

# Yujie Zeng

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## EDUCATION

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- University of Electronic Science and Technology of China (985 project colleges)** Sep. 2021 – Jun. 2024  
*Master of Computer science and Technology | Research with Prof. Linyuan Lü | GPA: 3.1/4.0*
- Chongqing University of Posts and Telecommunications** Sep. 2017 – Jun. 2021  
*Bachelor of Intelligence Science and Technology | Research with Prof. Xin Deng | GPA: 3.5/4.0, Rank: 2/140*
- A+ subjects: Mathematics, Mathematical Modeling, Fundamentals of Artificial Intelligence et al.

## RESEARCH PRESENTATIONS

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- [1] Higher-order Graph Convolutional Network with Flower-Petals Laplacians on Simplicial Complexes**  
*Yiming Huang, Yujie Zeng, Qiang Wu and Linyuan Lü (Joint first author)* Submitted to *NeurIPS2023*
- [2] Identifying vital nodes through augmented random walks on higher-order networks**  
*Yujie Zeng, Yiming Huang, Xiao-Long Ren and Linyuan Lü* preprint *arXiv:2305.06898*
- [3] Influential Simplices Mining via Simplicial Convolutional Network**  
*Yujie Zeng, Yiming Huang, Qiang Wu and Linyuan Lü* preprint *arXiv:2307.05841*
- [4] Hyper-null models and their applications**  
*Yujie Zeng, Bo Liu and Linyuan Lü* Under Review
- [5] Cooperative Network Learning for a Large-Scale and Decentralized Graph**  
*Qiang Wu, Yiming Huang, Yujie Zeng, Yijie Teng, Fang Zhou, and Linyuan Lü* Under Review
- [6] Fundamental Statistics of higher-order networks: a survey (Chinese)**  
*Bo Liu, Yujie Zeng, Rongmei Yang and Linyuan Lü (Joint first author)* Under Review
- [7] Graph Machine Learning (Chinese Book)**  
*Linyuan Lü, Qiang Wu, Yiming Huang, Yujie Zeng (Subeditor)* Collaborate with Prof. Jure Leskovec

## RESEARCH EXPERIENCE

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- Higher-order GCN with Flower-Petals Laplacian** Jul. 2022 – Present  
*Aim: analyze the influence of high-order structure on network structure and function by using machine learning.* USTC, Hefei
- This work will be oral presented at the **NetSci2023** conference.
  - Proposed a higher-order graph convolutional network (HiGCN) which achieves SOTA in traditional machine learning tasks.
  - Quantified the influence of higher-order structures in the network by the weight of HiGCN.
  - Explored the impact of HiGCN on sociological tasks, such as finding important research communities (simplices).
- HoRW: Augmented Random Walks on Higher-order Networks** Sep. 2021 – Jul. 2022  
*Aim: propose a model using higher-order structure to solve the shortcomings of the traditional models.* UESTC ydri, Huzhou
- This work has been oral presented at the **NetSci2022** conference.
  - Proposed a novel representation and model HoRW based on Higher-order Random Walk for high-order networks.
  - Presented a novel node ranking method based on HoRW that allows multiscale analysis according to the strength of higher-order effects.
  - Demonstrated HoRW's effectiveness in vital node identification, along with significant performance gains in epidemic spreading and network dismantling experiments.
- Hyper-null Models through Hyperedge Swapping and Their Applications** Sep. 2021 – Jun. 2023  
*Aim: explore the relationship between network dynamics and randomness by constructing null models.* UESTC, Chengdu
- Defined the construction of hyper-null models through hyperedge swapping.

- Verified the relationship between network structure and function and null models of different orders by epidemic spreading and network dismantling.
- Collected the indicators of high-order networks (simplicial complexes and hypergraphs) and wrote a review.

### Cooperative Network Learning for a Large-Scale and Decentralized Graph

Aug. 2022 – Jun. 2023

*Aim: establish a multi-party trusted, decentralized, and privacy-preserving graph learning framework.*

UESTC, Chengdu

- Published a monograph - Graph Machine Learning (Chinese), and the latest research is under review in *Nat. Commun.*
- Introduced a Cooperative Network Learning (CNL) framework, which unifies the formulation of graph models with distributed data for various agencies.
- Utilized homomorphic encryption and relevant technologies to ensure data security of inter-organizational computing.
- Demonstrated the effectiveness, reliability, and security of CNL on multi-party graph learning tasks through various graph learning tasks, including contagion dynamics prediction, node classification, and link prediction.

### Online Classroom Face Fatigue Detection System

Dec. 2020 – Jun. 2021

*Aim: accurately implement an online fatigue monitoring system.*

CQUPT, Chongqing

- Detected multiple faces in the class by the improved dlib algorithm.
- Wrote a program to achieve an online fatigue detection system by Javascript and Python.
- Won the third prize in the national AI competition.

## OTHER EXPERIENCE

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### Software Development Engineer

Apr. 2020 – Oct. 2020

*Aim: Solve the problem of too much cache and slow start of App.*

WeiXin Group (WXG), Tencent, Guangzhou

- Wrote the entire WeRead APP book subscription process by Java and Kotlin.
- Wrote the WeRead Picture Library which can change the order in which images are loaded and can save the pictures to different caches by their kinds.

## AWARDS & HONORS

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**Awards:** 6 national awards, more than 10 provincial and above awards; 1 software copyright; 1 patent; 2 provincial scientific research project, 2 school scientific research projects.

**Chongqing Excellent Graduate paper (Top 1%)** 2021

**Honor Graduate (Top 10%)** 2021

**MathorCup Mathematical Contest in Modeling - National First Prize** 2020

**China Graduate AI Innovation Competition - National Third Prize** 2020

**China International "Internet +" Innovation and Entrepreneurship Competition - Silver Prize** 2019

**China Graduate AI Innovation Competition - National Third Prize** 2019

## SKILLS

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**Programming Languages:** Python (proficient), Java (proficient), C (proficient), C++ (intermediate), Kotlin (intermediate), Matlab (beginner), Javascript (beginner).

**Languages:** Chinese (native), English (IELTS: 6.5), Japanese (beginner).

**Athletics:** Volleyball, Badminton (College runner-up), Jazz, Chinese classic dance and Cheerleading

**Music:** Chinese Lute (The highest level of amateur performance in China), Beat

**Painting:** Comic, Oil painting