### LinkedIn azizi@tugraz.at

### RESEARCH INTEREST

- Graph Neural Network
- Machine Learning/Deep Learning

### **EDUCATION**

• Ph.D. Computer Science Supervisor Prof. Horst Bischof ICG, Graz University of Technology Topic: Expressivity in Graph Neural Networks

Focus: Graph Neural Networks, 3D Human Pose Estimation Apr. 2024 | Graz, Austria

• M.Sc. Computer Science
Supervisor Prof. Sven Behnke
AIS, Bonn University
Topic: Video prediction and feature
extraction for human-robot
interaction
Focus: Deep Learning, Machine
Learning

• B.Sc. Computer Engineering Shiraz University Focus: Hardware Oct. 2013 | Shiraz, Iran

Mar. 2018 | Bonn, Germany

#### SKILLS

- Programming Languages:
   Python (PyTorch Geometric, Py-Torch/TensorFlow Framework)
- Course Work: Graph Neural Network, Machine Learning, Random Graphs, Advanced Linear Algebra, Spectral Graph Theory

## **AWARDS & SERVICES**

- Inventor Awards: For MöbiusGCN innovation, among 60 patents at Graz University of Technology, July 2021-June 2023.
   Nov. 2023 Graz, Austria
- Invitee Speaker: ETH Zurich May 2024 Zurich, Switzerland University of Vienna Apr. 2024 Vienna, Austria
- Break Time In University: Organized yearly workshops
   2009-2013 Shiraz, Iran

### PATENT

• Möbius Graph Convolutional Networks, Date Issued: Jan. 2022, Inventor: Niloofar Azizi

#### SELECTED PUBLICATIONS

- [1] N. Azizi, H. Farazi, and S. Behnke. Location Dependency in Video Prediction (Oral). In ICANN. 2018.
- [2] **N. Azizi**, M. Fayyaz, and H. Bischof. Occlusion Handling in 3D Human Pose Estimation with Perturbed Positional Encoding. In *ECCV*, 2024.
- [3] **N. Azizi**, N. Kriege, M. Fayyaz, and H. Bischof. Enhanced Expressivity in Graph Neural Networks (submitted). In *NeurIPS*, 2024.
- [4] **N. Azizi**, H. Possegger, E. Rodola, and H. Bischof. 3D Human Pose Estimation Using Möbius Graph Convolutional Networks. In *ECCV*, 2022.
- [5] **N. Azizi**, N. Wandel, and S. Behnke. Complex-valued Gated Auto-encoder for Video Frame Prediction (Oral). In *ESANN*, 2019.

### SELECTED PROJECTS

- MöbiusGCN 3D Human Pose Estimation
  - A novel spectral GCN by proposing Möbius Transformation
  - Lightest State-of-the-art 3D human pose estimation with 90-98% fewer parameters
  - State-of-the-art performance compared to semi-supervised methods
- LLwLC Lanczos Layer with Linear Constraints
  - A novel eigenbasis by proposing encoding induced subgraph directly into it, enhancing graph neural network expressivity
  - State-of-the-art Link Prediction task achieves **20x** and **10x** speedup by requiring **95%** and **90%** fewer data from the benchmark datasets.
  - Vertex-deleted Subgraph Extraction Policy: establishes a universal approximator conjecture, offering efficient time complexity
- PerturbPE Occlusion handling in 3D human pose estimation
  - A novel positional encoding to improve graph neural network expressivity, addressing missing edges.
  - 12% state-of-the-art performance improvement on benchmark dataset with occlusion.

## **WORK EXPERIENCE**

- Graz University of Technology | Researcher | Jan. 2020 Jun. 2024 | Graz, Austria
  - | Austrian Research Promotion Agency (FFG)
- Dortmund University | Researcher | Mar. 2019 Dec. 2019 | Dortmund, Germany
  - | German Research Foundation (DFG)
- Bonn University | Researcher | Mar. 2018 Mar. 2019 | Bonn, Germany | German Research Foundation (DFG)
- Bonn University | Student Researcher | Mar. 2017 Mar. 2018 | Bonn, Germany

| German Research Foundation (DFG)

# EXTRACURRICULAR

 Advanced Ping Pong Player Won over 20 national/regional championships, Led training sessions, Organized community ping pong events