




Reid McIlroy-Young

reid@reidmcy.com | reidmcy.com |  github |  scholar |  twitter

Education

2018-Present. PhD in Computer Science, *University of Toronto*

Advisor: Ashton Anderson

2016-2018. Masters in Computational Social Science, *University of Chicago*

Advisor: James Evans

2011-2015. BS Honors, Mathematical Physics, *University of Waterloo*

Publications

Reid McIlroy-Young, Russell Wang, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Learning Personalized Models of Human Behavior in Chess”. In: *KDD* (2022). URL: <https://arxiv.org/abs/2008.10086>

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, Solon Barocas, and Ashton Anderson. “Mimetic Models: Ethical Implications of AI that Acts Like You”. In: *AIES* (2022)

Reid McIlroy-Young, Russell Wang, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Detecting Individual Decision-Making Style: Exploring Behavioral Stylometry in Chess”. In: *NeurIPS* (2021)

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Aligning Superhuman AI with Human Behavior: Chess as a Model System”. In: *Proceedings of the 26th ACM SIGKDD Conference on Knowledge Discovery and Data Mining* (2020). URL: <https://arxiv.org/abs/2006.01855>

Reid McIlroy-Young and Ashton Anderson. “From “Welcome New Gabbers” to the Pittsburgh Synagogue Shooting: The Evolution of Gab”. In: *Proceedings of the International AAAI Conference on Web and Social Media*. Vol. 13. 01. 2019, pp. 651–654. URL: <https://arxiv.org/abs/1912.11278>

John McLevey, Alexander V Graham, Reid McIlroy-Young, Pierson Browne, and Kathryn S Plaisance. “Interdisciplinarity and insularity in the diffusion of knowledge: an analysis of disciplinary boundaries between philosophy of science and the sciences”. In: *Scientometrics* 117.1 (2018), pp. 331–349

John McLevey and Reid McIlroy-Young. “Introducing metaknowledge: Software for computational research in information science, network analysis, and science of science”. In: *Journal of Informetrics* 11.1 (2017)

Conference Presentations

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Maia Chess: A human-like neural network chess engine”. In: *Microsoft Research Summit*. Reinforcement Learning track. Virtual, 2021

Reid McIlroy-Young, Russell Wang, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Learning Personalized Models of Human Behaviour in Chess”. In: *International Conference on Computational Social Science*. Zurich/Virtual, 2021

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Maia Chess: A Human-Like Neural Network Chess Engine”. In: *Aavhan’s Online Lecture Series*. IIT Bombay/Virtual, 2021

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Maia Chess: A Human-Like Neural Network Chess Engine”. In: *ChessTech*. Virtual, 2020

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Bridging the Gap between Superhuman AI and Human Behavior: Chess as a Model System”. In: *International Conference on Computational Social Science*. Virtual, 2020

John McLevey and Reid McIlroy-Young. “Generating and Analyzing Scientific Networks with Metaknowledge”. In: *1st North American Social Networks (NASN) Conference*. Washington DC, July 2017

John McLevey and Reid McIlroy-Young. “metaknowledge: open source software for networks research on science”. In: *International Network for Social Network Analysis (INSNA)*. Beijing, June 2017

John McLevey, Katie Plaisance, and Reid McIlroy-Young. “How Knowledge Travels: An Analysis of the Diffusion of Philosophy of Science Over 60 Years”. In: *Sunbelt XXXVI (Annual meetings of the International Network for Social Network Analysis)*. Newport Beach, CA, Apr. 2016

Posters

Reid McIlroy-Young, Russell Wang, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Learning Personalized Models of Human Behaviour in Chess”. In: *Vector Institute Research Symposium*. Toronto/Virtual, 2021

Reid McIlroy-Young, Siddhartha Sen, Jon Kleinberg, and Ashton Anderson. “Bridging the Gap Between Human and Artificial Intelligence in Chess”. In: *Evolution of Deep Learning Symposium*. Toronto, Canada, 2019

Maia Chess

Yes, it's much more enjoyable to play against machines when they lose! — Garry Kasparov on Maia
 Chess bots I created/run with 1,000,000+ games, maiachess.com, press: *WIRED*, *TNW*, *Engadget*, *UofT News*
Neural Networks For Chess textbook by Dominik Klein section on *Maia*

Software

Reid McIlroy-Young and John McLevey. "Metaknowledge: A Python3 library for bibliometric and sociology of knowledge research." Website and documentation: networkslab.org/metaknowledge.

Lab and Research Experience

2022. Internship FAIR
 2018-Present. *Computational Social Science Lab*, PI Dr. Ashton Anderson
 2016-2018. *Knowledge Lab*, PI Dr. James Evans
 2014-2016. *Knowledge Networks Lab*, PI Dr. John McLevey
 2013-2015. *Hill Physics Group*, PI Dr. Robert Hill

Teaching Assistantships

2020, Winter, *Social and Information Networks*, University of Toronto
 2019, Winter, *Probabilistic Learning and Reasoning*, University of Toronto
 2018, Fall, *Computers and Society*, University of Toronto
 2017, 2018, Spring, *Augmented Intelligence*, Booth School of Business
 2017, 2018, Winter, *Computational Content Analysis*, University of Chicago

Affiliations

2020-present Graduate Fellow, *Schwartz Reisman Institute for Technology and Society*, University of Toronto
 2016-2018 Senior Data Scientist, *Knowledge Lab*, University of Chicago
 2014-2016 Member, *Waterloo Institute for Complexity and Innovation*, University of Waterloo

Awards

2022 *Platform Computing Graduate Fellowship in Computer Science*

Reviewing Contributions

ICWSM 2020, ICWSM 2021, ICWSM 2022

Programming

Python (PyTorch, Tensorflow, Gensim, scikit-learn), C, C++, R, JavaScript, SQL, LabVIEW, \LaTeX , Linux Admin

Research Interests

Machine Learning, Deep Learning, Reinforcement Learning, Social Networks, Complex Systems, Computational Social Science, Computational Creativity, Scientometrics