Xiangyang Zhou

I joined Baidu in July 2012, and I am currently a *staff research & development engineer (T8)* in the Natural Language Processing (NLP) department of Baidu. My area of interests include human-computer conversation (chatbots), question-answering, deep learning and its application in natural language processing.

Notable Projects

Human-Computer Conversation (chatbots)

Baidu-NLP

Staff Research & Development Engineer (T8)

July 2014-Now

- Supervisor: Dianhai Yu (Currently the Principle Research & Development Engineer (T10))
- Responsibility: In charge of building conversational agents (chatbots), exploring better model/system architectures, and providing technical support to the whole business of Baidu.
- **Research:** Led research topics in both fields of the retrieval-based chatbots and the generation-based chatbots. Work together with team members to fight against most challenging tasks in chatbots, including *multi-turn* response selection, learning from dialog feedbacks using reinforcement learning (RL) and generative adversarial networks (GAN), improving seq2seq-based dialogue generation with copy mechanism and the automatic evaluation of dialogue systems. Many of our works have been published at top NLP/AI conferences, like ACL, EMNLP, CIKM, etc., demonstrating the strong power of Chinese AI research.
- Industry Application: Led the industrial application of chatbots, including building IR-based chatbots with billions of dialogue corpus and deploying it as web services at ai.baidu.com with our team members. Our chatbots technology have already supported many industrial applications such as Duer (a.k.a DuerOS or Xiaodu), Baidu NewsFeed, Baidu Tieba, Baidu Interactive Search, Baidu Smart Airports and the other business inside/outside the company.

Entity Search in Baidu Search Engine

Baidu-NLP

Advanced Research & Development Engineer (T5)

Dec 2012-July 2014

- **Supervisor:** Shiqi Zhao (Currently the Director of Baidu NewsFeed)
- Responsibility: In charge of improving the entity search system in Baidu search engine.
- Proposed Method: We proposed a novel domain-agnostic mining algorithm that can automatically discover entity-seeking-queries and their answers using the joint user behaviors from Baidu web search and Baidu Zhidao (the largest Chinese Community Question-Answering platform).
- Achievement:Our mining algorithm can discover hundreds of thousands fresh entity-seeking question-answer
 pairs every single day, covering popular domains such as music, movies, books, video-games etc. Our proposed
 mining algorithm has been integrated into Baidu search engine, which can directly show a list of entity answers,
 at the top of page search results, for every entity-seeking-query, making the life of billions Chinese internet
 users, especially at mobile devices, easier and happier.

CQA Answer Ranking in Baidu Zhidao

Baidu-NLP

Research & Development Engineer (T3)

July 2012-Dec 2012

I implemented a perceptron-based Learning to Rank (LTR) model for ranking answers in CQA, this model is trained with a modified pairwise hinge loss, $L = \sum_i \Lambda_i * (I(f(x_{+1}) - f(x_{-1}) < m)) + ||\theta||_2^2$, where Λ_i is a weight factor telling the model how reliable this instance is, in order to improve the model robustness.

Achievement:We evaluated our model on 100 CQA questions along with answers collected from *Baidu Zhidao*, it archived 92% P@1 which is comparable to the state-of-the art models. It was integrated into the ranking model of Baidu search engine as a feature to improve user experience.

Internship

Full-time Intern

Microsoft Research Asia - NLC

Extracting social events for tweets using a factor graph,

Dec 2010- June 2012

Did research in the field of events extraction and factor graphical models advised by Xiaohua Liu. Implemented a factor-graphical-model in C# with maximum clique size 2, which can beed seen as a advanced Conditional Random Field (CRF) model. Published our work in AAAI-2012.

Selected Publications

- Multi-Turn Response Selection for Chatbots with Deep Attention Matching Network (ACL-2018, full-
 - Xiangyang Zhou, Lu Li, Daxiang Dong, Yi Liu, Ying Chen, Wayne Xin Zhao, Dianhai Yu and Hua Wu.
- Multi-View Response Selection for Human-Computer Conversation (EMNLP-2016, full-paper) Xiangyang Zhou, Daxiang Dong, Hua Wu, Shiqi Zhao, Rui Yan, Dianhai Yu, Xuan Liu, Hao Tian.
- "Shall I Be Your Chat Companion?" Towards an Online Human-Computer Conversation System (CIKM-2016, full-paper)
 - Rui Yan, Yiping Song, Xiangyang Zhou, Hua Wu.
- Extracting Social Events for Tweets Using a Factor Graph (AAAI-2012, full-paper) Xiaohua Liu, Xiangyang Zhou, Zhongyang Fu, Furu Wei, Ming Zhou.
- Joint Inference of Named Entity Recognition and Normalization for Tweets (ACL-2012, full-paper) Xiaohua Liu, Ming Zhou, Xiangyang Zhou, Zhongyang Fu, Furu Wei.
- Collective Nominal Semantic Role Labeling for Tweets (AAAI-2012, full-paper) Xiaohua Liu, Zhongyang Fu, Xiangyang Zhou, Furu Wei, Ming Zhou.

Education

Computer Science and Technology Bachelor degree

Shandong University

2007-2012

Awards

- Outstanding Engineer of Baidu NLP department
- Outstanding Fresh Engineer of Baidu NLP department
- Best Undergraduate Thesis of Shandong Province
- Outstanding Undergraduate of Shandong University
- Brown Medal of 34th ACM-ICPC Tianjin Contest

Skills

- Machine Learning Familiar with machine learning application. Skilled in tensorflow, theano and other machine
- **Programing** Familiar python, c/c++, c#, large-scale online program writing and some skills in speeding up deep learning codes.

Services

- Program Committee member of AAAI-2019,
- Reviewer of ACM Transactions on Intelligent Systems and Technology

Others

Whenever I am not working, I like watching movies or going hiking with my friends, also I like reading the history of human beings in different cultures. Sometimes I kill time by practicing in some short-term technical contests about coding, algorithm or machine learning. By the way, I am a DOTA2 (the Defense of The Ancient 2) player and I won the champion of Baidu DOTA league twice as captain :p.