Tongzhou Mu

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Education

University of California San Diego — San Diego, USA
Ph.D. in Computer Science and Engineering, **Advisor:** Prof. Hao Su — 2019 - Current

University of California San Diego — San Diego, USA
M.S. in Computer Science and Engineering, **GPA:** 4.0/4.0 — 2017 - 2019

Zhejiang University — Hangzhou, China
B.Eng. in Computer Science and Technology, **GPA:** 3.8/4.0, **Major GPA**: 3.97/4.00 — 2013 - 2017

Research Interests

My long-term research goal is to build a **decision-making framework with strong generalizability**. Specifically, I am interested in **Reinforcement Learning / Imitation Learning**, **Concept Discovery and Reasoning**, and **Robotics / Embodied AI**.

Publications

[1] **T. Mu**, K. Lin, F. Niu, and G. Thattai, "Learning two-step hybrid policy for graph-based interpretable reinforcement learning", *Transactions on Machine Learning Research (TMLR)*, 2022.

[2] **T. Mu**, Z. Ling, F. Xiang, D. C. Yang, X. Li, S. Tao, Z. Huang, Z. Jia, and H. Su, "Maniskill: Generalizable manipulation skill benchmark with large-scale demonstrations", in *Thirty-fifth Conference on Neural Information Processing Systems (NeurIPS) Datasets and Benchmarks Track*, 2021.

[3] **T. Mu**, J. Gu, Z. Jia, H. Tang, and H. Su, "Refactoring policy for compositional generalizability using self-supervised object proposals", in *Thirty-fourth Conference on Neural Information Processing Systems (NeurIPS)*, 2020.

[4] F. Liu, Z. Ling, **T. Mu**, and H. Su, "State alignment-based imitation learning", in *International Conference on Learning Representations (ICLR)*, 2019.

[5] X. Liu, **T. Mu**, and H. Su, "Transfer value or policy? a value-centric framework towards transferrable continuous reinforcement learning", in *Deep Reinforcement Learning Workshop at NeurIPS*, 2018.

[6] Z. Shen, H. Qian, **T. Mu**, and C. Zhang, "Accelerated doubly stochastic gradient algorithm for large-scale empirical risk minimization.", in *International Joint Conference on Artificial Intelligence (IJCAI)*, 2017.

[7] Z. Shen, H. Qian, T. Zhou, and **T. Mu**, "Adaptive variance reducing for stochastic gradient descent.", in *International Joint Conference on Artificial Intelligence (IJCAI)*, 2016.

Under Review Submissions & Preprints

* indicates equal contribution.

1. Nicklas Hansen*, Zhecheng Yuan*, Yanjie Ze*, **Tongzhou Mu*** , Aravind Rajeswaran+, Hao Su+, Huazhe Xu+, and Xiaolong Wang+, "On Pre-Training for Visuo-Motor Control: Revisiting a Learning-from-Scratch Baseline", To be submitted to *International Conference on Machine Learning (ICML)*, 2023

2. Stone Tao, Xiaochen Li, **Tongzhou Mu**, Zhiao Huang, Yuzhe Qin, and Hao Su, "Abstract-to-Executable Trajectory Translation for One-Shot Task Generalization", Submitted to *International Conference on Learning Representations (ICLR)*, 2023

3. Jiayuan Gu, Fanbo Xiang, Xuanlin Li*, Zhan Ling*, Xiqiang Liu*, **Tongzhou Mu*** , Yihe Tang*, Stone Tao*, Xinyue Wei*, Yunchao Yao*, Xiaodi Yuan, Pengwei Xie, Zhiao Huang, Rui Chen, and Hao Su, "ManiSkill2: A Unified Benchmark for Generalizable Manipulation Skills", Submitted to *International Conference on Learning Representations (ICLR)*, 2023

4. Xiaoshuai Zhang, Rui Chen, Fanbo Xiang, Yuzhe Qin, Jiayuan Gu, Zhan Ling, Minghua Liu, Peiyu Zeng, Songfang Han, Zhiao Huang, **Tongzhou Mu**, Jing Xu, and Hao Su, "Close the Visual Domain Gap by Physics-Grounded Active Stereovision Depth Sensor Simulation", Submitted to *IEEE Transactions on Robotics (T-RO)*, 2022

Invited Talks

- **Pre-training Robot Learning Workshop at CoRL 2022** Dec 2022
  Topic: On Pre-Training for Visuo-Motor Control: Revisiting a Learning-from-Scratch Baseline
- **Stanford Vision and Learning Lab** Dec 2021
  Topic: Generalizable Manipulation Skill Benchmark with Large-Scale Demonstrations
- **UC Berkeley Robot Learning Lab** Nov 2021
  Topic: Generalizable Manipulation Skill Benchmark with Large-Scale Demonstrations
- **Qualcomm AI Lab** Mar 2020
  Topic: Task-driven Entity Abstraction from Visual Observations

Industry Experiences

Amazon Alexa AI Sunnyvale, United States
Full-Time Applied Scientist Intern Summer 2021

- Project: Interpretable RL for Text-Based Games with Graph Inputs

Wormpex AI Research Remote, United States
Full-Time Research Intern Summer 2020

- Project: Store Layout Optimization based on Customer Behavior Model

Intel AI San Diego, United States
Full-Time Research Intern Summer 2019

- Project: Memory-Constrained Navigation via Combining RL and Planning

Microsoft Research Asia Beijing, China
Full-Time Research Intern at Visual Computing Group Apr 2017 - Aug 2017

- Project: Indoor Visual Navigation by Deep RL

Professional Services

Academic Event Organizer

- SAPIEN ManiSkill Challenge 2021**(Lead Organizer)**
- ICLR 2022 Workshop "Generalizable Policy Learning in the Physical World" **(Lead Organizer)**
- CVPR 2022 Tutorial "Building and Working in Environments for Embodied AI"

Reviewer

- Conference Reviewer: ICLR, NeurIPS, ICRA, IROS, ICCV, AAAI
- Journal Reviewer: RA-L

Teaching

- **Consultant Volunteer** at UC San Diego — Fall 2020
  CSE291-J00: Deep Learning Lab (Computer Vision)
- **Teaching Assistant** at UC San Diego — Fall 2018
  CSE 152: Introduction to Computer Vision

Awards and Honors

- ACM-ICPC (International Collegiate Programming Contest) Asia Regional Contest **Gold Medal** — 2015
- China Computer Federation Elite Collegiate Award (top 108 in China) — 2016
- Award of Excellence for Stars of Tomorrow Internship Program, Microsoft Research Asia — 2017