

Yuyu Liu

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EDUCATION BACKGROUND

State University of New York at Stony Brook, Ph.D.

Major: Computer Science

New York, USA

Aug. 2025- present

Southern University of Science and Technology (SUSTech), B.Sc.

Major: Mathematics

Guangdong, China

Sep. 2020- Jul. 2024

SELECTED PUBLICATIONS

- **HyperGuide: Hyperbolic Guidance for Efficient Multi-Step Reasoning in Large Language Models.**
Yuyu Liu, Haotian Xu, Yanan He, Sarang Rajendra Patil, Mengjia Xu, Tengfei Ma. *Preprint*.
- **HypEHR: Hyperbolic Modeling of Electronic Health Records for Efficient Question Answering.**
Yuyu Liu, Sarang Rajendra Patil, Mengjia Xu, Tengfei Ma. *Findings of ACL 2026*.
- **Efficient Imputation for Patch-based Missing Single-cell Data via Cluster-regularized Optimal Transport.**
Yuyu Liu, Jiannan Yang, Ziyang Yu, Weishen Pan, Fei Wang, Tengfei Ma. *ACM BCB 2026*.

WORK EXPERIENCE

Machine Learning Engineer Intern

Search Department, Retrieval Group

Meituan, Inc.

Nov. 2024 - Apr. 2025

- Built an end-to-end generative item retrieval channel for Meituan app search using Sentence-T5, adapting the dense retrieval framework of LIGER (Meta, 2025); on the NC dataset, improved Hit@100 / Hit@500 by xxx% / xxx% over traditional retrieval baselines.
- Developed a user query category prediction model with a Qwen2.5-0.5B backbone to guide candidate generation, improving retrieval relevance and coverage for long-tail and ambiguous queries.

Machine Learning Engineer Intern

Digital Human Group

Baidu, Inc.

Jan. 2024 - May. 2024

• **Real-Time Voice Cloning for Live Streaming**

Built a voice-cloning model that faithfully replicates a target speaker's voice with natural, diverse speech while running efficiently under limited compute.

- *Architecture:* Replaced the Bert-VITS2 backbone with Chinese-pretrained open-source models (e.g., chinese-roberta-wwm-ext-large); deployed with PyTorch on 8×A100 GPUs to fit target timbres.
- *Method:* Introduced the few-shot GPT-SoVITS pipeline with LoRA fine-tuning, enabling timbre cloning from under 10 minutes of speech.

• **Digital-Human Lip-Sync Post-Processing**

Improved the lip motion of 3D digital humans rendered in Unreal Engine 5.

- *Algorithm:* Implemented a C++ routine that computes the distance between upper- and lower-lip blendshape (BS) vectors and snaps the teeth closed below a threshold, fixing a teeth-not-closing modeling artifact.

PROJECTS

Fair-Aurora: Comparing Fairness Strategies for Reinforcement Learning-Based Congestion Control in Multi-Flow Environments

Yuyu Liu, Thomas Mbrice.

Feb. 2026 - May 2026

Studied the fairness of Aurora, a deep RL congestion controller, when multiple flows share a bottleneck, and evaluated three post-hoc strategies (reward shaping, observation augmentation, and loss-sensitivity tuning) using Jain's fairness index on a custom shared-bottleneck simulator. Showed that modest reward shaping yields the best fairness while preserving aggregate throughput, achieving fairness through bandwidth redistribution rather than reduction.

AWARDS & ACHIEVEMENTS

- College Special Scholarship (Second Class, 2022)
- College Special Scholarship (First Class, 2021)
- Jia Zhaoye · Special Scholarship of Principal (36 out of 1092, 2020)