

# Yen-Yu Chang

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## Research Interests

### Deep Learning, Computer Vision, and Computer Graphics

My research interests lie in the general area of machine learning, particularly in deep learning, computer vision, and computer graphics, as well as their applications in object-centric learning, multimodal learning, and neural rendering.

## Education

### Stanford University

MASTER OF SCIENCE

- Major: Electrical Engineering
- Cumulative GPA: 4.00/4.00

Sep. 2019 - Jun. 2021

Stanford, California

### National Taiwan University (NTU)

BACHELOR OF SCIENCE IN ENGINEERING

- Major: Electrical Engineering
- Cumulative GPA: 3.86/4.00, Major GPA: 3.87/4.00, CS-Related GPA: 3.95/4.00

Sep. 2014 - Jun. 2018

Taipei, Taiwan

## Publications

### Learning Object-Centric Neural Scattering Functions for Free-Viewpoint Relighting and Scene Composition

Michelle Guo\*, Koven Yu\*, Alireza Fathi, [Yen-Yu Chang](#), Eric Ryan Chan, Ruohan Gao, Thomas Funkhouser, Jiajun Wu

UNDER REVIEW

### Point2Cyl: Reverse Engineering 3D Objects – from Point Clouds to Extrusion Cylinders

Mikaela Uy\*, [Yen-Yu Chang\\*](#), Minhyuk Sung, Purvi Goel, Joseph Lambourne, Tolga Birdal, Leonidas Guibas

UNDER REVIEW

### ObjectFolder 2.0: A Multisensory Object Dataset for Sim2Real Transfer

Ruohan Gao\*, Zilin Si\*, [Yen-Yu Chang\\*](#), Samuel Clarke, Jeannette Bohg, Li Fei-Fei, Wenzhen Yuan, Jiajun Wu

UNDER REVIEW

### ObjectFolder: A Dataset of Objects with Implicit Visual, Auditory, and Tactile Representations | [Link](#)

Ruohan Gao, [Yen-Yu Chang\\*](#), Shivani Mall\*, Li Fei-Fei, Jiajun Wu

PUBLISHED IN THE CONFERENCE ON ROBOT LEARNING 2021 (CoRL 2021)

May. 2021

London, UK

### Inductive Representation Learning in Temporal Networks via Causal Anonymous Walks | [Link](#)

Yanbang Wang, Yen-Yu Chang, Yunyu Liu, Pan Li, and Jure Leskovec

PUBLISHED IN THE 9<sup>TH</sup> INTERNATIONAL CONFERENCE ON LEARNING REPRESENTATIONS (ICLR 2021)

May. 2021

Virtual

### F-FADE: Frequency Factorization for Anomaly Detection in Edge Streams | [Link](#)

[Yen-Yu Chang](#), Pan Li, Rok Susic, Mohamed Ibrahim, Marco Schweighauser, and Jure Leskovec

PUBLISHED IN THE 14<sup>TH</sup> ACM INTERNATIONAL CONFERENCE ON WEB SEARCH AND DATA MINING (WSDM-2021)

Mar. 2021

Virtual

### A Regulation Enforcement Solution for Multi-agent Reinforcement Learning | [Link](#)

Fan-Yun Sun, [Yen-Yu Chang](#), Yueh-Hua Wu, and Shou-De Lin

PUBLISHED IN 2019 INTERNATIONAL CONFERENCE ON AUTONOMOUS AGENTS AND MULTIAGENT SYSTEMS (AAMAS-19)

May. 2019

Montreal, Canada

### Designing Non-greedy Reinforcement Learning Agents with Diminishing Reward Shaping | [Link](#)

Fan-Yun Sun, [Yen-Yu Chang](#), Yueh-Hua Wu, and Shou-De Lin

PUBLISHED IN 2018 AAAI/ACM CONFERENCE ON ARTIFICIAL INTELLIGENCE, ETHICS, AND SOCIETY (AIES-18)

Feb. 2018

New Orleans, USA

### ANS: Adaptive Network Scaling for Deep Rectifier Reinforcement Learning Models | [Link](#)

Yueh-Hua Wu, Fan-Yun Sun, [Yen-Yu Chang](#), and Shou-De Lin

PREPRINT

## A Memory-Network Based for Multivariate Time-Series Forecasting | [Link](#)

Yen-Yu Chang, Fan-Yun Sun, Yueh-Hua Wu, and Shou-De Lin

PREPRINT

## Research Experiences

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**Research Assistant**, instructed by Prof. Jiajun Wu, Prof. Fei-Fei Li, & Dr. Ruohan Gao

Feb. 2021 - Present

STANFORD VISION AND LEARNING LAB (SVL)

Stanford, California

- Researched on multimodal learning and embodied learning with multiple modalities.
- Published the paper “**ObjectFolder: A Dataset of Objects with Implicit Visual, Auditory, and Tactile Representations**” to **CoRL-21**.
- Submitted the paper “**ObjectFolder 2.0: A Multisensory Object Dataset for Sim2Real Transfer**”.

**Graduate Researcher**, instructed by Prof. Leonidas Guibas

Feb. 2021 - Aug. 2021

STANFORD GEOMETRIC COMPUTATION GROUP

Stanford, California

- Researched on deep learning and 3D computer vision.
- Submitted the paper “**Point2Cyl: Reverse Engineering 3D Objects – from Point Clouds to Extrusion Cylinders**”.

**Research Assistant**, instructed by Prof. Jure Leskovec & Prof. Pan Li

Jul. 2019 - Jan. 2021

STANFORD NETWORK ANALYSIS PROJECT (SNAP)

Stanford, California

- Researched on dynamic graph representation learning, with focus on node classification and link prediction and published the paper “**Inductive Representation Learning in Temporal Networks via Causal Anonymous Walks**” to **ICLR-21**
- Researched on data mining and social network analysis, with focus on anomaly detection and published the paper “**F-FADE: Frequency Factorization for Anomaly Detection in Edge Streams**” to **WSDM-21**.

**Undergraduate Researcher**, instructed by Prof. Hung-Yi Lee & Prof. Lin-Shan Lee

Feb. 2017 - Jun. 2018

SPEECH PROCESSING AND MACHINE LEARNING LABORATORY, DEPARTMENT OF ELECTRICAL ENGINEERING, NTU

Taipei, Taiwan

- Researched on natural language processing, with focus on visual question answering.

**Undergraduate Researcher**, instructed by Prof. Shou-de Lin

Jul. 2016 - Jun. 2018

MACHINE DISCOVERY AND SOCIAL NETWORK MINING LABORATORY, DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING, NTU

Taipei, Taiwan

- Researched on reinforcement learning and multi-agent system, with focus on collaborative and ethics behaviors and published the paper “**Designing Non-greedy Reinforcement Learning Agents with Diminishing Reward Shaping**” to **AIES-19**.
- Researched on reinforcement learning and multi-agent system, with focus on learning agent-to-agent interaction and published the paper “**A Regulation Enforcement Solution for Multi-agent Reinforcement Learning**” as the extended abstract to **AAMAS 2019**.
- Participated in **KDD Cup 2018** and achieved **19th place** in main prize and **4th place** in special prize.

**Undergraduate Researcher**, instructed by Prof. Ho-Lin Chen

Jul. 2015 - Jul. 2017

GAME THEORY AND MOLECULAR COMPUTING LABORATORY, DEPARTMENT OF ELECTRICAL ENGINEERING, NTU

Taipei, Taiwan

- Researched on game theory, with focus on network creation games and price of anarchy (PoA).
- Proved the upper bound of PoA for all Heterogeneous Star Celebrity Games. [Link](#)

## Selected Projects

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**Dynamic Graph networks for anomalous behavior detection in social network system**

Sep. 2019 - Dec. 2020

FOR STANFORD NETWORK ANALYSIS PROJECT

- Design new dynamic graph network to model higher-order dependencies between nodes
- Analyze anomalous behaviors in social network systems

**Long-term Air Quality Forecasting**

Mar. 2018 - Jun. 2018

FOR CSIE7433 (MACHINE LEARNING: THEORY AND PRACTICE)

- Built a recurrent neural network model to forecast air quality in future 48 hours and applied forecast weather data in our RNN.
- **19th place** in KDD Cup 2018 and **4th place** in KDD Cup 2018 special prize

## Honors & Awards

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INTERNATIONAL

2018 **19th Place (out of 4180 teams)**, KDD Cup 2018

London, U.K.

2018 **4th Place (out of 4180 teams)**, KDD Cup 2018 Special Prize

London, U.K.

DOMESTIC

2016 **Dean's List**, GPA in top 5% in Department of Electrical Engineering, NTU

Taipei, Taiwan

## Skills

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<b>Languages</b>	Python, C/C++, Shell scripting, Matlab
<b>Libraries/Tools</b>	Keras, Tensorflow, Pytorch
<b>OS</b>	GNU/Linux (Ubuntu & Arch Linux), Mac OSX
<b>Other</b>	Git, $\text{\LaTeX}$