## Yunyu Liu

# Education

09/2020 - now **Purdue University, Indiana, USA**

*Ph.D., Major: Computer Science*

09/2018 - 05/2020 **Northeastern University (NEU), Boston, USA**

*M.S., Major: Computer Engineering*

09/2014 - 07/2018 **Shanghai Jiao Tong University (SJTU), Shanghai, China**

*B.Eng., Major: Electrical Engineering Minor: Finance*

# Selected Publications[More can be found [Here](https://scholar.google.com/citations?user=KyeVZ8QAAAAJ)]

09/2024 **Yunyu Liu**, Bedrich Benes, "Single‐Shot Example Terrain Sketching by Graph Neural Networks", CGF

05/2023 Peihao Wang, Shenghao Yang, **Yunyu Liu**, Zhangyang Wang, Pan Li, "Equivariant hypergraph diffusion neural operators", ICLR 2023

01/2022 **Yunyu Liu**, Jianzhu Ma, Pan Li, "Neural Predicting Higher-order Patterns in Temporal Networks", WWW 2022

01/2021 Yanbang Wang, Yen-Yu Chang, **Yunyu Liu**, Jure Leskovec, Pan Li, "Inductive Representation Learning in Temporal Networks via Causal Anonymous Walks", ICLR 2021

07/2020 **Yunyu Liu**, Lichen Wang, Yue Bai, Can Qin, Zhengming Ding, Yun Fu, "Generative View-Correlation Adaptation for Semi-Supervised Multi-View Learning", ECCV 2020

08/2019 Lichen Wang, Zhengming Ding, Zhiqiang Tao, **Yunyu Liu**, Yun Fu, "Generative Multi-View Human Action Recognition", ICCV 2019 (Oral)

05/2018 **Yunyu Liu**, Zhiyang Xia, Ping Yi, Wei Wang, Yao Yao, Ting Zhu, Tiantian Xie, "GENPass: A General Deep Learning Model for Password Guessing with PCFG Rules and Adversarial Generation", ICC 2018

# WORK Experience

**Meta, BizAI, Software Engineer Intern, Machine Learning**

* Hallucination Control in text generation under the multilingual scenario. **May 2025 – Aug 2025**
* Design the new reward model and use PPO for better advertising. **May 2024 – Aug 2024**

# SCIENTIFIC RESEARCH Experience

**Purdue University, CGV Lab Jan 2022 – Now**

Multiview Point Cloud Registration

* Register different views from one scene using an end-to-end deep learning-based method. (ongoing)

Terrain Generation using Single Image

* Enabled terrain generation from user sketches using a single reference terrain, with support for progressive generation of individual ridges and valleys.
* Enable the users to generate plausible terrain coverage and corresponding materials. (ongoing)

**Purdue University, GCoM, Sep 2020 – Jan 2022**

Pattern prediction in the temporal network

* Defined triplet interaction expansion in temporal hypergraphs, and built a lightweight model to predict interaction type, timing, and cause among node triplets.

**Northeastern University, Synergetic Media Learning Lab, Oct 2018 – Aug 2020**

Semi-supervised Multi-view Learning

* Employed generative models and domain adaptation to multi-view learning to fully explore multi-view information.
* Proposed a graph-based method for the label-level fusion and utilized information entropy to help the fusion.

Multi-aspect Sentiment Classification (Collaborate with NEC lab)

* Developed a reinforcement learning model to align task-relevant words with aspects accurately.
* Developed an end-to-end pipeline for the agents to explore paths from target aspect nodes to their potential sentimental regions based on a minimum spanning tree algorithm.