# Xiaohan Zou

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# **Education**

Boston UniversityBoston, MAM.S. in Computer Science09/2021 - 01/2023Tongiji UniversityShanghai, ChinaB.Eng. in Software Engineering09/2016 - 07/2020

# **Publications and Submitted Manuscripts**

- Xiaohan Zou, Changqiao Wu, Lele Cheng, and Zhongyuan Wang. "TokenFlow: Rethinking Fine-grained Cross-modal Alignment in Vision-Language Retrieval", submitted to ACM International Conference on Multimedia (ACM MM), 2022.
- Xiaohan Zou, and Tong Lin. "Efficient Meta-Learning for Continual Learning with Taylor Expansion Approximation", International Joint Conference on Neural Networks (IJCNN), 2022. (Oral Presentation)
- Xiaohan Zou, Cheng Lin, Yinjia Zhang, and Qinpei Zhao. "To be an Artist: Automatic Generation on Food Image Aesthetic Captioning", International Conference on Tools with Artificial Intelligence (ICTAI), 2020. (Oral Presentation) [Paper] [Code] [Slide]
- Xiaohan Zou. "A Survey on Application of Knowledge Graph", International Conference on Control Engineering and Artificial Intelligence (CCEAI), 2020. [Paper]

# **Professional Experience**

# Machine Learning Engineer Intern, Kuaishou Technology, Beijing

07/2021 - 04/2022

- Devised a new model-agnostic formulation for fine-grained cross-modal semantic alignment and subsumed the recent popular works into the proposed scheme
- Proposed a video-text retrieval method which is competitive when compared with the SoTA approaches with heavy model design by only altering the similarity function, submitted to ACM Multimedia 2022
- Developed a PyTorch library for video-text retrieval which is benefiting the group members' research work

#### Software Engineer Intern, China Electronics Technology Group Corporation

10/2020 - 06/2021

- Involved in building a security visualization system for Sanxingdui using Cesium and Vue, responsible for displaying 3D models and visualizing sensor data
- Labeled ancient handwritten Chinese characters and generated OCR training files automatically using Python and Shell
- o Developed a demo for a real time person pose estimation model

# Game Engineer Intern, Banana Interactive, Shanghai, China

10/2019 - 05/2020

- Participated in the development and maintenance of 3 H5 games using JavaScript and Affinity Designer
- o Completed the first release version of a H5 game independently
- Improved the readablity of code through code refactoring and developed a skin system, shop system and item system for the other two games
- o Ported a game packaging and deployment tool from Windows to Linux and macOS

# Research Experience

## Personalized Product Description Generation, Deecamp 2021

06/2021 - 08/2021

- o Incorporated product attributes, personalized information and external knowledge to T5 pre-trained model using transformer and bidirectional attention to generate interesting and informative product descriptions
- Built the frontend of a fancy cross-platform website for interacting with our model using Vue and uni-app
- Won the **champion of the language track** in Deecamp 2021

Advisor: Prof. Tong Lin

- o Designed an efficient method for parameter importance estimation via Taylor expansion
- Proposed a fast meta-learning algorithm for continual learning problems, which expresses the gradient of meta-update in closed-form instead of using Hessian information, accepted by IJCNN 2022
- Outperformed SoTA methods while optimizing much more efficient in experiments on popular benchmarks

Food Image Aesthetic Captioning, Tongji University, Shanghai [Project Page]

03/2020 - 06/2020

Advisor: Prof. Qinpei Zhao

- Proposed a novel framework consisting of a single-attribute captioning module and an unsupervised text summarization module for generating aesthetic captions for food images, **published in ICTAI 2020**
- o Designed a data filtering strategy inspired by TF-IDF method for building a dataset for this new task
- o Introduced two new evaluation criteria to assess the novelty and diversity of the generated captions
- o Outperformed baselines and existed methods substantially in terms of diversity, novelty and coherence

#### Fault Diagnosis for Microservice Architectures, Tongji University, Shanghai

09/2018 - 01/2019

- Represented the microservices of a cloud platform and the causal relationships between them by a Bayesian network against the observed performance metrics dynamically using PC algorithm
- o Identified the culprit microservices when an anomaly occured using random walk
- Outperformed traditional approaches with 6.56% accuracy improvement, without knowing the calling graph

Chatbot 10/2018 - 11/2018

Advisor: Dr. Fan Zhang

- Built a chatbot which can identify and analyze the intentions of users and provide stock and weather information using RasaNLU
- Achieved intention classification and named entity recognition based on SVM using spaCy and scikit-learn
- Allowed multi-turn dialogue and handling pending actions using finite state automaton
- o Integrated the chatbot to WeChat and QQ for a better user interface

## Semi-Supervised Machine Translation, Peking University, Beijing

07/2018 - 08/2018

Advisor: Prof. Tong Lin

- Proposed a dual learning framework based on shared hidden space to utilize the structure duality to boost the learning of two dual tasks and better regularize the model
- Designed two denoising auto-encoders consisting of encoders and decoders of two traditional Seq2Seq neural machine translators to make use of unpaired data
- o Outperformed strong baselines by 1.0 2.9 BLEU on IWSLT'15 (English-Vietnamese) and WMT'14 (English-German), the improvement is more obvious when labeled data is little

# **Open-Source Projects**

Flint: A toy deep learning framework implemented in Numpy from scratch [Github]

01/2021 - Present

- o Implement an autograd engine, Linear, Convolution, Pooling, Flatten, RNN, Dropout and BatchNorm layers, 6 optimizers, 4 loss functions, 3 activation functions, 5 initializers and a data loader in pure Numpy
- Wrote complete documentation and comprehensive unit tests

## **Speech Emotion Recognition [Github]**

04/2019 - 06/2019

- o Implemented several models and features extracting methods for speech emotion recognition
- Achieved 7.2 12.2 accuracy improvement over baseline on four benchmark datasets: CASIA (Chinese),
   EMODB (German), SAVEE (English), and RAVDESS (English), got over 300 Github stars

#### **Awards and Honors**

## Champion of Language Track, Deecamp

2021

Honorable Mention, ACM International Collegiate Programming Contest (ICPC) Asia Regional	2018
Second Prize, Programming Contest of Tongji University	2017, 2018
Second Prize, China Mathematical Contest in Modeling (CUMCM)	2017, 2018
Second Prize, Programming Contest of East China Normal University	2017

# **Leadership and Activities**

Vice Chief Technology Officer & Chief Experience Officer, Tongji Microsoft Student Club 2017 - 2019

- Participated in seminars and meetings
- o Gave lectures about data structure and algorithms as well as their applications in machine learning

Vice President, Baseball and Softball Association of Tongji University (Jiading campus) 2018 - 2019

Member of Softball Team of Tongji University 2016 - 2019

#### **Core Courses**

- Boston University: Machine Learning, Image and Video Computing, Cryptography, Computational Tools for Data Science
- Tongji University: Probability and Mathematical Statistics, Discrete Mathematics, Calculus, Linear Algebra, Object-Oriented Programming, Data Structure, Algorithm, Operating Systems, Principles of Compilers, Database, SOA and Web Services, Distributed System, Web System and Technology, Design Patterns

# **Skills**

**Programming Languages:** Python, JavaScript/TypeScript, HTML/CSS, Java, C/C++, MATLAB

Tools and Frameworks: Git, PyTorch, Keras, scikit-learn, Linux, Vue, React, Django, IATEX

Languages: Chinese (native), English (proficient, TOEFL: 106, GRE: 322)