Larry Law ☑ ♥ ೧

Final Year Computer Science Undergraduate, National University of Singapore



RESEARCH INTEREST

Natural Language Processing and Machine Learning

EDUCATION

• National University of Singapore

Aug. 2018 - May. 2022

Bachelor of Computing in Computer Science; First Class Honours

Honours And Awards

• Invited to the Turing research programme by A/P Bryan Low and Professor David Hsu Jan. 2021

• Placed on the University Scholar's Programme (USP) Honour Roll

Aug. 2019 - May. 2020

WORK EXPERIENCE

• DSO National Laboratories

May 2021 - May 2022

NLP Research Intern, supervised by Dr Chieu and Prof Lee Wee Sun

- Proposed rationalized co-training: a variant of co-training that encourages agreement between the rationales of the classifiers' predictions.
- Experiments on two datasets showed that rationalized co-training **reduced the error rates** of the partially and fully supervised models by 32.3%. This reduction **outperformed that of vanilla co-training by 8.51%**.
- Short paper submitted for review for NAACL 2022. (Paper here)
- Implemented hierarchical attention networks using PyTorch and HuggingFace.

• National University of Singapore

May 2020 - May 2021

Research Assistant, supervised by A/P Bryan Low

- Proposed to integrate non-myopic bayesian optimisation with network morphism for neural architecture search (*Thesis here*).
- Implemented network morphism research paper using PyTorch. Neural networks augmented with network morphism converged 67% faster than vanilla networks.

PROJECTS

• Automatic Github Issue Labeller

Mar 2021 - May 2021

CS4248: Natural Language Processing

- Published a Github Action that uses **NLP to automatically label github issues** (Demo here).
- Fine-tuned BERT with scraped github issues. Deployed model using Docker.
- Labeller is used by the WING-NUS research group, led by A/P Min-Yen Kan.

• DuckieNet Aug 2020 - Nov 2020

CS2309: Research Methodology

- Proposed DuckieNet, a model which integrates planning with Semantic Segmentation for Goal-Directed Autonomous Navigation in Crowded Environments. (Demo here)
- o DuckietNet cleared 2/6 maps and 21 obstacles more than our baseline without semantic segmentation.

PROGRAMMING SKILLS

- Languages: Python, Javascript, Java, Bash
- Technologies: PyTorch/TensorFlow/Keras, HuggingFace/AllenNLP, Scikit-Learn/pandas/numpy, Docker, React

Relevant Coursework

- Computer Science: NLP, Information Retrieval, Deep Learning, Machine Learning, Artificial Intelligence
- Mathematics: Discrete Mathematics, Calculus, Linear Algebra I & II, Probability, Statistics, Mathematical Analysis I