Xinye Li

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Education

Harbin Institute of Technology Aug. 2022 – Jun. 2026

B. Eng in Software Engineering *Weihai, China*

- GPA: 3.77/4.0
- **National Scholarship**, 2023 (Top 0.2 % Nationwide) & 2025 (Top 0.4 % Nationwide) | Taihu Future Science and Technology Scholarship, 2023 (Top 1.6 %) | First Grade Scholarship, 2022 & 2025 (Top 3 %)
- **"Excellent Student Model"** Honorary Title, 2024 (Top 0.5%)

Publications

Xinye Li, Zunwen Zheng, Qian Zhang, Dekai Zhuang, Jiabao Kang, Liyan Xu, Qingbin Liu, Xi Chen, Zhiying Tu, Dianhui Chu, Dianbo Sui. ScEdit: Script-based Assessment of Knowledge Editing.
In *Findings of the Association for Computational Linguistics: ACL 2025.*

Jiabao Kang, **Xinye Li**, Liyan Xu, Qingbin Liu, Xi Chen, Zhiying Tu, Dianhui Chu, Dianbo Sui. Exploring Deductive and Inductive Reasoning Capabilities of Large Language Models in Procedural Planning.
Accepted by *EMNLP 2025 Findings.*

Zecheng Wang, **Xinye Li**, Zhanyue Qin, Chunshan Li, Zhiying Tu, Dianhui Chu, Dianbo Sui. Can We Debias Multimodal Large Language Models via Model Editing? In *Proceedings of ACMMM 2024.*

Xinye Li, Mingqi Wan, Dianbo Sui. LLMSR@XLLM25: An Empirical Study of LLM for Structural Reasoning. In *Proceedings of ACL 2025 Workshop XLLM Shared Task.*

Research Experience

HKU CDS Research Internship Programme Jul. 2025 - Aug. 2025

Financial Agent, Quantitative finance *HKU, Student Research Assistant*

- Investigating quant agents by leveraging LLMs for feature engineering and conducting multi-scale backtesting to refine trading strategies.
- Developing financial decision-making models and contributing to research papers showcasing innovative methodologies in quantitative finance.

Research Assistant in HKUST(GZ) HPML Lab Feb. 2025 - Oct. 2025

GUI Agent, Knowledge *HKUST (GZ), RA*

- Conducting research on GUI Agents, focusing on GUI grounding and challenging dataset construction.
- Assisting in research efforts related to Knowledge.

Research on Knowledge Editing Sep. 2024 - Feb. 2025

Knowledge Editing, Script, NLG *Accepted at ACL 2025 Findings, First Author*

- Designed a script-based assessment framework to evaluate the performance of Knowledge Editing in complex real-world reasoning and generation tasks.
- Developed a rigorous benchmark accompanied by comprehensive experiments on existing methods, along with in-depth analyses of metric correlations and discussions on future directions for advancement.

Research on Inductive & Deductive Reasoning Sep. 2024 - Dec. 2024

Inductive & Deductive Reasoning, Procedural Planning *Accepted at EMNLP 2025 Findings, Second Author*

- Investigated the deductive and inductive capabilities of LLMs in procedural planning.
- Introduced an effective method with multiple sampling to enhance the inductive reasoning capabilities of LLMs in procedural planning.

Debiasing Multimodal LLMs via Model Editing Jan. 2024 – Jun. 2024

MLLM, LLM Debiasing, Model Editing *Accepted at ACMMM 2024, Second Author*

- Introduced a novel benchmark for debiasing editing in MLLM, evaluating the reliability, locality, and generality of model editing based debiasing methods across IC and VQA tasks.
- Conducted comprehensive research on the application of model editing methods for debiasing, involving editing 2 modules (LLM and Vision) and 4 types of biases.

Achievements

CP (Competitive Programming) Aug. 2022 – Dec. 2024
Algorithm Contest player (OIer/ACMer) *Contestant*

- **Bronze Medal**, The 2024 ACM-ICPC Asia East Continent Final Contest (**EC-Final**)
- **Silver Medal**, The 2023 ACM-ICPC Asia Hangzhou Regional Contest
- **Bronze Medal**, The 2023 ACM-ICPC Asia Nanjing Regional Contest
- **Gold Medal**, The 2024 Weihai Collegiate Programming Contest
- **Bronze Medal**, The 2023 CCF Collegiate Computer Systems & Programming Contest

Other Contests

- **Second Prize**, The 19th "Challenge Cup": 2024 'Open Call for Solutions' Special Program (Team Leader)
- **Second Prize**, Huawei CodeCraft Contest 2024 (**9th** in the preliminary round)
- **Second Prize**, The 6th Global Campus AI Algorithm Elite Competition

Projects

Game Arena for Evaluating Sequential Reasoning of LLMs Nov. 2023 - Feb. 2024
LLM Evaluation, Exhaustive Algorithm *Student Researcher*

- A system based on card game evaluating LLM's sequential reasoning & decision-making ability; An exhaustive algorithm was simultaneously proposed to record the game data in real time.

Reproduction of R1 for Mathematical Reasoning Mar. 2025 – Apr. 2025
Mathematical Reasoning, GRPO, vLLM, RL *Student Researcher*

- Reproduced the R1 project to enhance mathematical reasoning of LLMs. Utilized an 8x 4090 setup for training with GRPO and vLLM for inference, achieving competitive scores on GSM8K (65.7) and Math500 (48.0).

Activating Puzzle Reasoning in Qwen2.5-VL 7B via SFT May. 2025
Multimodal LLMs, SFT, Knowledge Distillation, Visual Reasoning, LLaMA Factory *Competitor*

- Activated puzzle reasoning in the Qwen2.5-VL 7B model via a pipeline of data augmentation, knowledge distillation, and supervised fine-tuning (SFT). Significantly improved performance on visual puzzles, boosting in-domain accuracy from 0.21 to 0.7.

Skills

Languages: English (IELTS 7.5), Chinese, Cantonese (learning)
Programming Languages: C++, C, Python, Java, Tex, SQL
Frameworks: PyTorch, Sklearn, Numpy, Pandas, Matplotlib
Developer Tools: Git, Google Cloud Platform, Huggingface, Github, Jupyter Notebook, Vs Code, Postman

Working

HITWH ACM Club Aug. 2023 - Feb. 2025
Student Club *Club leader & Teaching Assistant*

- Teaching assistant in Prof. Kaikun Dong's course *Problem-Oriented Advanced Programming*
- Organizer and Problem Contributor of the ACM Freshman Contest