TINGHAO XIE

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EDUCATION

Zhejiang University (ZJU), Zhejiang, China

09/2018 - 06/2022 (expected)

B.E., Computer Science and Technology (CS)

• **GPA**: 3.99/4.00 (92.13/100)

• Rank: 1st/1861

University of Oxford, Oxford, United Kingdom

10/2021 - 12/2021

Visiting Student, Computer Science

• Courses and Grades: Machine Learning (A+), Computational Learning Theory (A)

♀ Research Interests

- Secure, Robust, Reliable and Fair AI Systems; Adversarial Robustness, Certified Robustness
- Explainable and Interpretable AI; Out-Of-Distribution Generalization; Causality

PUBLICATIONS OR PRE-PRINTS

Towards Practical Deployment-Stage Backdoor Attack on Deep Neural Networks 🖹, </>

Xiangyu Qi*, **Tinghao Xie***, Ruizhe Pan, Jifeng Zhu, Yong Yang and Kai Bu *arXiv e-print, under review at CVPR 2022*

RESEARCH EXPERIENCE

⟨→ Subnet Replacement Attack (SRA): A Graybox Backdoor Attack

09/2021 - 11/2021

Advisor: Principal Researcher Jifeng Zhu (Tencent), Prof. Kai Bu (Zhejiang University)

Co-worker: Ph.d. Student *Xiangyu Qi* (Princeton University)

Collaborator with Zhuque Lab, Tencent, China

- Implemented, tuned and evaluated SRA on various models and datasets to show its universal compatibility.
- Extended SRA to different trigger types (patch, blend, perturb, Instagram filters, etc.).
- Made SRA more practical for realizing physical triggers under complex real-world environments.
- Finished and submitted the paper *Towards Practical Deployment-Stage Backdoor Attack on Deep Neural Networks* as the co-first author to CVPR'22.

Backdoor Restoration and Certification

05/2021 - Present

Advisor: Prof. *Ting Wang* (Pennsylvania State University)

Remote Intern at ALPS Lab, Pennsylvania State University, United States

</> Backdoor Certification (ongoing)

- Implemented tools for certifying the (non-)existence of perturbation backdoors based on LiRPA.
- Formed an optimizable method to tighten the backdoor certification bounds.

</> Faithful Backdoor Restoration

• Proposed an effective way for faithful trigger restoration.

⟨→ Enchecap: An Encrypted Heterogeneous Calculation Protocol

04/2020 - 05/2021

Advisor: Prof. *Jianhai Chen* (Zhejiang University)

Undergraduate Intern at Intelligent Computing and System Lab, Zhejiang University, China

- Designed *Enchecap*, a protocol securing heteorogeneous computation for transmission and host memory.
- \bullet Implemented the protocol into a library, with 38% computational overhead and 19% overall overhead.

¹Official rank for exam-free postgraduate entrance considering both overall and major GPA, while another official rank by overall 5.0-scale GPA is 2nd/186. 186 is the number of students majoring in Computer Science and Technology, not counting in students (about 90) from Chu Kochen Mixed Class.

▲ SELECTED PROJECTS

A Handbook for Deep Learning with their Piecemeal Intuitions from Causal Theory 12/2021

- Studied causal theory and its connections with machine learning.
- Surveyed recent works including causality as an intuition for improving deep learning.
- Classified them by: OOD Generalization; Generation; Robustness, interpretability, and fairness.

ENDC: Ensemble of Narrow DNN Chains

12/2021

- Proposed ENDC, a lightweight ensemble framework for classification with narrow DNNs as base classifiers.
- Compared ENDC with traditional ML models and showed its supiriority in smaller size and higher accuracy.

NaiveVQA: A Visual Question Answering model

07/2021

- Reimplemented Show, Ask, Attend, and Answer: A Strong Baseline for Visual Question Answering.
- Translated the PyTorch implemented model into a MindSpore (a new AI framework) implementation.
- Trained and achieved 40.6% overall accuracy on a small VQA 2.0 sub-dataset provided by the course.

Other Course Projects

2020 - 2021

- </> **RCC**: A Remarkable/Retarded C-like Compiler
- </> Tron: A 3D Graphic Engine Based on WebGL & a Flying Game Demo
- AI for Reversi: An AI for the game Reversi based on the MCTS method.
- Facial Recognition: A PCA model for recognizing and restoring human faces.
- Robot in Maze: A maze-walking AI (implemented with DFS, reinforcement Q-Learning, Deep Q-Learning).
- </> MiniSQL: A Single-user Database Management System (SQL Engine).
- </> HWMS: A Homework Management System.
- Approximate Algorithms for the Texture Packing Problem: A course research project.
- A MIPS CPU on FPGA: A SoC on Xilinx FPGA and a pixel game in MIPS assembly.

<u>m</u> CAMPUS ACTIVITIES

Member, SuperComputing Team (ZJUSCT)

09/2019 - 02/2021

- Obtained the certificate of competency of Nvidia Accelerated Computing Basics CUDA C/C++.
- Won the 2nd class prize in ASC 2020-2021, where I optimized QuEST on GPU by 4.7%.

Member, DFM Street Dance Crew

03/2019 -- 09/2019

- Attended the 2019 Danqing Dance Competition and 2020 New Year's Eve Showcase.
- Won the final battle of the DFM Hip-hop crew as the champion.

Member, Summer Social Practice Group

06/2019 -- 09/2019

• Recorded the social practice in Guangzhou and produced

a short documentary.

Volunteer, Zhejiang University

09/2018 - 11/2018

• Helped sorting and recycling garbage in the dormitory buildings.

♥ Honors and Awards

Elite Liu Yongling Scholarship (1/802)	2020 - 2021
Tencent Scholarship (5/802)	2020 - 2021
The 2nd Class Prize in ASC20-21 Student Supercomputer Challenge	01/2021
Narada Scholarship (1/372)	2019 - 2020

SKILLS

- Programming: C/C++, Python, JavaScript, CUDA, Verilog, Shell, MATLAB, ActionScript, HTML.
- **Software**: LATEX, Vivado, Adobe {Photoshop, Premiere Pro, After Effects, Audition}.
- Languages known: English(fluent), Chinese(native), Cantonese(native).
- **TOEFL iBT**: Total 110/120, Reading 29/30, Listening 30/30, Speaking 26/30, Writing 25/30.
- GRE General Test: Verbal 154/170, Quantitative 170/170, Analytical Writing 3.5/6.
- Hobbies: Dance(Hip-hop, House, Breaking, and Choreography), Swimming, Basketball, Fitness, Billiards.

Latest update date: 12/03/2021