

Zhenggang Tang

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EDUCATION

BS, Department of Machine Intelligence, School of EECS, Peking University, China.

GPA: 3.77/4 Rank: 9/91

09/2017 - 06/2021

Doctor of Philosophy in Computer Science, University of Illinois at Urbana-Champaign, United States.

Advised by [Prof. Alexander Schwing](#)

08/2021 - present

RESEARCH INTERESTS

Currently I'm interested in anything on **Neural fields and their applications**.

Previously I worked on reinforcement learning and multi agent system.

PUBLICATIONS

1. Yuchen Fang*, **Zhenggang Tang***, Kan Ren, Weiqing Liu, Li Zhao, Jiang Bian, Dongsheng Li, Weinan Zhang, Yong Yu, Tie-Yan Liu, "[Learning Multi-Agent Intention-Aware Communication for Optimal Multi-Order Execution in Finance](#)", ACM SIGKDD Conference on Knowledge Discovery and Data Mining 2023, Long Beach, California, United States. (* contribute equally).
2. **Zhenggang Tang**, Balakumar Sundaralingam, Jonathan Tremblay, Bowen Wen, Ye Yuan, Stephen Tyree, Charles Loop, Alexander Schwing, Stan Birchfield. "[RGB-Only Reconstruction of Tabletop Scenes for Collision-Free Manipulator Control](#)", IEEE International Conference on Robotics and Automation (ICRA) 2023, London, UK.
3. **Zhenggang Tang***, Chao Yu*, Boyuan Chen, Huazhe Xu, Xiaolong Wang, Fei Fang, Simon ShaoLei Du, Yu Wang, Yi Wu, "[Discovering Diverse Multi-Agent Strategic Behavior via Reward Randomization](#)", [Accepted in International Conference on Learning Representations \(ICLR\), Vienna, Austria \(2021\)](#) (* contribute equally)

PREPRINTS

4. **Zhenggang Tang**, Zhongzheng Ren, Xiaoming Zhao, Bowen Wen, Jonathan Tremblay, Stan Birchfield, Alexander Schwing, "NeRFDeformer: NeRF Transformation from a Single View via 3D Scene Flows", submitted to CVPR 2024.
5. **Zhenggang Tang***, Kai Yan*, Liting Sun, Wei Zhan, Tianhao Wei, Changliu Liu, "A Microscopic Epidemic Model and Pandemic Prediction of Allegheny County using Multi-Agent Reinforcement Learning", [arXiv preprint arXiv:2108.06589](#). (* contribute equally).

RESEARCH AND INDUSTRIAL EXPERIENCE

NeRF Transformation from a Single View via 3D Scene Flows

Independent Research, Supervised by Prof. Alex Schwing, UIUC

11/2022 – present

- Present a method for automatically modifying a NeRF representation based on a single observation of a non-rigid transformed version of the original scene.
- Define the transformation as a 3D flow, specifically as a weighted linear blending of rigid transformations of 3D anchor points that are defined on the surface of the scene. Also introduce a novel NeRF-robust correspondence algorithm for that.
- Introduce a new dataset for exploring the problem of modifying a NeRF scene through a single observation containing 113 scenes leveraging 47 3D assets.

RGB-Only SDF Reconstruction of Tabletop Scenes for Collision-Free Manipulator Control

Research Intern, Supervised by Dr. Stan Birchfield, NVIDIA

5/2022 – 9/2022

- Present a system for collision-free control of a robot manipulator given only RGB views of the world.
- Use instant-ngp to reconstruct the 3D geometry of the scene in one minute, then use a gpu-accelerated octree-based method to calculate the global SDF.
- Experiments show that our system outperforms all other baselines by controlling the robot arm to desired poses both accurately and safely in real dataset collected and annotated in our lab.

Learning to negotiate intentions in multi-asset order execution

Research Intern, Supervised by researcher Kan Ren, Microsoft Research Asia

1/2021 – 6/2021

- Applied MARL techniques on multi-asset order execution problems, where every agent is regarded as an individual operator to trade one specific order while communicating with each other for better collaboration to maximize the overall profits.
- Designed a novel algorithm and corresponding training process to improve elaborate collaboration: intended actions of all agents are communicated via a multi-round protocol at each timestep before the final actions executed in the environment.
- Tested the algorithm on data from China A-share stock market and US stock market. And outperform other baseline methods.

Discovering Diverse Multi-Agent Strategic Behavior via Reward Randomization

Core group member, Supervised by Dr. Yi Wu, UC Berkeley

1/2020 – 1/2021

- Proposed a novel algorithm: Reward Randomized Policy Gradient (RPG) to discover distinctive and strategic policies in challenging temporal trust dilemmas, where multiple equilibria exist but standard multi-agent policy gradient algorithms often converge to a sub-optimal one even with SOTA exploration methods, but RPG can find and converge to the optimal one.

- Employed discovered diverse policies to train an adaptive agent, which can form ad hoc team with a capricious partner.
- Open-sourced a new MA testbed: *Agar.io*, which has great flexibility, policy-variety and need moderate computational resources.

A Microscopic Epidemic Model and Pandemic Prediction of Allegheny County using Multi-Agent Reinforcement Learning

Core group member, Supervised by Prof. Changliu Liu, Carnegie Mellon University

6/2020 – 1/2021

- Built an agent-based COVID-19 epidemic model of Allegheny County where a variety of facilities such as recreational places and retail stores are built, and all individuals can adaptively change its action according to information of dynamics of the epidemic attained from its surroundings and the governments.
- Modeled people as RL agents and designed a new DQN variant to solve the very large-scale MARL problem.
- Tested and Analyzed government policies such as information disclosure, partial blockade and contact tracing.

Learning to Communicate in a Hierarchical Way in a MARL System

Independent Research, Supervised by Prof. Zongqing Lu, Peking University

7/2019 – 9/2019

- Designed a method to elect part of agents to be hubs, which aggregate information, communicate with other hubs and distribute information downward. Extended the method to multi-hierarchies, which enable the agent to get all ranges of information. Applied this method to cooperative MA problem where a natural neighborhood of each agent exists.

AWARDS AND HONORS

- Award of Stars of Tomorrow Internship Program in Microsoft Research Asia. 06/2021
- Top 10% thesis reward when graduating from Peking University. 06/2021
- Ben Jing Award of Turing Class in Peking University (Top10 in AI direction) 10/2019
- Silver Medal in 33rd National Olympiad in Informatics 07/2016
- Gold Medal in 10th Asia-Pacific Informatics Olympiad (China District). 05/2016

SELECTED COURSE PERFORMANCE

Math courses (GPA: **3.85/4**)

Mathematical Analysis (I)(II) 92/100, 90/100

Advanced Algebra (I)(II) 90/100, 95/100

Discrete Math and Structures(I)(II) 94/100,97/100

Math in Information Science (John Hopcroft) 98.5/100

Algorithm courses (GPA: **3.94/4**)

Introduction to Computing (A) (Honor Track) EX

Data Structure and Algorithm (A) 92/100

Practice of Programming in C&C++ 99/100

Algorithm Design and Analysis (Honor Track) 94/100

Experiment courses(GPA: **3.86/4**)

Study and Practice on Topics of Frontier Computing(I) (Liwei Wang) 92/100

Deep Learning in Action: Computer Vision 90/100

Introduction to Intelligent Robots 94/100

Study and Practice on Topics of Frontier Computing(II) (Baoquan Chen) 90/100

Neural Computation (Tai Sing Lee) 93/100

COMPUTING SKILLS AND OTHERS

- **Computer skills: Programming languages:** C/C++, Java, MATLAB, Python.
- **Other Library and Tools:** Numpy, Scipy, Cython, PyTorch, Tensorflow, Linux, AWS, Git
- **Languages:** English: TOEFL 103 (oral 22), GRE 324 (V 155, Q 169)