Ruo Yu (David) Tao

Education

2022- Ph.D. in Computer Science, Brown University

Advisor: George Konidaris

2020–2022 M.Sc. in Computer Science, University of Alberta

Advisors: Marlos C. Machado, Adam White

2016–2020 Hon. B.Sc. in Computer Science, McGill University

Undergraduate Research Advisor: Joelle Pineau

GPA: 3.96/4.00, Dean's Honour List, First Class Honours

Publications

2025 Benchmarking Partial Observability in RL with a Suite of Memory-Improvable Domains

R. Y. Tao*, K. Guo*, C. Allen, G. Konidaris

To appear in The Second Annual Reinforcement Learning Conference (RLC), August 2025 [paper]

2024 Mitigating Partial Observability in Sequential Decision Processes via the Lambda Discrepancy

C. Allen*, A. Kirtland*, <u>R. Y. Tao</u>*, S. Lobel, D. Scott, N. Petrocelli, O. Gottesman, R. Parr, M. L. Littman, G. Konidaris

In *The Thirty-Eighth Annual Conference on Neural Information Processing Systems* (NeurIPS), December 2024 [paper] [code]

2023 Auxiliary Inputs for Agent-State Construction

R. Y. Tao, A. White, M. C. Machado

In Transactions on Machine Learning Research (TMLR), December 2023 [paper] [code]

2023 Measuring and Mitigating Interference in Reinforcement Learning

V. Liu, H. Wang, R. Y. Tao, K. Javed, A. White, M. White

In Conference on Lifelong Learning Agents (CoLLAs), May 2023 [paper]

2020 Novelty Search in Representational Space for Sample Efficient Exploration

R. Y. Tao, V. François-Lavet, J. Pineau

Selected for oral presentation. In Advances in Neural Information Processing Systems (NeurIPS), December 2020 [paper] [code] [oral]

2018 Towards Solving Text-Based Games by Producing Adaptive Action Spaces

R. Y. Tao, M. Côté, X. Yuan, L. E. Asri

Presented at the *WordPlay Workshop at Neural Information Processing Systems* (NeurIPS), December 2018 [paper] [code]

2018 TextWorld: A Learning Environment for Text-Based Games

M. Côté, Á. Kádár, X. Yuan, B. Kybartas, T. Barnes, E. Fine, J. Moore, <u>R. Y. Tao</u>, M. Hausknecht, L. E. Asri, M. Adada, W. Tay, A. Trischler

Presented at the Computer Games Workshop at International Joint Conferences on Artificial Intelligence (IJCAI), July 2018 [paper] [code]

Teaching Experience

2023 **Teaching Assistant**, Learning and Sequential Decision Making (CSCI 2951-F), Brown University

Spring 2023. 65 students

2023 **Guest Lecturer**, Learning and Sequential Decision Making (CSCI 2951-F), Brown University

1 lecture. Spring 2023. 65 students

2022 **Guest Lecturer**, *Reintegrating AI (CSCI 2951-X)*, Brown University 1 lecture. Spring 2022. 30 students

Professional Experience

May-Aug. Research Assistant, National University of Singapore, Singapore

2020 Advisor: Lee Wee Sun

Research on neural latent mapping for reinforcement learning and SLAM.

Jan 2019- Student Intern, Mila (Quebec Artificial Intelligence Institute), Montreal, QC

Apr. 2020 Advisor: Joelle Pineau

Conducted research on model-based exploration for reinforcement learning.

May-Dec. Research Software Development Engineering Intern, Microsoft Research, Montreal,

2018 QC

Reviewing

Advisor: Marc-Alexandre Côté

Research in language modelling and generation, and reinforcement learning for text-based games. Contributor to the TextWorld framework.

Invited Talks

Aug. 2022 Amii, University of Alberta, Tea Time Talk

Agent-State Construction with Auxiliary Inputs

Dec. 2020 NeurIPS, Oral presentation

Novelty Search in Representational Space for Sample Efficient Exploration [recording]

Dec. 2018 NeurIPS WordPlay Workshop, Oral presentation

Towards Solving Text-based Games by Producing Adaptive Action Spaces

Professional Service

Conference NeurIPS 2021-2023; RLC 2024-2025

Miscellaneous Articles

May 2022 How to: apply to and decide on (CS) PhD programs [link]

Oct. 2018 The dangers of reshaping and other fun mistakes I've learnt from PyTorch [link]