Ming Tang

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Nov. 2018 - Present

Research Interests

• Mobile edge computing; deep reinforcement learning; federated learning; crowdsourced intelligence; mobile video streaming and live streaming; network games and economics

Education

• The Chinese University of Hong Kong Aug. 2014 - Sep. 2018 Ph.D., Department of Information Engineering Advisor: Prof. Jianwei Huang • Stanford University Sep. 2017 - Feb. 2018 Visiting Student, Department of Management Science and Engineering Advisor: Prof. Ramesh Johari • Sichuan University Sep. 2010 - Jun. 2014 B.E., Department of Electronics and Information Engineering

Best Undergraduate Thesis Award, Outstanding Graduates Award GPA: 91.04/100, Rank: 4/244

Work Experience

• The University of British Columbia

Postdoc, Department of Electrical and Computer Engineering Advisor: Prof. Vincent W.S. Wong

Awards

- Global Scholarship Programme for Research Excellence, CUHK, 2017-2018
- Overseas Research Attachment Programme, Faculty of Engineering, CUHK, 2017-2018
- Best-in-Session Presentation Award, IEEE INFOCOM, 2017
- Student Travel Grant, IEEE Communications Society for attending IEEE INFOCOM, 2017
- Best Student Presentation Award, Network Communications and Economics Lab, CUHK, 2017
- Hong Kong PhD Fellowship, Hong Kong, 2014-2017
- Outstanding Graduates Award and Best Undergraduate Thesis Award, Sichuan University, 2014
- Model Student Award (top 30 students in the university), Sichuan University, 2012
- National Scholarship (ranking 1/328), China, 2011

Publications

- Journal Publications
 - 1. Ming Tang and Vincent W.S. Wong, "Deep Reinforcement Learning for Task Offloading in Mobile Edge Computing Systems," accepted for publication in IEEE Transactions on Mobile Computing, 2020.

- 2. **M. Tang** and Vincent W.S. Wong, "Online Bitrate Selection for Viewport Adaptive 360-Degree Video Streaming," accepted for publication in *IEEE Transactions on Mobile Computing*, 2020.
- 3. **M. Tang**, L. Gao, and J. Huang, "Communication, Computation, and Caching Resource Sharing for Internet-of-Things," *IEEE Communications Magazine*, vol. 58, no. 4, pp. 75-80, Apr. 2020.
- 4. **M. Tang**, L. Gao, and J. Huang, "Enabling Edge Cooperation in Tactile Internet via 3C Resource Sharing," *IEEE Journal on Selected Areas in Communications (JSAC)*, vol. 36, no. 11, pp. 2444-2454, Nov. 2018.
- 5. **M. Tang**, H. Pang, S. Wang, L. Gao, J. Huang, and L. Sun, "Multi-Dimensional Auction Mechanisms for Crowdsourced Mobile Video Streaming," *IEEE/ACM Transactions on Networking (ToN)*, vol. 26, no. 5, pp. 2062-2075, Oct. 2018.
- 6. L. Gao, **M. Tang**, H. Pang, J. Huang, and L. Sun, "Multi-User Cooperative Mobile Video Streaming: Performance Analysis and Online Mechanism Design," *IEEE Transactions on Mobile Computing (TMC)*, vol. 18, no. 2, pp. 376-389, Feb. 2018.
- 7. **M. Tang**, L. Gao, H. Pang, J. Huang and L. Sun, "Optimizations and Economics of Crowdsourced Mobile Streaming," *IEEE Communications Magazine*, vol. 55, no. 4, pp. 21 27, Apr. 2017.
- 8. **M. Tang** and J. Huang, "How Do You Earn Money on Live Streaming Platforms? A Study of Donation-Based Markets," *IEEE/ACM Transactions on Networking (ToN)*, under second round review (minor revision).

• Conference Publications

- 1. **M. Tang** and J. Huang, "How to Earn Money in Live Streaming Platforms?—A Study of Donation-Based Markets," *Proc. IEEE International Conference on Computer Communications (INFOCOM)*, Paris, France, Apr. 2019. (Acceptance rate: 19.7%)
- 2. **M. Tang**, S. Wang, L. Gao, J. Huang and L. Sun, "MOMD: A Multi-Object Multi-Dimensional Auction for Crowdsourced Mobile Video Streaming," *Proc. IEEE International Conference on Computer Communications (INFOCOM)*, Atlanta, GA, May 2017. (Acceptance rate: 20.9%)
- 3. **M. Tang**, L. Gao, and J. Huang, "A General Framework for Crowdsourcing Mobile Communication, Computation, and Caching," *Proc. IEEE Global Communications Conference (GLOBECOM)*, Singapore, Singapore, Dec. 2017.
- 4. **M. Tang**, L. Gao, H. Pang, J. Huang and L. Sun, "A Multi-Dimensional Auction Mechanism for Mobile Crowdsourced Video Streaming," *Proc. The International Symposium on Modeling and Optimization in Mobile, Ad Hoc, and Wireless (WiOpt)*, Tempe, AZ, May, 2016.
- 5. L. Gao, **M. Tang**, H. Pang, J. Huang, and L. Sun, "Performance Bound Analysis for Crowdsourced Mobile Video Streaming," *Proc. Conference on Information Systems and Sciences (CISS)*, Princeton, NJ, Mar. 2016.
- 6. H. Pang, P. Wang, L. Gao, **M. Tang**, J. Huang and L. Sun, "Crowdsourced Mobility Prediction Based on Spatio-Temporal Contexts," *Proc. IEEE International Conference on Communications* (*ICC*), Kuala Lumpur, Malaysia, May 2016.

Teaching

- Guest Lecturer, Dept. of Electrical and Computer Engineering, The University of British Columbia
 - EECE 571G Blockchain Software Engineering (Spring 2020): Game Theory Fundamentals
- Teaching Assistant, Dept. of Information Engineering, The Chinese University of Hong Kong
 - IERG5330 Network Economics (Fall 2016, Fall 2018)
 - ESTR3302 Networks: Technology, Economics, and Social Interactions (Spring 2016)

Academic Services

• Technical Program Committee (TPC) Members

- IEEE International Conference on Communications (ICC)
- IEEE Wireless Communications and Networking Conference (WCNC)
- IEEE 5G World Forum (5GWF)

• Technical Reviewers

- IEEE Transactions on Mobile Computing (TMC)
- IEEE Transactions on Communications (TCOM)
- IEEE Internet of Things Journal (IoT)
- IEEE Journal on Selected Areas in Communications (JSAC)
- Frontiers in Communications and Networks
- IEEE International Conference on Computer Communications (INFOCOM)
- IEEE Wireless Communications and Networking Conference (WCNC)
- International Symposium on Modeling and Optimization in Mobile, Ad Hoc, and Wireless Networks (WiOpt)
- IEEE International Conference on Communications (ICC)

Leadership & Activities

- Student Volunteer, INFOCOM, April 2015
- Vice President of Student Union, Dept. of Electronics and Information Engineering, Sichuan University, 2011-2014
- Member of Student Congress, Sichuan University, 2014