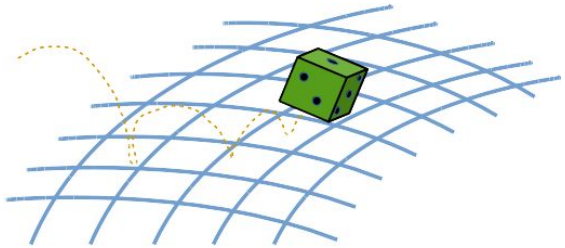

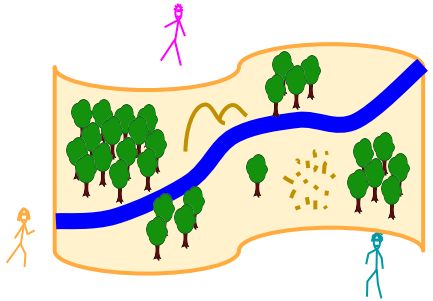

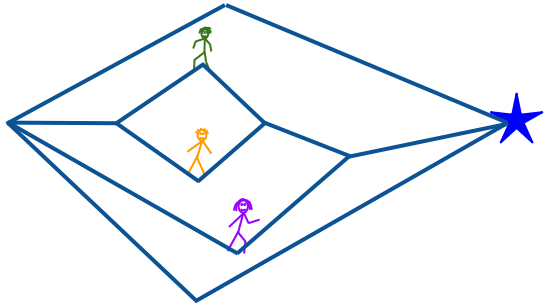

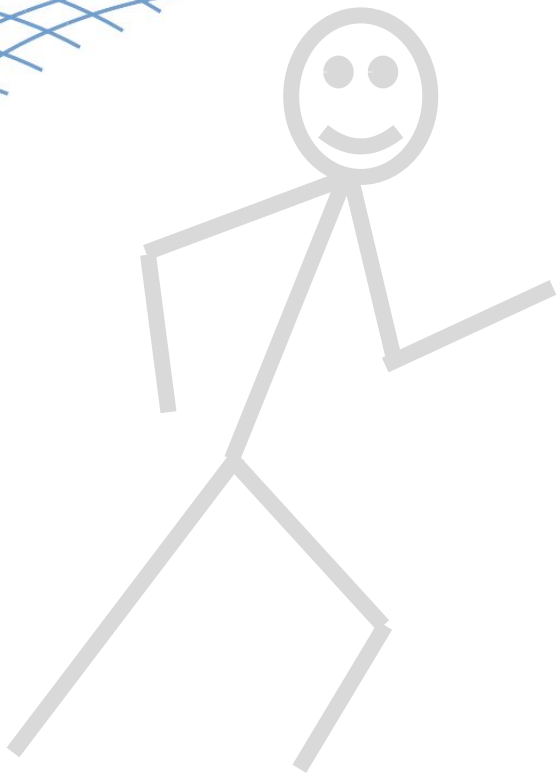

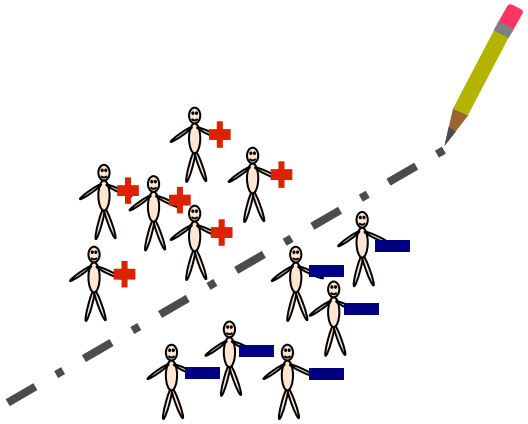

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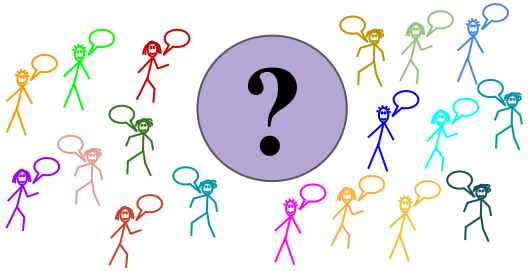
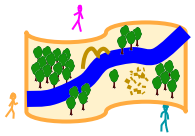
Advisor: Yiling Chen

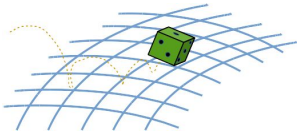


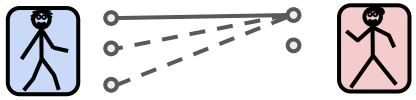
Main area: "algorithmic game theory"

Specialty: *foundations of information and incentives*



Other interests: online and randomized algorithms, distribution learning/testing, …. (always looking to expand!)





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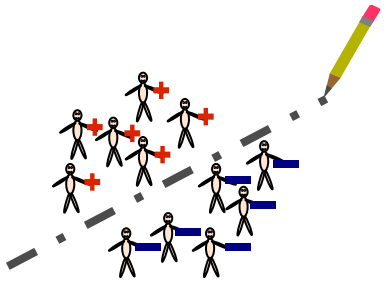
Style: I like….

- understanding simple things deeply
- formulating new models and definitions
- probability/randomness

Example Question:
How to *learn* when **data is held by strategic agents** and we have a **budget constraint**?

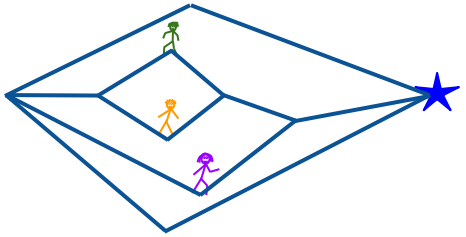


Example theorems:

avg. regret $\leq$ $O(1/\sqrt{B})$

"no data & no regret" algorithms

Example Question:
When are pieces of information **substitutes or complements** for a strategic agent?



Applications:

- efficient market hypothesis
- optimal information acquisition (c.f. submodular optimization)

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EC	auction theory	online algorithms
ITCS	scoring rules	fair division
NIPS	online learning/	crowdsourcing/
SODA	convex optimization	peer-prediction
AAAI	distribution testing	differential privacy
HCOMP	prediction markets	social choice
WINE	...	...
...		