# CHANGHAO LI

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### EDUCATION

### Tsinghua University, Undergraduate

Sep 2020 – Present

B.Eng. in Computer Science and Technology

- > GPA: 3.88 / 4.00.
- Selected Courses of A & A+: Linear Algebra, Calculus, Foundation of Object-Oriented Programming, Programing and Training, Introduction to Complex Analysis, Assembly Language Programming, Fundamentals of Computer Graphics, Artificial Neural Networks.
- Member of **TSAIL** (Tsinghua Statistical Artificial Intelligence & Learning), advised by Assistant Professor Jianfei Chen and Professor Jun Zhu.

### **PUBLICATIONS**

➤ Haocheng Xi, **Changhao Li**, Jianfei Chen, Jun Zhu. "*Training Transformers with 4-bit Integers*". Neurips 2023

### RESEARCH EXPERIENCES

### Multi-Step Reasoning with Reinforcement Learning

Jun 2023 – Present

- > Directed by Prof. Xiang Ren, USC INK Lab.
- ➤ Investigated systematically how to improve the multi-step reasoning quality with small language model(GPT2-Large & Llama2-7B); Propose a first fine-tuning then reinforcement-learning framework to improve the generation quality;
- Co-First author.

## **Training Transformers with 4-bit Integers**

Sep 2022 – May 2023

- Directed by Prof. Jianfei Chen & Prof. Jun Zhu, TSAIL.
- ➤ Proposed a 4-bit quantization method to train the Transformer models; Use Hadamard Matrix to filter out out-of-boundary data and use leverage sampling to quantize the gradient;
- ➤ Hardware implementation using Cuda C++ and show its comparable higher efficiency on different gpu architectures
- Second author. Accepted by Main Track of Neurips 2023.
- Project selected to THU *Challenge Cup Competition* and entered the finals.

# **Leading Projects**

RISC-V CPU Nov 2022 – Dec 2022

- Outstanding Course Project
- ➤ Implemented a 5-stage pipeline RV32I CPU on FPGA from scratch.
- > Implemented a VGA that can play video with many accelerating operations on the CPU, and got a high-performance video player.

### Realistic Rendering based on Photon Mapping

Apr 2022 – Jun 2022

- Outstanding Course Project
- > Implemented a realistic rendering engine using stochastic progressive photon mapping algorithms.
- ➤ Boosted the engine with bounding boxes, hierarchical KD-Tree and OpenMP.

Search Engine Apr 2022 – Jun 2022

- Outstanding Course Project
- ➤ Got more than 5,000 pieces of data from website using python crawlers.

> Built a high-performance search engine using these data, and supported multiple search functions.

# SELECTED AWARDS & HONORS

>	Academic Excellence Award, Tsinghua University.	2022
	Social Worker Excellence Award, Tsinghua University.	2022
	Second Prize in National Undergraduate Physics Competition, Beijing Physics Society.	2021
	First Prize in Chinese Mathematics Olympiad	2020

# SKILLS

### **English Skills**

- > TOEFL 108/120 (Reading 28, Listening 29, Speaking 23, Writing 28).
- > GRE Coming Soon.

### **Technical Skills**

- ➤ Proficient in C/C++(Cuda C++), Python(PyTorch), LaTeX, Linux, Java, Rust.
- Familiar with various neural networks and state-of-the-art deep learning techniques.