deep Learning, Machine Learning, Computer Vision, Natural Language Processing

### Education

### National Taiwan University, B.S. in Electrical Engineering

Sep 2012 - present

- Overall GPA: 4.08/4.3
- Presidential Award (awarded to students with top 5% GPA for that semester) in Spring 2013
- Relevant Courses (\*graduate-level courses):
  Mathematical Statistics for Data Science\*, Topics in Machine Learning (Convex Optimization)\*, Machine Learning\*, Artificial Intelligence\*, Algorithms, Data Structure and Programming

# Research Experiences

## Multimedia and Machine Learning Lab, Academia Sinica, Taipei, Taiwan

• Research Assistant

Feb 2015 - Present

- Zero-Shot Learning for Image Classification [1]
   Propose a model to match visual and semantic concepts via semantics-preserving locality embedding.
- Deep Semi-Supervised Multimodal Embedding for Zero-Shot Learning
   Collaborate autoencoders with multi-class constrastive loss function to bridge multimodal data.
- Domain Adaptation for Object Recognition and Cross-Lingual Text Categorization [2]
   Propose to learn a domain-invariant latent space by matching cross-domain joint data probability distributions.
- Advisor: Dr. Yu-Chiang Frank Wang

Speech Processing Lab, National Taiwan University, Taipei, Taiwan

• Undergrad Research Assistant

Sep 2015 - Present

- Deep-Attention-based adaptive network<sup>1</sup> built in Keras for keyterms (tags) extraction task.
- Construct a Massive Open Online Courses learning map<sup>2</sup> by considering lecture similarities and prerequisites.
- Build a Hidden-Markov-Model Chinese speech recognition system with Kaldi in bash script.
- Advisor: Prof. Lin-Shan Lee

# Networking and Multimedia Lab, National Taiwan University, Taipei, Taiwan

• Undergrad Student

Feb 2015 - Jun 2015

- Use Microsoft Azure's face detection and recognition API to develop a lost Dementia elders reporting system.
- Develop a network game: 3D Pikachu Volleyball for Android using Unity game engine.
- Advisor: Prof. Tsung-Nan Lin

### **Publications**

- [1] **Shih-Yen Tao**, Yao-Hung Hubert Tsai, Yi-Ren Yeh, and Yu-Chiang Frank Wang. "Zero-Shot Learning via Semantics-Preserving Locality Embedding", **submitted** to *CVPR 2017*. [PDF] [Code]
- [2] Shih-Yen Tao\*, Yuan-Ting Hsieh\*, Yao-Hung Hubert Tsai, Yi-Ren Yeh and Yu-Chiang Frank Wang. "Recognizing Heterogeneous Cross-Domain Data via Generalized Joint Distribution Adaptation", in *ICME 2016* (Oral Presentation). (\*equal contributions) [PDF] [Code] [Talk] [Slide]

### Skills & Test Scores

**Programming Languages:** Python (proficient), MATLAB (proficient), C++, C#, Java

Languages: Mandarin Chinese (native), English (fluent)

Tools: Tensorflow (proficient), Keras (proficient), Kaldi, LATEX, Unity

**TOEFL iBT**: 104/120 (Reading 29, Listening 26, Speaking 23, Writing 26)

GRE: Verbal (157/170), Quantitative (170/170), Analytical Writing (3.0/6.0)

<sup>&</sup>lt;sup>1</sup>Neural Attention Models for Sequence Classification: Analysis and Application to Key Term Extraction and Dialogue Act Detection (Shen *et al.*, *INTERSPEECH 2016*)

<sup>&</sup>lt;sup>2</sup>Structuring Lectures in Massive Open Online Courses (MOOCs) for Efficient Learning by Linking Similar Sections and Predicting Prerequisites (Shen *et al.*, *INTERSPEECH 2015*)