

# ZUN LI

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## EDUCATION

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### Shanghai Jiao Tong University

*Sept. 2014 - June 2018 (expected)*

B.S.E. in Computer Science (IEEE Honored Class)

Overall GPA: 3.71/4.00 (88.55/100) Major GPA: 3.81/4.00 (90.04/100).

**Core Courses:** Mathematical Analysis I & II (93 & 91/100), Linear Algebra (97/100), Probability Theory and Random Process (92/100), Automata Theory (95/100), Software Engineering (92/100, Rank **1st**/60), Artificial Intelligence (90/100), Algorithm Design and Analysis (98/100, Rank **1st**/60).

### Cornell University

*June - July 2017*

Visiting Student, SJTU International Workshop

## INTERESTED AREAS

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EconCS, including Algorithmic Game Theory, Network Economics and Machine Learning, with their applications such as Data Exchange, Computational Advertising and Recommender System.

## PUBLICATIONS

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[1] **Zun Li**, Zhenzhe Zheng, Fan Wu, Guihai Chen, “How to Buy Cookies? On Designing Optimal Data Purchasing Strategies for Online Ad Auctions”, **submitted** to *AAMAS*, 2018

[2] **Zun Li**, Hongjiang Lv, Zhenzhe Zheng, Fan Wu, Guihai Chen, “Learning in Online Marketplace: Data Purchasing Policy Designs under Uncertainty”, **submitted** to *AAMAS*, 2018

[3] Zhenzhe Zheng, **Zun Li**, Fan Wu, Shaojie Tang, Guihai Chen, “How to Sell Data? On Designing Optimal Data Trading Strategy for Data Marketplace”, **submitted** to *WWW*, 2018

[4] Zhenzhe Zheng, **Zun Li**, Fan Wu, Guihai Chen, “Generalized Online Auctions with Time Varying Values”, In preparation for *IJCAI-ECAI*, 2018.

## RESEARCH EXPERIENCE

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### A Top-K Ranking Based Collaborative Filtering Algorithm

*June 2017 - Present*

*Research Intern at Qing Zhao Group, Cornell University*

*Advisor: Prof. Qing Zhao*

- Investigated machine learning techniques such as Learning-to-Rank and low-rank matrix factorization.
- Designed a new metric to measure the accuracy of Top-K items ranking, therefore developed a new way to find similar neighbors for each user based on the new metric.
- Proposed a new CF algorithm where each observed rating was assigned a score, based on which the rank aggregation among neighbors was conducted.
- Implemented the designed algorithm and obtained 10% gain against state-of-art ones on real datasets.
- Providing theoretical bound for the designed algorithm.

### Mechanism Design for Data Exchange

*Aug. 2016 - Sept. 2017*

*Researcher Assistant at Advanced Network Lab, SJTU*

*Advisor: Prof. Fan Wu*

My research on Data Exchange is threefold, consisting of:

#### i. Computational Advertising and Data Engineering

- Proposed a general framework consisting of an ad auction model and a data purchasing model, thus formulate advertisers’ trade-offs as a convex optimization problem by using Payoff Equivalence Principle.
- Proved the existence and uniqueness of the equilibrium under a general scheme, and show how to calculate the optimal data purchasing strategy for Gaussian Learning agents with linear cost.
- Conducted numerical simulations to evaluate the behaviors of two types of learning agents under different strategic environments, whose results confirmed to intuitions.

#### ii. Learning Agents in Data Market.

- Divided into three levels of uncertainty for data consumers, who were assumed to adopt Gaussian Learning to learn the quality distributions.
  - Proposed interpolation based reinforcement learning algorithms to compute the policies efficiently.
  - The algorithms achieved near-optimal approximation ratio on generated data.
- iii. **Economic Techniques for Cloud-based Data Market Design.**
- Proposed a theoretical market model where vendors are allowed to price data by economic techniques like demo making, free sampling and versioning (flexible) strategies.
  - Derived optimal trading strategies for various cases, and showed under which cases would these strategies become profitable and why flexible strategy brings no economic incentive, confirming reality.
  - Evaluated the strategy designs on a real-life taxi location dataset verifying theoretical analysis.

#### **Online Mechanism Design with Time Varying Values**

*Researcher Assistant at Advanced Network Lab, SJTU*

*Oct. 2017 - Present  
Advisor: Prof. Fan Wu*

- Considered an online auction model for selling reusable goods where agents' values are assumed to be vary with time. Preemption that reallocating goods to newly arrived agents is allowed.
- Proposed a dynamic programming-based allocation algorithm. Proved that the upper bound of competitive ratio with the off-line optimal solution is within constant factors.
- Determined the unique payment by extending classical Myerson's Lemma for the proposed generalized model, and thus designed a strategy-proof online mechanism for agents with time varying values.

### **SELECTED PROJECTS**

#### **XPO: An Online Campus Second-hand Trading Market System** *Mar. 2016 - June 2016*

- Conducted all the business process for a software engineering project, including the documents completion and software production.
- Developed an Android campus second-hand trading platform APP. Implemented pattern design into the system framework design.

#### **MIDI Music Files Synchronization via SeqGAN**

*Mar. 2017 - June 2017*

- Investigated MIDI formats. Used specialized module to extract features from raw MIDI files.
- Researched and implemented Sequential Generative Adversarial Network (SeqGAN) by TensorFlow to train music data set and generate new MIDI files.

#### **A Hierarchical Network Selection Game for HetNets**

*Mar. 2017 - June 2017*

- Proposed a generalized game framework for heterogeneous networks selection, including a cooperative game within a population and a non-cooperative game between different populations.
- Compared the algorithmic performances of the normal selection, reinforcement learning selection and evolutionary selection toward equilibrium state.

### **PROFESSIONAL ACTIVITIES**

External Reviewer for IEEE TWC, IWQoS 2017, INFOCOM 2018.

### **HONOR & REWARDS**

Meritorious Winner (Top <b>15%</b> Worldwide), Interdisciplinary Contest in Modeling	<i>2016</i>
First Class Prize (Top <b>2%</b> Provincial Level), National Undergraduate Physics Contest	<i>2015</i>
Rajax Corporation Scholarship (Top <b>10%</b> )	<i>2016-2017</i>
Litiantangren Corporation Scholarship (Top <b>10%</b> )	<i>2015-2016</i>
SJTU Academic Excellence Scholarship Class-B (Top <b>10%</b> )	<i>2016-2017, 2015-2016</i>
SJTU Academic Excellence Scholarship Class-C (Top <b>20%</b> )	<i>2014-2015</i>
Champion ( <b>1st</b> /1000 Contestants), "Step-by-Step" Campus Orienteering & Quiz Game	<i>2015</i>

### **TECHNICAL SKILLS**

#### **Programming Languages Tools**

Python, C++, Java, PHP, HTML/CSS, SQL, Verilog.  
MATLAB, Mathematica, TensorFlow, Git, L<sup>A</sup>T<sub>E</sub>X, Gnuplot, XAMPP.