BAITING ZHU

735 Campus Dr, Stanford | Personal Page | LinkedIn | Email: baitingz@stanford.edu

EDUCATION

Stanford University Stanford, CA

M.S. in Computer Science Expected: June 2025

Incoming Student

University of California, Los Angeles

Los Angeles, CA

B.S. in Math of Computation, Minor in Statistics

Sept 2019 - Mar 2023

Major GPA: 3.94 / 4.00

PUBLICATIONS

Zhu, B., Dang, M., and Grover, A. Scaling pareto-efficient decision making via offline multi-objective rl. In International Conference on Learning Representations (ICLR), 2023. <u>Project Page, Poster, Codes, Tweet, ArXiv, OpenReview</u>

RESEARCH & PROFESSIONAL EXPERIENCE

Microsoft Research Asia (MSRA)

Beijing, China

Research Intern (ML Group – Deep Reinforcement Learning)

Jan 2023 - Present

- Sample-efficient world model for Meta RL. Guiding decision through preferring drop in context reconstruction entropy
- Test-time exploration in visual navigation tasks

Machine Intelligence Group (MINT)

Los Angeles, CA

Researcher

• Led research project on Multi-Objective Reinforcement Learning (MORL) 1st author n

Mar 2022 – April 2023

- Led research project on Multi-Objective Reinforcement Learning (MORL). 1st author publication in ICLR 2023
- Proposed and released Dataset for MORL (D4MORL): the first offline MORL dataset and benchmark
- Proposed and released Pareto Efficient Decision Agents (PEDA): a novel family of *offline* MORL algorithms. The first offline MORL algorithms that take high-dimensional and continuous action control through a *single* model
- Showed that PEDA provides an excellent approximation of the Pareto-front with appropriate return conditioning, as measured by the hypervolume and sparsity metrics

Visual Intelligence Lab

Los Angeles, CA

Research Assistant

July 2021 – *June* 2022

- Implemented RL environment for POMDP algorithms. Reduced setup time by 70%
- Implemented and tested POMDP algorithms such as PBVI in different environments and parameter settings

Kuaishou Technology (1024.HK)

Beijing, China

Deep Learning Engineer (Search Tech)

Mar 2021 – July 2021

- Discovered deficiencies in BERT search model by performing high-level data analysis and visualization in R
- Resolved deficiencies and boosted the model's Group-AUC from 73% to 79% by data cleaning, feature engineering, and multi-sample dropout. Achieved a higher click ratio as validated by online AB-Testing
- Led the data pipeline project which produces 100K data entries weekly. Improved tagging pass rate from 50% to 95%+
- Implemented protocols such as abnormality probing and positive/negative sample balancing using SQL and Python

PROJECT EXPERIENCE

Trajectory Prediction for Autonomous Vehicles

Los Angeles, CA

Computer Vision

Apr 2022 – *May* 2022

- Improved the Multipath++ trajectory prediction model by leveraging Transformer encoders/decoders layers.
- Achieved higher evaluation metrics and better empirical results, check our [Project Page] and [Video]

Explaining Grahp Neural Networks (GNN)

Los Angeles, CA

ML – *Explainability*

Apr 2022 - May 2022

- Explaining and reasoning GNN models such as <u>GCN</u> by identifying the most influential subgraphs. Compared our design with previous approaches such as Grad-CAM and SAG
- Implemented demo had comparable performance with the GNN-Explainer on MUTAG datasets

DataFest - Data Science Hackathon

Los Angeles, CA

Winner, Best Visualization (1st/100 teams)

May 2020

- Studied the shift of consumer demand since the start of COVID-19 using commodity price and search trend data
- Scrapped the historical price from Amazon using Python. Imputed missing values and standardized values
- Identified shift in consumer demand during different pandemic periods by representing supply with commodity price and stocking data and demand with Google Search Trends data of the same keyword
- Visualized data to deliver findings through various interactive and animated plots. Check our [Panel] and [Video]

OTHERS