Changye Li

 $\mbox{$\blacklozenge$}$ Peking, China $\mbox{$\trianglerighteq$}$ antoine
031106@gmail.com $\mbox{$\backprime$}$ +86 13860472996 $\mbox{$\rlap/$}$ antoine
gg1.github.io

Summary

I am a junior undergraduate at Peking University (Class of '26), currently focused on Large Language Model, with a particular interest in learning algorithms and data. My research interests also cover Reinforcement Learning and mechanistic interpretability. My research is driven by the following questions:

- How can the gap between artificial intelligence and human-level intelligence be quantified through advanced AI system, and how can it be bridged using learning algorithms?
- How can the essence of intelligence be revealed through the modeling of AI system?

Education

Peking University

B.S. Student in Artificial Intelligence

Sept 2022 - May 2026

Fellowships & Awards

Peking University Freshman Scholarship (¥25000 RMB)(2022)

Research Experience

Visiting Student Researcher at PAIR Lab: PKU Alignment and Interaction Research Lab

Peking, China 2023 -

Currently working on Alignment and Interpretability of Language Models under the guidance from Dr. Yaodong Yang.

Publications

Language Models Resist Alignment, Accepted at Neurips 2024 SoLar Program

Oct 2024

Jiaming Ji, Kaile Wang, Tianyi Qiu, Boyuan Chen, *Changye Li*, Hantao Lou, Jiayi Zhou, Josef Dai, Yaodong Yang,

Towards efficient collaboration via graph modeling in reinforcement learning, In Submission

August 2024

Wenzhe Fa, Zishun Yu, Chengdong Ma, Changye Li, Yaodong Yang, Xinhua Zhang,

Projects

Sparse Autoencoder in Vision

antoinegg1/SAELens-V ☑

- Developed an sparse autoencoder (SAE) training repository based on jbloomAus/SAELens Z. Realizing the training and utilizing process of the SAE on vision language model. (eg.Llava, Chameleon)
- o Tools Used: Python
- This project is expected to be used in an ongoing paper.

SUMON

antoinegg1/SUMON **∠**

- A simplified traffic simulation program refers to eclipse-sumo/sumo 🗹, supports reinforcement learning and multi-agent training.
- o Tools Used: Python, XML

0	The project was applied in paper, Towards efficient collaboration via graph modeling in reinforcement.	e -