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RESEARCH INTERESTS EDUCATION

Networking and Machine Learning

Korea Advanced Institute of Science and Technology (KAIST) Aug. 2020

M.S. in Electrical Engineering

• Advisors: Prof. Yung Yi, Prof. Dongsu Han

XIDIAN UNIVERSITY

Aug. 2018

B.E. in Computer Science and Technology

• Bachelor Dissertation Award: Top 1% in CS Dept.

BOSTON UNIVERSITY

Jul. 2017 - Aug. 2017

Exchange student for Future STEM Leaders

• The First Prize of Research Poster Presentation

NETWORKING EXPERIENCE

Generalizability of DL based Networking Systems

Sep. 2020 - Present

Research with Prof. Junchen Jiang (UChicago), Dr. Francis. Yan (MSR)

Motivation: What is the practicality and generalizability of existing deep learning based networking solutions?

- Analyzing the robustness and generalizability of deep learning based networking algorithms: Pensieve, Decima, etc.
- Experimenting on networking simulators, identify the necessary principles for simulator/environment design to ground the solution from sim to real.
- Proposing new approaches for improving the generalizability of existing networking models.

Video Streaming QoE improvement

Oct. 2019 - Aug. 2020

Research with Prof. Dongsu Han, Prof. Yung Yi (KAIST)

Motivation: how to adapt to various end user preferences in video streaming algorithm?

- Proposed a Multi-objective Reinforcement learning based adaptive-bitrate framework to optimize QoE for various user preferences.
- Achieved a whole Pareto-frontier solution for adaptive user preferences, without the need for hyperparameters tuning or model retraining.

• Implemented the framework to systematically handle both video-on-demand and live video streaming.

Virtual Network Embedding

Feb. 2019 - Feb. 2020

Project support by Korean government

- Implemented distributed virtual network embedding systems with coordinated node and link Mapping.
- Designed and improved node mapping, link mapping and bandwidth allocation algorithms.
- Evaluation of deep learning algorithms for dynamic resource management in virtual network embedding systems.

MACHINE LEARNING EXPERIENCE

Reinforcement Learning

Sep. 2019 - Feb. 2020

M.S. Researcher (KAIST)

- Proved the theoretical convergence on the convex coverage set of multiple Multi-Objective Reinforcement Learning algorithms.
- Improved the application on Multi-Objective Reinforcement Learning with an action-inference module: helped the RL model to infer the policy without knowing the priori objective preferences.
- Implemented the communication scheme in Cooperative Multi-Agent Reinforcement Learning with the StarCraft environment.

Data Mining

Feb. 2017 - Jun. 2018

Undergraduate Researcher (Xidian University)

Algorithms implementation and evaluation for on direct group-linked communities analysis in Social Network area.

PUBLICATIONS

• Multi-objective Reinforcement Learning for Adaptive QoE Maximization in Video Delivery

Yajie Zhou, Kasim Te, Jinhwan Jung, Yung Yi, Dongsu Han.

In Proceedings of INFOCOM 2021

PATENT

Zhou, Y. 2020. "Mthod and Apparatus for Transimitting Video Data."
Korean Patent Application 10-2020-0141018, filed October 2020.
Patent pending

INTERNSHIP Te

Tencent Corp. Academy

Jun. 2016 - Aug. 2016

Internship Software Engineer

- Application design learning on iOS and Android platform
- Designed back-end and front-end for a mobile chatting app with Tencent offered APIs, tested inside school internet users.

HONORS AND AWARDS

- First Prize in Shaanxi Province, China Undergraduate Mathematical Contest in Modeling (CUMCM), 2017
- Computer and Engineering Scholarship, Shaanxi Province, 2017
- Honorable Mention, International Interdisciplinary Contest In Modeling, 2017

SKILLS

Programming Languages: Python, C++, MATLAB, LATEX, etc. Machine Learning Frameworks: PyTorch, Tensorflow, Keras, etc.

Editor: Emacs, PyCharm, Visual Studio, etc.