# Samson Yu Bai Jian

Portfolio: samsonyubaijian.github.io Github: github.com/samsonyubaijian

## Research Statement

My research interest is in human-robot interaction. Specifically, I am interested in the intersection between embodied AI / robot learning and interactive machine learning for better human-robot interaction.

#### **EDUCATION**

## Singapore University of Technology and Design

Singapore

Bachelor of Engineering - Information Systems Technology and Design

2017.05 - 2020.09

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GPA: 4.00/5.00 (Honours with Distinction)

Focus Tracks: Artificial Intelligence, Data Analytics

# Publications and Manuscripts

\*\*\* see my Google Scholar for an always up-to-date list.

- [1] Jiahui Huang, Yew Ken Chia, **Samson Yu**, Kevin Yee, Dennis Küster, Eva G Krumhuber, Dorien Herremans, Gemma Roig. Single Image Video Prediction with Auto-Regressive GANs. Sensors 2022.
- [2] Jiafei Duan, Samson Yu, Hui Li Tan, Hongyuan Zhu, Cheston Tan. A Survey Of Embodied AI: From Simulators To Research Tasks. IEEE Transactions on Emerging Topics in Computational Intelligence (TETCI) 2022.
- [3] Samson Yu, Tapas Nayak, Navonil Majumder, Soujanya Poria. Aspect Sentiment Triplet Extraction Using Reinforcement Learning. ACM International Conference on Information and Knowledge Management (CIKM) 2021.
- [4] Jiafei Duan, Samson Yu, Cheston Tan. SPACE: A Simulator for Physical Interactions and Causal Learning in 3D Environments. IEEE International Conference on Computer Vision (ICCV) 2021, Simulation Technology for Embodied AI (SEAI) Workshop (Spotlight).
- [5] Soujanya Poria, Navonil Majumder, Devamanyu Hazarika, Deepanway Ghosal, Rishabh Bhardwaj, **Samson Yu**, Romila Ghosh, Niyati Chhaya, Alexander Gelbukh, Rada Mihalcea. Recognizing Emotion Cause in Conversations. Cognitive Computation 2021.
- [6] Jiafei Duan, Samson Yu, Hui Li Tan, Cheston Tan. Actionet: An Interactive End-To-End Platform For Task-Based Data Collection And Augmentation In 3D Environment. *IEEE International Conference for Image Processing (ICIP) 2020.*
- [7] Jiafei Duan\*, Samson Yu\*, Soujanya Poria, Bihan Wen, Cheston Tan. PIP: Physical Interaction Prediction via Mental Simulation with Span Selection. European Conference on Computer Vision (ECCV) 2022 (under review). (\* indicates equal contributions, same for the rest)
- [8] Jieyi Ye, Jiafei Duan, Samson Yu, Bihan Wen, Cheston Tan. ABCDE: An Agent-Based Cognitive Development Environment. IEEE/CVF Computer Vision and Pattern Recognition Conference (CVPR) 2022, Embodied AI Workshop (under review).

## RESEARCH EXPERIENCES

## Agency for Science, Technology and Research

Singapore

Centre for Frontier AI Research

Research Engineer, Manager: Dr. Cheston Tan

2021.12 - Present

- o Project 1: GTA: Good Time to Ask in Embodied Object Navigation
  - \* Added an ask action to the action space in embodied object navigation that allows the navigation agent to get useful signals from an oracle.
  - \* Ran experiments for multiple oracle signals, such as progress and instance segmentation.
- o Project 2: Machine Theory of Mind
  - \* Built a dataset that helps machine learning models predict human beliefs in the form of objects during nonverbal communication.
  - \* Built a hierarchical reinforcement learning model inspired by the default mode network and the sparse distributed memory.
- o Project 3: ABCDE: An Agent-Based Cognitive Development Environment
  - \* ABCDE [8] has been submitted to the the CVPR 2022 Embodied AI Workshop.
  - \* Contributed ideas to a simulator with a teacher and student agent setup for lifelong curriculum learning that mimicks cognitive development in children.

## Singapore University of Technology and Design

Singapore

• DeCLaRe Lab

Research Officer, Manager: Prof. Soujanya Poria

2020.10 - 2021.10

- Project 1: Aspect Sentiment Triplet Extraction (ASTE) Using Reinforcement Learning (ASTE-RL)
  - \* ASTE-RL [3] was published in CIKM 2021.
  - \* Proposed a novel hierarchical reinforcement learning approach for ASTE, achieving state-of-the-art (SOTA) results.
- o Project 2: Recognizing Emotion Cause in Conversations (RECCON)
  - \* RECCON [5] was published in Cognitive Computation 2021.
  - \* Helped to create a dataset containing emotion causation at the utterance level through annotations and discussions.
- o Project 3: A Survey of Embodied AI: From Simulators to Research Tasks
  - \* This work [2] was published in TETCI.
  - \* Researched and analyzed the field of embodied AI.
  - \* Comprehensively organized the various embodied AI simulators and research tasks, and proposed future directions for the field.
- Project 4: K-EMERGE
  - \* Built two models and set up the data processing pipeline for question answering involving knowledge graphs to assist aerospace engineers with jet engine information.
  - \* Collaborated with five other teams comprising over 20 people.
  - \* Implemented the PullNet model successfully for 1-hop questions.
  - \* Edited the KinGDOM model to incorporate knowledge graphs and allow for machine reading comprehension.

# Singapore University of Technology and Design

Singapore

• Information Systems Technology and Design

2019.09 - 2020.08

Final Year Student, Advisors: Prof. Ioannis Panageas, Dr. Hongyuan Zhu

- o Project 1: Autonomous robot for shelf management
  - \* Built an autonomous shelf management robot that uses computer vision to identify important scenarios like out-of-stock items for my final year project.
  - \* Customized the YOLOv5 model for robust object detection.
  - \* Created a custom dataset for the supermarket use case.
- o Project 2: Single Image Video Prediction with Auto-Regressive GANs
  - \* This work [1] was published in Sensors.
  - \* Ran models that generated future frame predictions of facial expressions of multiple emotions.

## Agency for Science, Technology and Research

Singapore

2019.05 - 2019.12

• Artificial Intelligence Initiative

Research Intern, Managers: Dr. Cheston Tan, Dr. Hongyuan Zhu

- o **Project 1**: Actionet: An Interactive End-To-End Platform For Task-Based Data Collection And Augmentation In 3D Environment
  - $\ast\,$  Actionet [6] was published in ICIP 2020.
  - \* Created Actionet, a 3D household task dataset that can be automatically augmented with randomized positions and different image sizes.
  - \* Customized Allen Institute for AI's iTHOR simulator by changing initial scene configurations.

## Honors and Awards

- 2019.12: SUTD ISTD Machine Learning Course Design Challenge, Winner (1/58)
- 2019.09: Singapore-India Hackathon 2019,  $1^{st}$  Runner-Up (2/20)
- 2019.04: DBS X GovTech X SUTD Smart City Challenge 2019,  $2^{\rm nd}$  Runner-Up (3/17)
- $\bullet$  2017.05: SUTD Undergraduate Scholarship

#### CERTIFICATIONS

- 2019: AI for Industry Practical Foundations in AI with Python
- 2019: Data Scientist with Python (DataCamp)

# TECHNICAL SKILLS

• Deep Learning Frameworks: PyTorch, TensorFlow, Keras

 $\bullet \ \, \textbf{Programming Languages:} \qquad \text{Python, SQL, C\#, JavaScript, Solidity} \\$ 

• Additional Skills: Linux, Git, Scikit-learn, NLTK, SpaCy, CUDA, Docker, MySQL, SQLite, Flask

#### Volunteer Experience

The Conference on Computer Vision and Pattern Recognition (CVPR) 2022

Singapore