

# Yunchu Zhang

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Github : <https://github.com/YunchuZhang>

Personal website: <https://yunchuzhang.github.io/index.html>

## EDUCATION

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- Sept.2017 — June 2019*     **University of California, Los Angeles (UCLA)**  
**Department of Mechanical & Aerospace Engineering**  
Major: Control&Robotic(AI)     Cumulative GPA: 3.84/4.0  
Degree: Master of Science
- Sept.2013 — June 2017*     **Dalian University of Technology (DUT)**  
Degree: Master of Science
- ♦ *Sept.2014 — June 2017*     **School of Electrical Engineering, Dalian University of Technology (DUT)**  
Major: Automation     Cumulative GPA: 3.81/4.0
- ♦ *Sept.2013 — June 2014*     **School of Software Technology, Dalian University of Technology (DUT)**  
Major: Software     Cumulative GPA: 3.71/4.0

## RESEARCH EXPERIENCE

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*July 2019 — Present*     **Long path algorithm for manipulation based on perception and planning**

**Prepared to be published in RSS in January**

Advisor: Katerina Fragkiadaki, Assistant Professor, Department of Machine Learning,  
and Chris Atkeson, Professor, Robotics Institute, Carnegie Mellon University

Details: •Based on RGBD image information to construct a 3D symbolic tensor  
that represent the whole scene include robot and objects.

- Utilize deep reinforcement learning algorithm (DDPG+HER) to train basic arm-object contact and short range manipulation policy for multiple different objects separately in relative frame.
- Utilize behavior cloning(Dagger) learning with 3d tensor information and object pose position to train single policy that could manipulate different objects for random goals in short distance.
- Utilize motion planner (model-based thought)based on 3D representation to get long path manipulation subgoals and achieve them one by one.

*October 2018 — Mar 2019*

**Intelligent Aerial manipulator HCI system: Using arm-drone to collaborate with human**  
Research team leader

Advisor: Xiang Anthony Chen, Assistant Professor, Department of Electrical and Computer Engineering, University of California, Los Angeles.

Details: •Based on robot-arm and drone to build aerial manipulator system and make it stable with impedance control and motion planning algorithms in ROS.

- Utilize deep neural network to train an offline grasps network for grasp position predict.
- Fused human demonstration to dataset for stable grasping.

Advisor: Yixin Zhu , Research Director and VP, DMAI

- Details:
- Build red-ball tracking system with several motors, 3D-printed links, Raspberry Pi and Pi camera.
  - Utilized Zeromq to build communicate pipeline with CV group to attain object's dynamic information.
  - Solved inverse kinematic problem for self-designed humanoid robot's neck in ROS and achieve real-time neck tracking with human's gaze info.
  - Based on Monocular-ORB-Slam algorithm to scan current environment scene and build surrounding environment map for robots.

Apr.2018 — June 2018 **Control for Robotics system: Solving Rubik's Cube with robot arm and motor**  
Team leader

Advisor: Veronica Santos, Associate Professor, Department of Mechanical Engineering , Director of Biomechatronics Lab in UCLA

- Details:
- Based on web-camera to detect randomly shuffled Rubik's cube and sent motion command's solution to robot arm.
  - Utilize inverse kinematic to make trajectory and position planning for robot arm.
  - Utilized PID position control to rotate Rubik's Cube and realized real-time Gripper's force control to grasp Rubik's Cube.

Jan.2018 — Mar.2018

**Artificial Intelligence Course Project: Reinforcement Learning method for locomotion**  
Team leader

Advisor: Demetri Terzopoulos, Distinguished Professor and Chancellor's Professor of Computer Science , Director of Computer Graphics and Vision Lab in UCLA

- Details:
- **<http://tinyurl.com/275project>**
  - Developed a reinforcement learning approach and an evolution strategy for physics-based character locomotion skills training on the BipedalWalker-v2 physical environment provided by OpenAI Gym.
  - Implemented Asynchronous Advantage Actor-Critic (A3C) algorithm and evolution strategy in complex environment (a sequence of challenging terrain with rough ground, stumps, pitfalls, and stairs)with good results and satisfying accumulated rewards.
  - Comparing these two algorithms and add LSTM to A3C algorithm to gain stable natural behavior in more complex environment where a sequence of terrain are random generated.

Feb.2018 — Mar.2018 **Image based Object Detection System for Self-driving Cars Application**

Advisor: Shi Ruan , Deep learning and computer vision Researcher, Google

- Details:
- Base on Deep learning (Mxnet) to implement object detection and tracking system on self-driving car system.
  - Utilize Yolo algorithm to construct special neural network model(utilize Resnet to extract basic image information and then with new designed network frame) update a new loss function, train the network on GPU and tune parameters to converge and optimize the result.

- Optimize feedforward inference network and realize object detection and tracking in real time on Raspberry with its Pi camera.

*Dec.2016 — June.2017* **Graduation Design: Target Tacking for UAV Based on Vision**

Advisor: Yan Zhuang, Professor, Department of EE, DUT

- Details:
- Processed the UAV's images with opencv and ROS in Linux system and tracked object with L-K pyramid optical flow and nearest neighbor classifiers.
  - Adding cluster analysis to increase robustness in L-K tracking part.
  - Utilized online learning P-N teacher method to correct and update model.
  - Utilize Kalman filter to estimate relatively accurate object location from tracking and detection parts' input when object was obscured
  - Achieving real time tracking in UAV's processor platform

*Sept.2015 — May.2016* **Unmanned Aerial Vehicle (UAV) Project**

**Team member**

Advisor: Yan Zhuang, Professor, Department of EE, DUT

- Details:
- Collected road image from UAV's camera and marked walkable road in the image with SVM method.
  - Sent real-time road info to instruct the wheeled robots and plan the walkable path with obstacles avoidance.

*Mar.2015 — June 2016* **National College Student Innovation Project**

**Team leader**

Advisor: Qiuhui Pan, Professor, Department of Math, DUT

- Details:
- Research Project: Ecological System Evolution Model Based on the Influence of Water Resource.
  - Based on the cellular automaton method, build ecological system evolution model with Monte Carlo.

*Jan.2016 — Feb.2016* **Intern At Chinese Academy of Sciences, Research on the Robot and UAV**

Advisor: Zhiqiang Pu, Associate Professor

- Details:
- Utilized Matlab/Simulink and S-Function to construct dynamic control system (based on PID) for a quadcopter.
  - Designed swarm optimization algorithm to solve the optimization problem for nonlinear functions.

## **HONORS AND SCHOLARSHIPS**

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|---|--------------------------------|
| ♦ Academic Scholarship in EE Department                                       | <i>Sep.2014 &amp; Sep.2015</i> |
| ♦ Merit Student in Dalian University of Technology                            | <i>Sep.2015</i>                |
| ♦ E+H Scholarship, by Endress + Hauser  | <i>Sep.2015</i>                |
| ♦ First prize Technology Innovation Scholarship with ranking of No. 1(in 695) | <i>Sep.2015</i>                |
| ♦ Fifth place in school Top 10 singer contest                                 | <i>Mar.2015</i>                |

# COMPETITIONS AND AWARDS

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## ◆ Freescale Smartcar Competition

### Regional Second Prize

Sep.2014 — June 2015

- Wrote the algorithms for different stages to identify the racing track from environment information, based on PID algorithm to control speed.
- Was responsible for hardware building, PCB design, welding and debugging.
- Equipped the smart car with sensors such as accelerometer to avoid obstacles and pass over the ramp.

## ◆ Electronic Design Competition (Research on blind pendulum) DUT

### Nationwide Second Prize

July 2015 — Aug.2015

- Research on blind pendulum, building model, and spatial 3-D analysis.
- Built a model of nonlinear dispersion, composition and resolution of motion, and automatic control principle.
- Collected the attitude of wind pendulum, processed the data with SCM, and regulated wind force by position from PID closed-loop.
- Made the wind pendulum swing up, perform setting-out and stay still under the control of DC blower.

## ◆ Mathematical Contest of Modeling

### Meritorious Winner for twice top5%

Feb.2016

- Topic: The Commercial Opportunity Analysis of Addressing the Space Debris Problem.
- Created model to update debris info and identified optimal solution by employing CMPSO model multiple times.

## ◆ Mathematical Contest of Modeling

### Meritorious Winner for twice top5%

Feb.2015

- Topic: Find the Lost Spacecraft.
- Made efficient searching plan by taking Bayesian method and probability distribution of each searching range.

# Extracurricular ACTIVITIES

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- ◆ Deputy Director , Department of Culture and Art, Student Union, DUT Sep.2013—Aug.2015  
Supervised the department and assigned tasks to the members
- ◆ Member, School Choir, DUT Sep.2014—Aug.2015  
Participated in the performance and some contests
- ◆ Member, School Folk Art Club, DUT Sep.2014—Aug.2015  
Participated in Chinese folk art performances, including singing, clapper talk, cross talks

# COURSES AND SKILLS

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- ◆ Courses:C/C++ Language; Data Structure;Automotive Control; Single Chip Microcomputer; Humanoid Robot; Kinematics of Robotic Systems;Pattern Recognition and Machine Learning; Deep Learning; linear algebra and probability; Convex optimization; Computer Vision course in PyImageSearch with Adrian.
- ◆ Language&Software: C/C++,Python, ROS, Matlab, Labview, Embedded programming.
- ◆ Software Skills:Machine Learning and Deep learning algorithm, Computer vision, Dynamic system control, Extended Kalman Filter , Motion Planning,ORB-SLAM, Reinforcement learning, Mxnet, Tensorflow, Pytorch, OpenCV, Zeromq.
- ◆ Hardware Skills: welding, PCB hardware design, embedded system designing.