

Linghao Chen

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Education

- 2015.9–2019.6 **Bachelor in Computer Science and English (dual-degree)**, *Zhejiang University*.
GPA: 89.0/100
- 2019.9–2024.6 **Ph.D. in Computer Science**, *Zhejiang University*, Advised by Prof. Xiaowei Zhou.
(expected) GPA: 89.9/100
- 2022.11–Now **Visiting Ph.D. in Computer Science and Engineering**, *UC San Diego*, Advised by Prof. Hao Su.

Award Experiences

- 2017 First-class Scholarship of ZJU
- 2019 Postgraduate Scholarship of ZJU
- 2022 Luk's Scholarship for Graduates International Exchange
- 2021 The Most Academic Value Award of Zhejiang University Doctoral Conference Forum
- 2021 Second Prize of Artificial Intelligence Innovation Competition
- 2020 Excellent and Miyoshi Postgraduate
- 2019 Excellent graduation thesis
- 2018 Full marks in PAT Level-A
- 2016,2018 Second-class Scholarship of Zhejiang University
- 2016 The Third Prize of the National College Student Mathematics Competition
- 2016 Mathematics Modeling S Prize

Selected Publications

- CVPR 2020, **Disp R-CNN: Stereo 3D Object Detection via Shape Prior Guided Instance Disparity Estimation.**
TPAMI 2021

Proposed a 3D object detection pipeline that estimates instance-level disparity maps on individual objects. This design guides the network to learn the category-level object shape prior for better disparity estimation and 3D object detection. Even when LiDAR ground truth is not available at training time, Disp R-CNN outperforms previous state-of-the-art methods by 20% in terms of average precision.

- CVPR 2021 **NeuralRecon: Real-time Coherent 3D Reconstruction with Monocular Video.**
 (Oral) Proposed the first learning-based pipeline that reconstructs 3D scene geometry from a monocular video in real-time. Unlike previous methods that estimate single-view depth maps and perform TSDF fusion later, NeuralRecon jointly reconstructs and fuses local surfaces directly in the sparse volumetric TSDF representation. This design allows the network to capture local smoothness prior and global shape prior of 3D surfaces, resulting in accurate and coherent surface reconstruction. NeuralRecon generalizes well to new data domains and is able to reconstruct large-scale 3D scenes on a laptop GPU in 33 keyframes per second.
- ICRA 2023 **Perceiving Unseen 3D Objects by Poking the Objects.**
 Proposed a novel approach to interactive 3D object perception for robots. Unlike previous perception algorithms that rely on known object models or a large amount of annotated training data, we propose a poking-based approach that automatically discovers and reconstructs 3D objects. The reconstructed objects are then memorized by neural networks with regular supervised learning and can be recognized in new test images. The experiments on real-world data show that our approach could unsupervisedly discover and reconstruct unseen 3D objects with high quality, and facilitate real-world applications such as robotic grasping.
- ICCV 2021 **You Don't Only Look Once: Constructing Spatial-Temporal Memory for Integrated 3D Object Detection and Tracking.**
 Proposed a novel system named UDOLO that simultaneously detects and tracks 3D objects, which uses a dynamic object occupancy map and previous object states as spatial-temporal memory to assist object detection in future frames. This memory, together with the ego-motion from back-end odometry, guides the detector to achieve more efficient object proposal generation and more accurate object state estimation.

Work Experiences

- 2018.9–2019.6 **Monitor of Class 1507, ZJU.**
- 2018.12–
2021.11 **Technical Secretary, GAMES (Graphics And Mixed Environment Seminar).**
 Managing live-streaming of GAMES Webinar and GAMES Courses. Maintainer of the official website and Bilibili account of GAMES.

Skills

Programming	Python, C/C++, Java, JavaScript/HTML/CSS, \LaTeX
Library	PyTorch, TensorFlow
English	TEM-4 (Good), TOFEL (103), CET-6 (606)
Designing	Blender, Unity

Service

- Conference reviewer: ICCV, IJCAI, SIGGRAPH, PRCV, CVM, IEEE RA-L

Publication List

* denotes equal contribution.

Journal Papers

- [1] **Linghao Chen***, Jiaming Sun*, Yiming Xie, Siyu Zhang, Qing Shuai, Qinhong Jiang, Guofeng Zhang, Hujun Bao, and Xiaowei Zhou. Shape Prior Guided Instance Disparity Estimation for 3D Object Detection. *TPAMI*, 2021.

- [2] **Linghao Chen**, Yuzhe Qin, Xiaowei Zhou, and Hao Su. Easyhec: Accurate and automatic hand-eye calibration via differentiable rendering and space exploration. *RA-L*, 2023.
[Conference Papers \(Peer-reviewed\)](#)
- [3] Jiaming Sun*, **Linghao Chen***, Yiming Xie, Siyu Zhang, Qinhong Jiang, Xiaowei Zhou, and Hujun Bao. Disp R-CNN: Stereo 3D Object Detection via Shape Prior Guided Instance Disparity Estimation. *CVPR*, 2020.
- [4] **Linghao Chen**, Yunzhou Song, Hujun Bao, and Xiaowei Zhou. Perceiving Unseen 3D Objects by Poking. *ICRA*, 2023.
- [5] Jiaming Sun*, Yiming Xie*, **Linghao Chen**, Xiaowei Zhou, and Hujun Bao. NeuralRecon: Real-Time Coherent 3D Reconstruction from Monocular Video. *CVPR*, 2021. **Oral presentation and Best paper candidate.**
- [6] Jiaming Sun*, Yiming Xie*, Siyu Zhang, **Linghao Chen**, Guofeng Zhang, Hujun Bao, and Xiaowei Zhou. You Don't Only Look Once: Constructing-Spatial-Temporal-Memory-for Integrated 3D Object Detection. *ICCV*, 2021.
- [7] Minghua Liu*, Chao Xu*, Haian Jin*, **Linghao Chen***, Mukund Varma T, Xu Zexiang, and Hao Su. One-2-3-45: Generalizable single image to 3d mesh in 45 seconds. *NeurIPS*, 2023.
- [8] Isabella Liu*, **Linghao Chen***, Ziyang Fu, Liwen Wu, Haian Jin, Zhong Li, Chin Ming Ryan Wong, Yi Xu, Ravi Ramamoorthi, Zexiang Xu, and Hao Su. Openillumination: A multi-illumination dataset for inverse rendering evaluation on real objects. *NeurIPS*, 2023.
- [9] Zhiwei Jia, Fangchen Liu, Vineet Thummuluri, **Linghao Chen**, Zhiao Huang, and Hao Su. Chain-of-thought predictive control. *To ICLR*, 2023.