Lang Feng

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Summary: My research focuses on multi-agent reinforcement learning, particularly cooperative tasks and the extension of proximal policy optimization. I also work on spiking neural network, including combating spike-oriented gradient vanishing and optimizing the network structure. Previously, I have also worked on the communication optimization in the scenarios of low earth orbit satellite.

EDUCATION

Master Student, Zhejiang University

Hangzhou, China

Computer Technology, GPA: 3.92/4.00

Sep. 2021 - Mar. 2024

Advisor: Prof. Gang Pan

Coursework: Machine Learning, Computer Vision, Probability and Statistics in Data Analysis, Big Data and

Artificial Intelligence, etc.

B.Eng., Southeast University

Nanjing, China

Information Engineering, GPA: 3.79/4.00

Sep. 2017 - Jun. 2021

Advisor: Prof. Liang Wu

Thesis: Research on Dynamic Event Recognition Based on Spiking Neural Network

Coursework: Probability Statistics and Stochastic Processes, Geometry and Algebra, Communication

Theory, Fourier Analysis, Digital Image Processing, etc.

PUBLICATIONS

• Multi-Level Firing with Spiking DS-ResNet: Enabling Better and Deeper Directly-Trained Spiking Neural Networks

<u>Lang Feng</u>, Qianhui Liu, Huajin Tang, De Ma, Gang Pan International Joint Conference on Artificial Intelligence (IJCAI) 2022 [Paper] [Code]

• Event-Based Multimodal Spiking Neural Network with Attention Mechanism
Qianhui Liu, Dong Xing, Lang Feng, Huajin Tang, Gang Pan
IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP) 2022 [Paper]

• Joint Optimization Based Satellite Handover Strategy for Low Earth Orbit Satellite Networks

Yifei Liu, <u>Lang Feng</u>, Liang Wu, Zaichen Zhang, Jian Dang, Bingcheng Zhu, Lei Wang *IET Communications 2021* [Paper]

• A Satellite Handover Strategy Based on MIMO Technology in LEO Satellite Networks

<u>Lang Feng</u>, Yifei Liu, Liang Wu, Zaichen Zhang, Jian Dang *IEEE Communications Letters* 2020 [Paper]

UNDER REVIEW

• Title Anonymized for the Double-blind Submission

<u>Lang Feng</u>, Dong Xing, Junru Zhang, Gang Pan About multi-agent reinforcement learning, under review at ICML 2023

• Title Anonymized for the Double-blind Submission

Jiaqi Yan, Qianhui Liu, Malu Zhang, <u>Lang Feng</u>, Haizhou Li, Gang Pan About spiking neural network, under review at CVPR 2023

• Title Anonymized for the Double-blind Submission

Junru Zhang, <u>Lang Feng</u>, Zhaoshu Shi, Yabo Dong About time series classification, under review at IJCAI 2023

SELECTED HONORS AND AWARDS

Outstanding Graduate Student, Zhejiang University	2022
• Three Good Graduate Student, Zhejiang University	2022
• Outstanding Undergraduate Student, Southeast University	2021
• Provincial Excellent Graduation Thesis, Jiangsu Province	2021
CDEL Education Scholarship, Southeast University	2020
Honorable Prize in Mathematical Contest in Modeling	2020
• Provincial First Prize in Contemporary Undergraduate Mathematical Contest in	
Modeling, Jiangsu Province	2019

PATENT

• A Handover Method Between LEO Satellite and Gateway Station Based on Multiple-input Multiple-output Technology

Liang Wu, <u>Lang Feng</u>, Yifei Liu, Zaichen Zhang, Jian dang CN111065161B, 2022

RESEARCH EXPERIENCE

AdvanCed Computing aNd SysTem Laboratory

2021 - present

- Enhance the generalizability of proximal policy optimization in multi-agent cooperative tasks while ensuring the theoretical monotonic policy improvement.
- For end-to-end trained spiking neural networks, address the challenges of the gradient vanishing and network degradation, as well as optimize and design the network architecture to enhance performance.

National Mobile Communications Research Laboratory

2019 - 2021

 Modeled the communication between low earth orbit satellites and gateway stations, and developed handover strategy algorithms to optimize the communication in low earth orbit satellite networks according to different QoS requirements.

School of Information Science and Engineering, Southeast University

2018-2019

• Implemented a low voltage (VDD ≤ 1V) fully differential operational amplifier and used Simulink to conduct behavior-level simulation of the whole circuit, incorporating various irrational factors.

OTHER EXPERIENCE

Gomoku Game AI Based on Monte Carlo Tree Search

2022

TL;DR: Achieved human-level AI in the Gomoku game with forbidden rule.

Adopt the Monte Carlo Tree Search algorithm, self-play reinforcement learning. Introduced the forbidden rule for the reward, add Dirichlet noises in each node and adjust the temperature coefficient. [PDF] [Code]

Two-stage End-to-end High-performance Fast Objective Detection

2021

TL;DR: Implemented FasterRCNN with an expanded VOC 2007 dataset.

Reduce the computation overhead of proposal generation and realize end-to-end training with Region Proposal Network. Expanded the VOC 2007 dataset to verify the effectiveness of the model. [PDF] [Code]

Segmentation-based Steel Surface Defect Detection

2021

TL;DR: Enhanced the Unet model, making it better suited for the industrial steel surface defect detection. Addressed the issues of imbalance and small objectives in the industrial dataset through Transfer Learning and less down-sampling. [Code]