

# HAOFEI HOU

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## EDUCATION

Huazhong University of Science and Technology School of Software Engineering, Software Engineering - <b>93.87</b> - (1/120)	Sept 2020 – Jun 2024 Wuhan, Hubei
Peking University School of Mechanics and Engineering Science, Mechanical Engineering	Sept 2024 – Present Beijing

## PUBLICATIONS

<b>BioPIE: A Biomedical Protocol Information Extraction Dataset for High-Reasoning-Complexity Experiment Question Answer</b> ↗	01 2026
<ul style="list-style-type: none"><li>• <b>Haofei Hou*</b>, Shunyi Zhao*, Fanxu Meng*, Kairui Yang, Lecheng Ruan, Qining Wang (Equal contribution*).</li><li>• We introduce Biomedical Protocol Information Extraction Dataset (BioPIE), a dataset that provides procedure-centric KGs of experimental entities, actions, and relations that supports reasoning over biomedical experiments.</li><li>• We evaluate information extraction methods on BioPIE, and implement a QA system that leverages BioPIE, showcasing performance gains. <i>Under submission to ACL'26</i></li></ul>	
<b>Linear Temporal Logic Translation via Human-Inspired Self-Constrained Reinforcement Learning</b>	09 2025
<ul style="list-style-type: none"><li>• Fanxu Meng*, <b>Haofei Hou*</b>, Kairui Yang, Mengchen Cai, Lecheng Ruan, Qining Wang (Equal contribution*).</li><li>• We proposed an framework for translating natural language instructions into LTL specifications by integrating SCFGs extracted from parallel corpora into a reinforcement learning loop.</li><li>• Demonstrated significant improvements in accuracy and generalization over state-of-the-art LLM-based RAG and fine-tuned models across multiple robotic planning benchmarks, with human evaluations confirming enhanced trust and comprehensibility. <i>Under submission to IJRR</i></li></ul>	
<b>Expert-level protocol translation for self-driving labs</b> ↗	09 2024
<ul style="list-style-type: none"><li>• Yu-Zhe Shi*, Fanxu Meng*, <b>Haofei Hou*</b>, Zhangqian Bi, Qiao Xu, Lecheng Ruan, Qining Wang (Equal contribution*).</li><li>• We automate the protocol translation process through a three-stage workflow.</li><li>• We incrementally construct Protocol Dependence Graphs (PDGs) that approach structured in the syntax level, completed in the semantics level, and linked in the execution level. <i>NeurIPS'24</i></li></ul>	
<b>AutoDSL: Automated domain-specific language design for structural representation of procedures with constraints</b>	05 2024
<ul style="list-style-type: none"><li>• Yu-Zhe Shi*, <b>Haofei Hou*</b>, Zhangqian Bi, Fanxu Meng, Lecheng Ruan, Qining Wang (Equal contribution*).</li><li>• We automate DSL-based action constraint design across protocols from various domains</li><li>• Constraints include syntactic constraints and abstracts semantic constraints.</li><li>• Quantitative and qualitative analyses of the DSLs highlights its potential as an auxiliary module for language models, aiming to improve procedural planning and execution. <i>ACL'24</i></li></ul>	

## PROJECTS

<b>A Marker-Free Motion Capture System Built on Unsynchronized Cameras</b> ↗	09 2024
<ul style="list-style-type: none"><li>• We propose a marker-free MoCap system that is built on unsynchronized cameras. Our system introduces two crucial components: multi-view temporal post-processing and temporal augmentation training .</li></ul>	
<b>Prosthetic Control by Learning: A Multi-Agent Cooperative Game Framework</b> ↗	04 2024
<ul style="list-style-type: none"><li>• We develop a model-free reinforcement learning framework that enables the prosthesis to adapt to diverse human movement patterns through cooperative policy learning.</li></ul>	
<b>Abductive task abstractions in physical problem-solving</b>   CoCoSci, Meta-RL, Web	10 2022
<ul style="list-style-type: none"><li>• Web-based game development: Built an interactive web-based problem-solving game environment (ProbSol) for studying task abstraction under controlled goals and constraints.</li><li>• Human behavioral experiments: Designed and conducted human-subject experiments.</li><li>• Maskable MetaQ Learning: Proposed a maskable MetaQ learning framework and demonstrated that gradient-based RL (MetaQ, PPO) fails to generate task abstraction, in contrast to human behavior and imitation learning agents.</li></ul>	

## CERTIFICATIONS

<b>National Olympiad in Informatics in Provinces (NOIP)</b> <i>First Prize in Shandong Province</i>	12 2017
<b>Undergraduate National Scholarship Honors</b>	12 2021