

Xiangxi Shi

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EDUCATION

Oregon State University, United States Ph.D. in Computer Science	<i>Sept.2020-now</i>
University of Science and Technology of China, Hefei, China Bachelor of Engineering in Automation	<i>Sept.2013-June.2017</i>

WORK EXPERIENCE & INTERNSHIP

Adobe, Seattle WA Internship	Mainly focus on llm-based document image editing	<i>Jan.2024-now</i>
Baidu, Seattle WA Internship	Mainly focus on diffusion-based text to image generation	<i>Jun.2021-Sept.2021</i>
Adobe, Seattle WA Internship	Mainly focus on large-scale video representation learning	<i>Jun.2020-Sept.2020</i>
ROSE Lab / PDCL Lab, Nanyang Technological University, Singapore Officer	Mainly focus on vision-to-language generation	<i>Aug.2017-Sept.2020</i>

PAPERS & WORKSHOP

[Xiangxi Shi, Zhonghua Wu, Stefan Lee, Viewpoint-Aware Visual Grounding in 3D Scenes](#)

Accepted by **IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR 2024)**

- Introduce viewpoint prediction as an auxiliary task in the 3D visual grounding
- Propose a novel model that learns viewpoint prediction to reduce ambiguity in spatial-relation grounding

[Xiangxi Shi, Stefan Lee, Benchmarking Out-of-Distribution Detection in Visual Question Answering](#)

Published by **IEEE/CVF Winter Conference on Applications of Computer Vision (WACV 2024)**

- Introduce an Out-of-Distribution Detection to VQA task and create a benchmark dataset
- Proposed a generation-based method and examine it with other existing OOD methods in our benchmark

[J Gu, Xiangxi Shi, J Kuen, L Qi, R Zhang ADoPD: A Large-Scale Document Page Decomposition Dataset](#)

Published by **The Eleventh International Conference on Learning Representations (ICLR 2024)**

- Introduce ADoPD, a large-scale document page decomposition dataset for multi-tasks in document area
- Data-driven document taxonomy discovery and model-Assisted Data Annotation

[Xiangxi Shi, N. Xu, S. Lee Momentum-based Video-Text Model Pretraining for Moment Localization](#)

- Introduced momentum-based transfer strategy to boost performance on the zero-shot video retrieval task
- Proposed a two-stage framework consisting of a post-tuned video retrieval model and a weight-lighted Score Refinement Network for moment localization adaptation

[Xiangxi Shi, et al. Remember What You have drawn: Semantic Image Manipulation with Memory](#)

- Disentangle the image features into texture and structure parts and encoded it with a set of latent memories
- Introduced a memory-level adversarial training loss to keep the memories robust and prominent

[Z.Wu, Xiangxi Shi, G. Lin, J. Cai. Learning Meta-class Memory for Few-shot Semantic Segmentation](#)

Published in the **IEEE/CVF International Conference on Computer Vision (ICCV2021)**

- First propose a set of learnable embedding to learning meta-class information for few-shot semantic image segmentation
- Quality Measurement Module (QMM) is proposed to measure the quality of all the support images

[Xiangxi Shi, X. Yang, J. Gu, et. al. Finding It at Another Side: A Viewpoint-Adapted Matching Encoder for Change Captioning](#)

Published by **16th European Conference on Computer Vision (ECCV2020)**

- propose a image encoder that explicitly distinguishes semantic changes from the viewpoint changes
- propose a reinforcement learning module that helps the model focus on the semantic change regions

[Xiangxi Shi, J. Cai, S. Joty, J. Gui. Watch It Twice: Video Captioning with a Refocused Video Encoder](#)

Published in the **27th ACM International Conference on Multimedia (ACMMM19)**

- Introduce a novel bi-directional video encoder based on the selected keyframe to capture the key idea of a video clip
- A reinforcement learning is proposed to pick out the better key frame of a video to represent it

[Xiangxi Shi, J. Cai, S. Joty, J. Gui. Video Captioning with Boundary-Aware Hierarchical Language Decoding and Joint Video Prediction](#)

Published in **Neuralcomputing**

- Introduce a binary gate into the hierarchical GRU language decoder to generate captions at phrase level
- Introduce the video and language reconstruction to learn the better representation for both sides

PROGRAMMING & SKILLS

Python, C/C++, AWS, Matlab, PyTorch, Pytorch3D, Huggingface, Accelerate, Gradio, Pytorch Lightning, OpenCV, Vim, Unity3D, VirtualBox, Unix/Linux, Git
Github:<https://github.com/Sxx1995>