

# Mingyang Deng

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## RESEARCH INTEREST

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Understand and advance the intelligence of generative foundation models.

## EDUCATION

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<b>Massachusetts Institute of Technology,</b> <i>PhD Student</i>	Sep 2024 – Present Cambridge, MA
<b>Massachusetts Institute of Technology, (GPA : 5.00/5.00)</b> <i>Undergraduate student in Mathematics/Electrical Engineering and Computer Science</i>	Sep 2020 – May 2024 Cambridge, MA
<b>HS Affiliated to Renmin University of China,</b> <i>High school student</i>	Sep 2015 – Jul 2021 Beijing, China

## AWARDS

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<i>Gold medal (1st place), 45th Annual ICPC World Finals</i>	Nov 2022
<i>Putnam Fellow, 83rd William Lowell Putnam Competition</i>	Dec 2022
<i>Gold medal (1st place), 33rd International Olympiad in Informatics</i>	Jun 2021
<i>Gold medal, 60th International Mathematical Olympiad</i>	Jul 2019
<i>1st place, Codechef Snackdown Final 2021</i>	Jan 2022
<i>4th place, Google Code Jam Final 2021</i>	Aug 2021
<i>2nd place, HackMIT 2021</i>	Sep 2021

## PUBLICATIONS

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- Autoregressive Image Generation without Vector Quantization. NeurIPS 2024 (Spotlight). Tianhong Li, Yonglong Tian, He Li, Mingyang Deng, Kaiming He  
<https://arxiv.org/abs/2406.11838>
- Restart Sampling for Improving Generative Process. NeurIPS 2023. Yilun Xu\*, Mingyang Deng\*, Xiang Cheng\*, Yonglong Tian, Ziming Liu, Tommi Jaakkola  
<https://arxiv.org/pdf/2306.14878.pdf>
- Restart Sampling for Improving Generative Process. NeurIPS 2023. Yilun Xu\*, Mingyang Deng\*, Xiang Cheng\*, Yonglong Tian, Ziming Liu, Tommi Jaakkola  
<https://arxiv.org/pdf/2306.14878.pdf>
- Measuring Feature Sparsity in Language Models. NeurIPS 2023 SoLAR workshop Spotlight. Mingyang Deng\*, Lucas Tao\*, Joe Benton  
<https://arxiv.org/pdf/2310.07837.pdf>
- Uniform sets with few progressions via colorings. Submitted to Mathematical Proceedings of the Cambridge Philosophical Society. Mingyang Deng\*, Jonathan Tidor\*, Yufei Zhao\*  
<https://arxiv.org/abs/2307.06914>
- On Problems Related to Unbounded SubsetSum: A Unified Combinatorial Approach. SODA 2023. Mingyang Deng\*, Xiao Mao\*, Ziqian Zhong\*  
<https://epubs.siam.org/doi/abs/10.1137/1.9781611977554.ch114>
- Approximating Knapsack and Partition via Dense Subset Sums. SODA 2023. Mingyang Deng\*, Ce Jin\*, Xiao Mao\*  
<https://epubs.siam.org/doi/abs/10.1137/1.9781611977554.ch113>
- New additive approximations for shortest paths and cycles. ICALP 2022. Mingyang Deng\*, Yael Kirkpatrick\*, Victor Rong\*, Virginia Vassilevska Williams\*, Ziqian Zhong\*  
<https://doi.org/10.4230/LIPIcs.ICALP.2022.50>
- New Lower Bounds and Upper Bounds for Listing Avoidable Vertices. MFCS 2022. Mingyang Deng\*, Virginia Vassilevska Williams\*, Ziqian Zhong\*  
<https://drops.dagstuhl.de/entities/document/10.4230/LIPIcs.MFCS.2022.41>

## EXPERIENCE

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- Undergraduate Research in Diffusion models** Mar 2023 – Present  
*MIT; Supervised by Prof. Tommi Jaakkola*
- Researched diffusion model samplers; identified advantages of SDE over ODE samplers (Mar-May 2023). Proposed restart sampling for diffusion models, accepted at NeurIPS 2023 and integrated into StableDiffusion WebUI.
  - Currently developing entropy-based samplers, a new generative process that facilitates unsupervised planning and encompasses diffusion and autoregressive generation as special cases (work in progress).
- Undergraduate Research in Language models** Sep 2023 – Present  
*MIT; Supervised by Prof. Jacob Andreas*
- Focusing on mechanistic interpretability; studying erasure neuron effects in residual networks.
  - Decomposing residual stream activations and operations using sparse dictionaries.
- Undergraduate Research in Algorithms** Sep 2021 – Apr 2022  
*MIT; Supervised by Prof. Virginia Vassilevska Williams*
- Designed near-linear time solutions for the CoinChange problem; accepted by SODA 2023.
  - Developed state-of-the-art approximation for the Knapsack problem; accepted by SODA 2023.
  - Advanced all pairs shortest paths problem with bounded-difference max-plus product; paper accepted by ICALP 2022.
- Undergraduate Research in Combinatorics** May 2022 – Sep 2022  
*MIT; Supervised by Prof. Yufei Zhao*
- Explored Ruzsa's conjecture; improved bounds and established new links to arithmetic Ramsey problems. Paper under review at MPCPS.
- Supervised Program for Alignment Research** Mar 2023 – Aug 2023  
*Berkeley AI Safety; Supervised by Joe Benton*
- Employed sparse coding for language model activations; confirmed representation sparsity. Paper accepted for NeurIPS 2023 SoLaR Workshop.
- Undergraduate TA** Sep 2022 – Dec 2022  
*MIT; Supervised by Prof. Michael Sipser*
- Conducted recitations and office hours for MIT's Theory of Computation course (18.404).
- Research Internship on Video Generation** Oct 2023 – Dec 2023  
*Mellis lab*
- Addressed challenges in video generation, including camera motion, context length extension, and data scraping.
- Internship in Quantitative Finance** Jun 2023 – Aug 2023  
*Citadel Securities*
- Conducted alpha research on options and secured a return offer.
- China National Olympiad in Informatics Winter Camp** Jan 2022 – Jan 2022  
*Remote from MIT*
- Delivered a lecture on algorithms, with a focus on dynamic programming and construction; mentored younger students in problem-solving paradigms.

## PROJECTS

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- Contribute to stable-diffusion-webui** | *Python* Jun 2023 – Jul 2023
- Link to project: <https://github.com/AUTOMATIC1111/stable-diffusion-webui/pull/11850>
  - Integrated the restart sampling to Stable Diffusion Webui. It's merged into the main branch and is used by people.
- Mosaic Detective (Weblab 2022 2nd place)** | *React, MongoDB, Node.js, Socket.io* Feb 2021 – Feb 2021
- Link to project: <https://mosaic-detective.com>
  - Use react to implement a website game where client can guess a blurred image by revealing pieces. Use socket.io to communicate between client and server. Some cryptography are applied to fulfill the security and speed requirements of the game.
- Dovic The game (HackMIT 2021 2nd place)** | *Node.js, Socket.io* Sep 2021 – Sep 2021
- An educational game similar to Among us encourages students to keep social distance and do contact tracing. Consists of 3000 lines of code, but was completed within a single day by a group of four.
- Heuristic algorithm of Hamiltonian paths** | *C++* Jul 2020 – Feb 2021
- Link to project: <https://codeforces.ml/blog/entry/90513>
  - Implement a solver to find Hamiltonian paths and cycles on directed and undirected graphs, which outperforms most APIs. Use Link/Cut Tree to maintain paths with random iterating. Has great performance on most random graphs in practical. Can even find a path within seconds on graphs with hundreds of thousands of vertices and not so many Hamiltonian paths.

## TECHNICAL SKILLS

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**Languages:** English, Chinese

**Programming Languages:** C++, Python, Javascript