Homepage: http://www.cs.cmu.edu/~nlao LinkedIn: https://www.linkedin.com/in/ni-lao Google Scholar: link

(412) 651-5467 Email: noon99@gmail.com

I enjoy the process of understanding intelligence by recreating it.

EXPERIENCE

Google, Mountain View

Nov 2021 - now - Research Scientist

- MUM foundation model Platform
 - This is a widely used foundation model platform and have won many awards (e.g. Google Tech Impact 2023, Search 2022 Tech Impact)
 - Tech lead for grounding and agent solutions. Evaluation and launch of various architectures such as dual encoder, heavy encoder, MoE
 - Solve dual encoder cross-lingual quality problem with a novel pre-training objective (also provide modeling consulting)
 - Authored user tutorial and guideline for dual encoder, robustness
 & safety, RL training for text generation, and agent technology
- Modeling consultant for various product launches
 - Step by step word problem solving in google.com
 - Semantic short video retrieval (also help to setup eval pipeline)
 - o Grounded summarization for assistant knowledge answers
 - Shopping/Search subintent generation
- Research (google scholar)
 - LLM/reasoning senior area chair for ACL, Neurips and EMNLP in 2023
 - Modeling consulting for spatially aware model architectures
 - Efficient/diffusion text decoding (using JAX)

Apple, Cupertino

May 2020 - Oct 2021 - Research Scientist

- KG answers and Web answers
 - Define and develop passage answer metrics, which are critical for day-to-day development and launch decisions. Improve short answer metric efficiency using parsing techniques such as Duckling.
 - Unify the evaluation of different answer domains with infra teams
 - Launch neural semantic parsing in search and siri.
- Research
 - Organize Apple's participation of the EfficientQA competition
 - o Co-organize the NLP internship program, and co-host summer interns
 - o Serve as one of the technical sponsors for Apple's NLU fundings

Mosaix.ai, Palo Alto

Feb 2018 - Apr 2020 - Co-founder and Chief Scientist

- Built and ran a team of NLP/ML engineers/researchers from the ground up.
 Managed the development and scaling of NLP/ML/quality infrastructures as the foundation for a voice AI platform, which serves millions of users.
- Research (collaborations, talks/interviews, reviews/chairs, ICLR workshop organizer) and publications at top AI conferences with innovations.

Google, Mountain View

Jul 2012 - Feb 2018 - Research Scientist

- Deep online/offline question-answering models. I led the first deep sequence scoring model launches in Google's Web QA system.
- Large scale pre-computation of factoid and non-factoid question-answer pairs from query logs and Web documents.
- Flexibly structured (html) answers in Google's answer box.
- KG schema and semantic parser induction from logs, KG, and Web QA system.
- Model-based knowledge graph confidence estimation, and error detection.
- Knowledge graph construction from Web documents.

Carnegie Mellon University, Pittsburg

Jul 2006 - Jun 2012 - Research Assistant

- Randomized compute-constrained reasoning for IR, NLP and recommendation
- Relational CRFs structure learning, and hidden variable induction
- I architectured CMU's cross-lingual question answering system (JAVELIN), which was a precursor to the IBM Watson system

Microsoft Research Asia, Beijing

Jul 2003 - Jun 2006 - Research Assistant

- Large scale clustering and classification of online products using product image, text and other metadata
- Personalized search ranking by simulating user experience from search log
- An innovative learning to rank method that fit piecewise linear curves
- Automatic operating system troubleshooting based on text descriptions, system config changes, and system call events

State Key Lab of Intelligent Technology and Systems, Beijing

Feb 2001 - Jun 2003 - Research Assistant

- I was one of the main developers for the Tsinghua Aeolus soccer system, which was the world champion of RoboCup Simulation League in 2001 & 2002
- I developed planning (e.g., dynamic programming, geometry computation) and perception (player world model visualization, bandwidth constrained communication scheme between players) approaches

EDUCATION

Carnegie Mellon University, Pittsburg

July 2006 - June 2012 - PhD in Language Technology

Thesis: Efficient Random Walk Inference with Knowledge Bases.

Tsinghua University, Beijing

July 2003 - June 2006 - Master in Computer Science

Thesis: Data Mining Problems in Automatic Computer Diagnosis.

July 1999 - June 2003 - Bachelor in Electronic Engineering

Thesis: Mining Spatial-Temporal Data Using Constructive Induction.