Lei Sha

Curriculum Vitae

Education & Work Experience

2013.09-present	**PhD student of Natural Language Processing**, *Peking University*.
2014.11-2015.6	**Intern of Knowledge Mining**, *Microsoft Research Asia*.
2009.09-2013.06	**Bachelor of Computer Science**, *Beijing University of Technology*. *GPA – 3.9*
2006.09-2009.06	**High School**, *The Experimental High School attached to Beijing Normal University*.

Languages

Mandarin	**Mothertongue**	
English	**Advanced**	*Conversationally fluent*

Publications

2016   [1] Reading and Thinking: Re-read LSTM Unit for Textual Entailment Recognition. **Lei Sha**, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of Coling 2016 Conference, 2016. (Coling 2016).

2016   [2] Capturing Argument Connection for Chinese Semantic Role Labeling. **Lei Sha**, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of EMNLP 2016 Conference, 2016. (EMNLP 2016).

2016   [3] RBPB: Regularization-Based Pattern Balancing Method for Event Extraction. **Lei Sha**, Chin-Yew Lin, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of ACL 2016 Conference, 2016. (ACL 2016).

2016   [4] Joint Learning Templates and Slots for Event Schema Induction. **Lei Sha**, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of NAACL 2016 Conference, 2016. (NAACL 2016).

2015   [5] Recognizing Textual Entailment Using Probabilistic Inference. **Lei Sha**, Sujian Li, Tingsong Jiang, Baobao Chang, and Zhifang Sui. In Proceedings of the EMNLP 2015 Conference, 2015. (EMNLP 2015).

2017   [6] Attentive Interactive Neural Networks for Answer Selection in Community Question Answering. Xiaodong Zhang, **Lei Sha**, Sujian Li, Houfeng Wang. In Proceedings of AAAI 2017 Conference, 2017. (AAAI 2017).

2016   [7] Encoding Temporal Information for Time-Aware Link Prediction. Tingsong Jiang, Tianyu Liu, Tao Ge, **Lei Sha**, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of EMNLP 2016 Conference, 2016. (EMNLP 2016).

2016	[8] Towards Time-Aware Knowledge Graph Completion. Tingsong Jiang, Tianyu Liu, Tao Ge, **Lei Sha**, Sujian Li, Baobao Chang and Zhifang Sui. In Proceedings of Coling 2016 Conference, 2016. (Coling 2016).
2015	[9] Multi-label Text Categorization with Joint Learning Predictions-as-Features Method. Li Li, Houfeng Wang, **Lei Sha**, Xu Sun, Baobao Chang, Shi Zhao. In Proceedings of EMNLP 2015 Conference, 2015. (EMNLP 2015)
2014	[10] Event Schema Induction Based on Relational Co-occurrence over Multiple Documents. Tingsong Jiang, **Lei Sha** and Zhifang Sui. In Proceedings of Natural Language Processing and Chinese Computing, 2014. (NLPCC 2014).

Awards

2014	The 3rd Prize in the ACM contest of Peking University
2011	National Scholarship(**The only one** in my grade)
2010	Beichuan Scholarship(one of the two in my grade)
2012	The 1st Prize in the 3rd "Lanqiao Cup" National Software Professional Design and Business Competition,
2011	The National 2nd Prize in the China Undergraduate Mathematical Contest in Modeling
2010	The 2nd Prize in Chinese Mathematical Contest(Beijing division)

Experience

Projects

2014.11–2015.5	**Event Extraction**.
	○ Read papers about event extraction
	○ Implement the new ideas and write a paper "RBPB: Regularization-Based Pattern Balancing Method for Event Extraction."
2014.03–2014.5	**Event Schema Induction**.
	○ Read papers about event schema Induction
	○ Implement the new ideas and write a paper "Joint Learning Templates and Slots for Event Schema Induction"
2013.03–2013.05	**Semantic Reasoning System based on Markov Logic Network**.
	○ Implement the intelligent reasoning system based on the Markov Logic Network using the *Markov Logic Network*
	○ Designed an algorithm based on the relation-between-classes graph which can mine the inference rules in a more efficient way.
	○ Discussed the impact of the newly-get knowledge from the web to the original Relation-between-Classes Graph, thereby designed the remend method of the inference rule base, making the task of inference rule mining can be carry out on a real-time basis.
2012.05–2012.06	**C language Compiler**.
	○ Developed a model C compiler use C++, it concludes word analysis, grammar analysis and semantic parse
	○ I designed and complete it all by myself
2011.10–2011.11	**Gobang Game**.
	○ Developed a Gobang Game, and it requires a high AI of the computer
	○ I designed and complete it all by myself

Computer skills

Intermediate	HTML, LATEX, Linux, Microsoft Windows
Advanced	PYTHON, JAVA, C/C++, MATLAB

Interests

- Table Tennis	- Badminton
- Running	- Swimming