Zihan Ding

Curriculum Vitae

Education

Homepage: https://quantumiracle.github.io/webpage/.

2021.08- Princeton University, Princeton, NJ, U.S.

- Ph.D. in Electrical and Computer Engineering
- o Advisor: Chi Jin

2018.09– Imperial College London, London, U.K. 2019.09

- M.Sc. in Computing (Machine Learning Specialism) with **Distinction** degree
- Robot Learning Laboratory
- Advisor: Edward Johns

2014.09— University of Science and Technology of China, Hefei, Anhui, China. 2018.07

- B.Sc. in Photoelectric Information Science and Engineering (Physics)
- B.Eng. in Computer Science and Technology
- o Advisor: Jinming Cui, Yunfeng Huang

Research Interests

Deep Reinforcement Learning, Robot Learning, Multi-Agent RL, Generative Models and Large Language Models, Explainable RL/ML.

Publications

2020 Deep Reinforcement Learning: Fundamentals, Research and Appli-Authored cations, Hao Dong, Zihan Ding, Shanghang Zhang Eds., Springer 2020 ISBN Book 978-981-15-4094-3, 1st ed.

[Homepage] [eBook]

2022 Machine Learning System: Design and Implementation, Luo Mai, Hao Authored Dong et al, Tsinghua University Press 2022 ISBN, Author of Chapter: Reinforcement Learning System.

[Homepage]

2023 Consistency Models as a Rich and Efficient Policy Class for Rein-Preprint forcement Learning, Zihan Ding, Chi Jin.

[Paper]

2023 Survey of Consciousness Theory from Computational Perspective: At Preprint the Dawn of Artificial General Intelligence, Zihan Ding*, Xiaoxi Wei*, Yidan Xu*.

[Paper]

- 2023 Representation Learning for Low-rank General-sum Markov Games, Chengzhuo Ni, Xuezhou Zhang, Yuda Song, Zihan Ding, Chi Jin, Mengdi Wang, 11th International Conference on Learning Representations (ICLR) 2023.

 [Paper]
- 2023 Learning a Universal Human Prior for Dexterous Manipulation from Preprint Human Preference, Zihan Ding, Yuanpei Chen, Allen Z. Ren, Shixiang Shane Gu, Hao Dong, Chi Jin.

 [Paper]
- 2022 A Deep Reinforcement Learning Approach for Finding Non-Preprint Exploitable Strategies in Two-Player Atari Games, Zihan Ding*, Dijia Su^* , Qinghua Liu, Chi Jin.

 [Paper] [Code]
 - 2022 Learning Distributed and Fair Policies for Network Load Balancing as Markov Potential Game, Zhiyuan Yao*, Zihan Ding*, 36th Conference on Neural Information Processing Systems (NeurIPS) 2022.

 [Paper] [Code]
 - 2022 Multi-Agent Reinforcement Learning for Network Load Balancing in Data Center, Zhiyuan Yao, Zihan Ding, Thomas Clausen, 31th ACM International Conference on Information and Knowledge Management (CIKM) 2022.
 [Paper] [Code]
 - 2022 Not Only Domain Randomization: Universal Policy with Embedding System Identification, Zihan Ding, Robotics Science and Systems (RSS) 2023 Interdisciplinary Exploration of Generalizable Manipulation Policy Learning: Paradigms and Debates Workshop.

 [Paper] [Code]
 - 2021 CDT: Cascading Decision Trees for Explainable Reinforcement Learning, Zihan Ding, Pablo Hernandez-Leal, Gavin Weiguang Ding, Changjian Li, Ruitong Huang.

 [Paper] [Code]
 - 2021 Probabilistic Mixture-of-experts for Efficient Deep Reinforcement Learning, Jie Ren, Yewen Li, Zihan Ding, Wei Pan, Hao Dong.

 [Paper] [Code]
 - 2021 Reinforced Workload Distribution Fairness, Zhiyuan Yao, Zihan Ding, Thomas Clausen, Machine Learning for Systems at 35th Conference on Neural Information Processing Systems (NeurIPS) 2021.

 [Paper] [Code]

- 2021 RLzoo: A Comprehensive and Adaptive Reinforcement Learning Library, Zihan Ding, Tianyang Yu, Yanhua Huang, Hongming Zhang, Luo Mai and Hao Dong, ACM Multimedia Open Source Software Competition 2021.

 [Paper] [Code]
- 2021 DMotion: Robotic Visuomotor Control with Unsupervised Forward Model Learned from Videos, Haoqi Yuan, Ruihai Wu, Andrew Zhao, Haipeng Zhang, Zihan Ding, Hao Dong, International Conference on Intelligent Robots and Systems (IROS) 2021.

 [Paper] [Website]
- 2021 Sim-to-Real Transfer for Robotic Manipulation with Tactile Sensory, Zihan Ding, Ya-Yen Tsai, Wang Wei Lee, Bidan Huang, International Conference on Intelligent Robots and Systems (IROS) 2021.

 [Paper]
- 2021 Bayesian Optimization for Wavefront Sensing and Error Correction, Zhonghua Qian, Zihan Ding, Mingzhong Ai, Yongxiang Zheng, Jinming Cui, Yunfeng Huang, Chuanfeng Li, Guangcan Guo, Chinese Physics Letters.

 [Paper]
- 2021 DROID: Minimizing the Reality Gap using Single-shot Human Demonstration, Ya-Yen Tsai, Hui Xu, Zihan Ding, Chong Zhang, Edward Johns, Jie Shao, and Bidan Huang, IEEE Robotics and Automation Letters (RA-L).

 [Paper]
- 2020 Crossing The Gap: A Deep Dive into Zero-Shot Sim-to-Real Transfer for Dynamics, Eugene Valassakis, Zihan Ding and Edward Johns, International Conference on Intelligent Robots and Systems (IROS) 2020.

 [Paper][Website][Video]
- 2020 Sim-to-Real Transfer for Optical Tactile Sensing, Zihan Ding, Nathan F. Lepora and Edward Johns, International Conference on Robotics and Automation (ICRA) 2020.

 [Paper][Code][Video]
- 2020 Arena: A General Evaluation Platform and Building Toolkit for Multi-Agent Intelligence, Yuhang Song, Jianyi Wang, Thomas Lukasiewicz, Zhenghua Xu, Mai Xu, Zihan Ding, and Lianlong Wu, The Thirty-Fourth AAAI Conference on Artificial Intelligence 2020.

 [Paper][Code]
- 2019 Fast and High-Fidelity Readout of Single Trapped-Ion Qubit via Machine-Learning Methods, Zihan Ding, Jinming Cui, Yunfeng Huang, Chuanfeng Li, Tao Tu, Guangcan Guo, Physical Review Applied.

 [Paper][Code]
- 2019 Tensor Super-Resolution with Generative Adversarial Nets: A Large Image Generation Approach, Zihan Ding, Xiao-Yang Liu, Miao Yin, International Joint Conference on Artificial Intelligence (IJCAI), Human Brain Artificial Intelligence 2019.

 [Paper][Code]

- 2018 Deep Reinforcement Learning for Intelligent Transportation Systems , Xiao-Yang Liu, Zihan Ding, Sem Borst, Anwar Walid, NeurIPS Workshop on Machine Learning for Intelligent Transportation Systems 2018.

 [Paper][Code]
- 2018 Accelerated Exhaustive Eye Glints Localization Method for Infrared Video Oculography, Zihan Ding, Jiayi Luo, Hongping Deng, Proceedings of the 33rd Annual ACM Symposium on Applied Computing, SAC '18.

 [Paper][Code]

Open-Source Projects

- 2022 MARS, principal developer, [Repo], multi-agent reinforcement learning library.
- 2022 FinRL, contributor, [Repo], an open-source library for stock trading w/RL.
- 2019 TensorLayer RL Tutorials, principal developer, [Repo], tutorials for RL.
- 2019 RLzoo, principal developer, [Repo], single-agent reinforcement learning library.

Work Experiences

- 2023.05— Research Scientist Intern, Meta AI (previous FAIR), New York, advised by
- 2023.12~ Qinqing Zheng, Yuandong Tian.
 - \circ Offline Model-based Reinforcement Learning.
- 2021.03— Research Intern, Inspir.ai, Beijing, China.
- 2021.08
- o Multi-agent Reinforcement Learning; Game Theory.
- 2020.09- **Research Intern**, Tencent Robotics X, Shenzhen, Guangdong, China. 2021.03
 - Sim-to-real Methods for Robotics Control with Tactile Sensory.
- 2020.02— **Research Intern**, Borealis AI, Toronto, Ontario, Canada. 2020.06
 - Explainable Reinforcement Learning Based on Differentiable Decision Tree.

Research Experiences

- 2019.09— **Research Intern**, Imperial College London, Robot Learning Lab, advised by 2020.01 Dr. Edward Johns.
 - Sim-to-real Reinforcement Learning for Robotic Arm Control with Tactile Sensor
 - 2017 Undergraduate Research, USTC, Immersive Multimedia Communication Laboratory, advised by Prof. Zhibo Chen.
 - o Competition of NeurIPS 2017: Learning to Run
- 2016–2018 Undergraduate Research, USTC, CAS Key Laboratory of Quantum Information, advised by Dr. Jinming Cui and Prof. Yunfeng Huang.
 - Machine Learning assisted Qubit Readout in Trap-ion System.

Honors & Awards

- 2018 Best Undergraduate Thesis Award at USTC 2018, top 2 in the major.
- 2017 NeurIPS 2017: Learning to Run Competition, 4th/479.
- 2016 DJI RoboMaster AI Challenge 2016, 3rd/40.

Academic Services

Organization Committee:.

- Human in the Loop Learning (HiLL) Workshop at NeurIPS 2022
- FinRL Contest at ACM ICAIF 2023

Reviewer of Conferences and Journals:.

- o International Conference on Robotics and Automation (ICRA) 2024
- o International Conference on Learning Representations (ICLR) 2024
- IEEE Robotics and Automation Letters (RA-L) 2023
- International Conference on Computer Vision (ICCV) 2023
- The IEEE / CVF Computer Vision and Pattern Recognition Conference (CVPR) 2023
- o International Conference on Learning Representations (ICLR) 2023
- Association for the Advancement of Artificial Intelligence (AAAI) 2023
- Conference on Neural Information Processing Systems (NeurIPS) 2022
- International Conference on Machine Learning (ICML) 2022
- International Conference on Robotics and Automation (ICRA) 2022
- o 56th Conference on Information Sciences and Systems (CISS) 2022
- International Conference on Artificial Intelligence and Statistics (AISTATS)
 2022
- o Conference on Neural Information Processing Systems (NeurIPS) 2021
- \circ IEEE/ASME International Conference on Advanced Intelligent Mechatronics (AIM) 2021
- International Conference on Intelligent Robots and Systems (IROS) 2021
- IEEE Robotics and Automation Letters (RA-L) 2021
- o NeurIPS 2020 Quantum Tensor Networks in Machine Learning Workshop
- NeurIPS 2019 Autonomous Driving Workshop
- IEEE Access

Skills

- Languages
 - Python, C++, C#, Prolog
- Frameworks
 - PyTorch, TensorFlow (v1.&v2.), TensorLayer

${\color{red} \circ} \ \mathbf{Tools}$

git, \LaTeX ROS, MuJoCo, Unity3D, PyRep, SolidWorks, AutoCAD, Mathematics, MATLAB, OpenCV