Hung-Yueh Chiang (江泓樂)

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Education

The University of Texas at Austin (UT) Sep. 2021 – 2026 (anticipated)
Ph.D. in electrical and computer engineering
Affiliation: Energy-Aware Computing Group (EnyAC)
Research Direction: Efficient fine-tuning, model quantization, and computer vision
Advisor: Prof. Diana Marculescu

National Taiwan University (NTU) Sep. 2016 - Sep. 2018
M.S. in computer science (GPA: 3.87/4.3)
Affiliation: NVIDIA-NTU AI Lab
Research Direction: 3D vision and computer vision
Thesis title: A Unified Point-Based Framework for 3D Segmentation
Advisor: Prof. Winston Hsu

ETH Zurich Jan. 2015 - Sep. 2015
Undergraduate exchange student (2 nominees in NYCU CS college)

National Yang Ming Chiao Tung University (NYCU) Sep. 2011 - Sep. 2015
B.S. in computer science (GPA: 4.08/4.3, rank 2/32)
Program of computer and electrical engineering

Industrial Experience

Software Engineering Intern, Rivian, Palo Alto CA, USA Jun. 2023 – Aug. 2023
- Neural Architecture Search (NAS) for 3D object detection

Research Scientist Intern, Amazon, Seattle (Remote), USA May 2022 – Nov. 2022
- Image synthesis and generation for shoe virtual try-on with diffusion models
- The intern project was accepted in Amazon Machine Learning Conference (AMLC) as a long presentation: *Shoe-ViTON: Detail-Preserving Virtual Shoe Try-On with Dual Conditional Diffusion Models*.

Deep Learning Engineer, XYZ Robotics, Shanghai, China Jun. 2019 - May 2021
- Develop production-level deep learning vision systems on logistic robots
- Deploy a deep learning pipeline (data uploading, downloading, labeling, and model training) on products with two team members
- Develop a multi-modal (image, depth, and normal) segmentation model for predicting best picking area on the objects
- Synthesize training data with Blender for unseen items to improve the model's generalization

Academic Experience

Graduate Research Assistant, UT, Texas, USA Aug. 2021 – Now
Research Direction: Efficient fine-tuning, model quantization, and computer vision

Research Assistant, NTU AI Research Center, Taipei, Taiwan Oct. 2018 – Apr. 2019
Research Direction: 3D Vision and computer vision

Master Student, NTU, Taiwan, Taipei Sep. 2016 - Sep. 2018
3D point cloud semantic segmentation

- Proposed to optimize 2D image and 3D structural features in a unified point-based framework
- Our method was ***one of the top performing methods on ScanNet benchmark in 2018***
- Second Place at the ScanNet benchmark and invited talk at ScanNet Indoor Scene Understanding Challenge workshop in CVPR 2019
- The work was published at 3DV 2019

3D shape retrieval

- Proposed a cross-domain framework for image to 3D shape retrieval
- Proposed a new feature aggregation method to encode a 3D shape
- Our method has won ***second place at SHREC17 RGB-D to CAD retrieval competition in 2017***
- The work was published at 3DV 2018

Netizen style commenting bot

- Proposed NetiLook dataset which contains 300K posts (photos) with 5M comments
- Fused the topic model with the commenting bot to generate netizen style comments
- The work was published at The Web Conference 2018

Honors and Awards

- Engineering fellowship from The University of Texas at Austin graduate school, 2021
- Second place at ScanNet benchmark competition and invited talk at ScanNet Indoor Scene Understanding Challenge workshop in CVPR 2019
- Second place at SHREC17 RGB-D to CAD retrieval competition, 2017
- Taiwan Ministry of Education exchange scholarship, 2014
- Pan Wen-Yuan Foundation undergraduate scholarship (3 nominees in NCTU EE/CS), 2014
- Academic achievement award (for students at the top 5% in the class), 2014
- Research creativity award from the National Science Council, Taiwan, 2014

Programming Skills

- Programming Language: Python, C/C++, CUDA
- Deep Learning Frameworks: Pytorch, Tensorflow, MXNet, ONNX
- Deep Learning Platforms: Nvidia Jetson Series, Google Edge TPU, Intel Neural Compute Stick
- CUDA Libraries: CUTLASS, cuBLAS, cuSPARSE, PTX
- Vision/Robotic Libraries: Robot Operating System (ROS), Point Cloud Library (PCL), OpenCV
- Development Tools: Docker, Cmake, PyLint, Pytest, MyPy, Google Test, Git
- Web Language: HTML, JQuery, Java Script, CSS
- Web Framework: Django, Bootstrap, React
- 3D Rendering Tools: Blender

References

- **Diana Marculescu**, Professor and Chair, Department of Electrical and Computer Engineering at The University of Texas at Austin
- **Lizy Kurian John**, Professor, Department of Electrical and Computer Engineering at The University of Texas at Austin
- **Winston Hsu**, Chief Technology Officer (CTO) and Vice President for MobileDrive (富智捷), Director of NVIDIA-NTU AI Lab; Professor, Department of Computer Science and Information Engineering, National Taiwan University, Taiwan
- **Kai-Chiang Wu**, Professor, Department of Computer Science, National Yang Ming Chiao Tung University, Taiwan
- **Peter Kuan-Ting Yu**, Chief Technology Officer (CTO) at XYZ Robotics, Shanghai, China

Full Publications

* Equal contribution

Peer-Reviewed Conference Papers

[C1] **Chiang, H. Y.,** Chang, C. C., Frumkin, N., Wu, K. C., Abdelfattah, M. S., & Marculescu, D. (2025). *Quamba2: A Robust and Scalable Post-training Quantization Framework for Selective State Space Models.* In *Proceedings of the Forty-Second International Conference on Machine Learning (ICML)*, Vancouver, British Columbia, Canada.

[C2] **Chiang, H. Y.*,** *Chang, C. C.**, Frumkin, N., Wu, K. C., & Marculescu, D. (2025). *Quamba: A Post-Training Quantization Recipe for Selective State Space Models*. In *Proceedings of the Thirteenth International Conference on Learning Representations (ICLR)*, Singapore.

[C3] Yang, Y., **Chiang, H. Y.,** Li, G., Marculescu, D., & Marculescu, R. (2024). *Efficient Low-Rank Backpropagation for Vision Transformer Adaptation*. In *Advances in Neural Information Processing Systems (NeurIPS)*, 36, New Orleans, Louisiana, USA.

[C4] **Chiang, H. Y.,** Frumkin, N., Liang, F., & Marculescu, D. (2023). *MobileTL: On-Device Transfer Learning with Inverted Residual Blocks*. In *Proceedings of the AAAI Conference on Artificial Intelligence (AAAI)*, 37(6), pp. 7166–7174, Washington, DC, USA. (Oral)

[C5] **Chiang, H. Y.,** Lin, Y. L., Liu, Y. C., & Hsu, W. H. (2019). *A Unified Point-Based Framework for 3D Segmentation*. In *Proceedings of the 2019 International Conference on 3D Vision (3DV)*, pp. 155–163, IEEE, Québec City, Québec, Canada.

[C6] Lee, T., Lin, Y. L., **Chiang, H. Y.,** Chiu, M. W., Hsu, W., & Huang, P. (2018). *Cross-Domain Image-Based 3D Shape Retrieval by View Sequence Learning.* In *Proceedings of the 2018 International Conference on 3D Vision (3DV)*, pp. 258–266, IEEE, Verona, Italy. (Oral)

[C7] Lin, W. H., Chen, K. T., **Chiang, H. Y.,** & Hsu, W. (2018). *Netizen-Style Commenting on Fashion Photos: Dataset and Diversity Measures*. In *Companion Proceedings of The Web Conference 2018*, pp. 395–402, Lyon, France.

Peer-Reviewed Workshop Papers with Published Proceedings

[W1] Menn, D., Liang, F., **Chiang, H. Y.,** & Marculescu, D. (2025). *Similarity Trajectories: Linking Sampling Process to Artifacts in Diffusion-Generated Images.* In *Proceedings of the Winter*

Conference on Applications of Computer Vision Workshop (WACVW) on Image/Video/Audio Quality in Computer Vision and Generative AI, Tucson, Arizona, USA.

[W2] Yang, Y., **Chiang, H. Y.,** Li, G., Marculescu, D., & Marculescu, R. (2024). *Cache and Reuse: Rethinking the Efficiency of On-Device Transfer Learning.* In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition Workshop (CVPRW) on Efficient Deep Learning for Computer Vision*, pp. 8040–8049, Seattle, Washington, USA.

[W3] Liu, C. H., Han, Y. S., Sung, Y. Y., Lee, Y., **Chiang, H. Y.,** & Wu, K. C. (2021). *FOX-NAS: Fast, On-Device and Explainable Neural Architecture Search*. In *Proceedings of the IEEE/CVF International Conference on Computer Vision Workshop (ICCVW) on Low-Power Computer Vision*, pp. 789–797, Virtual.

[W4] Hua, B. S., Truong, Q. T., Tran, M. K., Pham, Q. H., Kanezaki, A., Lee, T., **Chiang, H. Y.,** … & Yeung, S. K. (2017). *SHREC'17: RGB-D to CAD Retrieval with ObjectNN Dataset*. In *Proceedings of the Eurographics Workshop on 3D Object Retrieval*, pp. 25–32, Lyon, France.

Peer-Reviewed Workshop Papers (No Published Proceedings)

[W5] Chi, T. Y., **Chiang, H. Y.,** Chang, C. C., Huang, N. C., Wu, K. C., & Marculescu, D. (2024). *QuaterMap: Efficient Post-Training Activation Pruning for Visual State Space Models*. *Under review*.

[W6] Chi, T. Y., **Chiang, H. Y.,** Chang, C. C., Huang, N. C., & Wu, K. C. (2024). *V"Mean"ba: Visual State Space Models Only Need 1 Hidden Dimension*. In *Workshop on Machine Learning for Systems at Advances in Neural Information Processing Systems (NeurIPSW)*, Vancouver, British Columbia, Canada.

[W7] **Chiang, H. Y.,** & Marculescu, D. (2024). *SCAN-Edge: Finding MobileNet-Speed Hybrid Networks for Commodity Edge Devices.* In *5th Workshop on Practical Machine Learning for Limited/Low Resource Settings at International Conference on Learning Representations (ICLRW)*, Vienna, Austria.

[W8] Lee, K. Y., Huang, H. F., **Chiang, H. Y.,** Lee, H. C., Hsu, W. H., & Chen, W. C. (2019). *Metadata-Augmented Neural Networks for Cross-Location Solar Irradiation Prediction from Satellite Images*. In *5th Workshop on Mining and Learning from Time Series at the Conference on Knowledge Discovery and Data Mining (KDDW)*, Anchorage, Alaska, USA.

Technical Reports (No Published Proceedings)

[T1] Liu, Y. C., Huang, Y. K., **Chiang, H. Y.,** Su, H. T., Liu, Z. Y., Chen, C. T., Tseng, C. Y., & Hsu, W. H. (2021). *Learning from 2D: Contrastive Pixel-to-Point Knowledge Transfer for 3D Pretraining*. arXiv preprint arXiv:2104.04687. (**99 citations**)