

# Liu DAI

✉ dailiu.cndl@gmail.com | 🌐 liudai-homepage.github.io/

## Research Interest

My research interest lies in Data-Driven Embodied AI, with a focus on: (1) Build or generate diverse, interactive and information-rich 3D environments in large scale, especially leveraging generative and foundation models; (2) Develop data-driven and generalizable perception, planning and controlling algorithms which demonstrate great robustness when transferring from simulation to the real world.

## Education

### Tongji University

B.ENG. IN COMPUTER SCIENCE, COLLEGE OF ELECTRONIC & INFORMATION ENGINEERING

- GPA: 88.0/100 Overall Ranking: 4/113 (Top 3.5%)

Shanghai, China

Sep. 2019 - Jun. 2024

### University of California San Diego

VISITING STUDENT RESEARCHER AT SU LAB, JACOBS SCHOOL OF ENGINEERING

- Advisor: [Prof. Hao Su](#)

California, USA

Mar. 2023 - Present

### Peking University

VISITING STUDENT RESEARCHER AT CENTER ON FRONTIERS OF COMPUTING STUDIES

- Advisor: [Prof. He Wang](#)

Beijing, China

Mar. 2022 - Present

## Publication

\*: equivalent contribution, †: corresponding author(s)

### [C3] GAMMAP: Graspability-Aware Mobile MANipulation Policy Learning based on Online Grasping Pose Fusion [\[Paper Link\]](#)

Jiazhao Zhang\*, Gireesh Nandiraju\*, Jaylon Wang, Xiaomeng Fang, Chaoyi Xu, Weiguang Chen, [Liu Dai](#), He Wang†

Submitted to *IEEE Conference on Robotics and Automation (ICRA) 2024*

### [C2] 3D-Aware Object Goal Navigation via Simultaneous Exploration and Identification [\[Paper Link\]](#)

Jiazhao Zhang\*, [Liu Dai](#)\*, Fanpeng Meng, Qingnan Fan, Xuelin Chen, Kai Xu, He Wang†

Accepted to *IEEE/CVF Computer Vision and Pattern Recognition Conference (CVPR) 2023*

### [C1] Discovering Novel Categories in SAR Images in Open Set Conditions [\[Paper Link\]](#)

[Liu Dai](#), Weiwei Guo†, Zenghui Zhang, Wenxian Yu

Accepted to *IEEE/GRSS International Geoscience and Remote Sensing Symposium (IGARSS) 2022, Oral*

## Research Experience

### University of California San Diego

RESEARCH INTERN AT SU LAB, ADVISED BY [PROF. HAO SU](#)

California, USA

Mar. 2023 - Present

#### Project: 3D Scene Generation for Embodied Tasks [On-Going]

- Aiming to generate large-scale 3D scenes enriched with diverse layouts and styles, through extracting knowledge from generative models.

### Peking University

RESEARCH INTERN AT EPIC LAB, ADVISED BY [PROF. HE WANG](#)

Beijing, China

Mar. 2022 - Present

#### Project: Active 3D Scene Understanding & Object Goal Navigation [C2]

- Proposed the first 3D-aware framework for the challenging Object Goal Navigation task, empowered by two concurrent sub-policies: corner-guided exploration policy and category-aware identification policy. We tackled the issue of low sample efficiency and high computational cost when learning from 3D data, while comprehensively leveraging the rich information contained in 3D representations to boost the performance.
- I contributed significantly to the method design, coding, and writing, and was primarily responsible for visualization in this project. It ignited my passion for Embodied-AI, further honing my skills in RL, coding, writing, and plotting.

#### Project: Mobile Manipulation in the Real World [C3]

- Introduced a fusion-driven, graspability-aware mobile manipulation method that ensures consistent temporal grasping pose observations. These observations can be encoded into a reward system, guiding the robot to emphasize detailed observations as it moves towards the best grasping positions. The approach's effectiveness was showcased through extensive real-world tests on a robot dog.

**Project: Remote Sensing Image Interpretation in the Open & Challenging World [C1]**

- Introduced a multi-stage framework for discovering novel categories in remote sensing images. Initially, a representation extractor is trained using a self-supervised approach, optimizing the use of both labeled and unlabeled data. Subsequently, we estimate the number of new classes and cluster the unidentified data using open-set detection.
- This was my first research project, which ignited my research interest in the Open-World setting. I independently handled the majority of the coding, writing, and plotting.

## Teaching

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**Course 55010501: Opensource Hardware and Programming**

Tongji University

TEACHING ASSISTANT FOR [PROF. XIAOHUA SUN](#) IN COLLEGE OF DESIGN AND INNOVATION

2021 Fall

- Delivered courses on Python & Arduino, guided undergraduate students to design and implement their Art projects through coding.

## Honors & Awards

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## PERSONAL HONORS

- |      |   |                    |
|------|---|--------------------|
| 2023 | <b>Pursuit of Excellence Scholarship</b> with 50000¥ (≈7000\$)  | Tongji University  |
|      | – Highest Honor for All Members of Tongji University (10/43106, among faculty, students & admin staff). |                    |
| 2022 | <b>SenseTime Scholarship</b> with 20000¥ (≈3000\$)  | SenseTime Co.,Ltd. |
|      | – Nationwide Selected 30 Undergraduates in the Field of AI.   |                    |
| 2022 | <b>Undergraduate Academic Star of Tongji</b>  | Tongji University  |
|      | – Highest Honor for All Undergrads at Tongji University (15/18536).                                     |                    |

## COMPETITION ACHIEVEMENTS

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|------|---|
| 2021 | <b>National First Prize</b> of <i>Challenge Cup</i> Competition: Research Track   |
|      | <b>Project:</b> We built a pest detection system based on deep learning to help the agricultural workers in the less-developed rural area in China, where there is a great lack of experts on pest detection and the farmhand could only diagnose based on some folk prescription before. |
|      | – Most Influential Research Competition among University Students in China.   |
|      | – Best Record in College History.   |
|      | – Team Leader.  |
| 2023 | <b>National Silver Award</b> of <i>Challenge Cup</i> Competition: Entrepreneurship Track  |
|      | – Best Record in College History.   |
|      | – Team Leader.  |
| 2022 | <b>Gold Award in Shanghai</b> of <i>Internet+</i> Competition   |
|      | – Team Leader.  |
| 2020 | <b>University Champion</b> of <i>FLTRP Cup</i> National English Public Speaking Contest   |

## Skills

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|--------------------|--|
| <b>Programming</b> | C/C++, Python, LaTeX, HTML & CSS, SQL, Arduino, Bash       |
| <b>Frameworks</b>  | Pytorch, NumPy, OpenCV, Open3D, trimesh, Habitat Simulator |
| <b>Others</b>      | Public Speaking and Presentation                           |

## Languages

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|----------------|-------------|
| <b>Chinese</b> | Native      |
| <b>English</b> | Fluent      |
| <b>French</b>  | Preliminary |