

Xuan Luo

Curriculum Vitae

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Research Interests

Augmented/Virtual Reality

Computer Vision

Graphics

Stereo Matching, Deep Learning, Detection

Education

2015–now **Ph.D., Computer Science and Engineering**, *University of Washington*, Seattle, WA, US.

◦ Advised by **Steven M. Seitz** in *GRAIL* lab.

◦ Area of Research: Virtual/Augmented Reality.

2011–2015 **B.S., Computer Science and Technology**, *Shanghai Jiao Tong University (SJTU)*, China.

Program **ACM Honored Class** (a pilot computer science class in China), Zhiyuan College

◦ Rank: All 3 years: 2/27. Sophomore year: **1/27**.

◦ Major GPA: 3.96/4.3, 91.28/100. Cumulative GPA: 3.95/4.3, 90.97/100. (All 3 years)

◦ Good **math** training: 14 out of all 15 math courses are above A and 8 of them are over A+.

Summer Program

7.2014 **Cornell University, USA**

Took courses and visited Cornell Graphics and Vision Group

Honors and Awards

2015 **Distinguished Graduate Scholarship, SJTU**

Top 1%

2015 **Shanghai Outstanding Graduate**

Top 1%

2013 **National Scholarship, China**

Highest scholarship in China, top 1%

2012 **Kai Yuan Scholarship, SJTU**

Top 2%

2012 **the 2012 University Physics Competition, Silver Medal, USA**

Top 15%

Publications

Xuejiao Bai, **Xuan Luo**, Shuo Li. “Adaptive Stereo Matching via Loop-erased Random Walk”.
IEEE International Conference on Image Processing (ICIP), 2014.

Research Experience

Volumetric Display

Advisor Steven M. Seitz, University of Washington, US

10.2015–now **DIY Volumetric Display.**

We designed a volumetric display system that are cheap and very easy to duplicate. It only requires a tablet with gyroscope and a rotational symmetric reflector (a plastic cup, a plastic cone made of a piece of plastic sheet, etc.) to show a 3D hologram inside the reflector.

Stereo Matching

Goal Recover depth information from a pair of images of the same scene. ($\text{disparity} \propto 1/\text{depth}$)

Advisor Hongtao Lu, Center for Brain-like Computing and Machine Intelligence, SJTU, China

8.2013-1.2014 **Adaptive Stereo Matching via Loop-erased Random Walk, *ICIP 2014***,
<http://bcmi.sjtu.edu.cn/~luoxuan/papers/icip2014.pdf>.

I proposed to use a random tree generated by Loop-erased Random Walk (LERW) to replace traditional minimum spanning tree in non-local methods. LERW achieves better results especially over curved & slanted surfaces due to its more adaptive support windows (SW). I also provided a mathematical analysis to explain this strength of randomness, giving deeper understanding of SWs of the tree-based algorithms.

2.2014-8.2014 **Fast Non-local Stereo Matching based on Hierarchical Disparity Prediction.**

pdf: <http://arxiv.org/abs/1509.08197>

code: <https://github.com/roxanneluo/Hierarchical-Disparity-Prediction>

I proposed a new framework, DPA. Almost all tree-based algorithms can use DPA to improve speed and accuracy. For example, with DPA, the segment-tree-based algorithm is 6.25 times faster and 3.04% more accurate over Middlebury 2006 dataset. More specifically, I contributed:

- the Disparity Prediction Model, a Bayesian model to predict possible disparities,
- the Disparity Prediction Forest (DPF), which utilizes the prediction result to speed up. Moreover, instead of using color similarity to approximate disparity similarity, it defines disparity similarity based on disparity information directly and improves the accuracy.

Deep Learning

Advisor Shuicheng Yan, Learning and Vision Research Group, National University of Singapore

8.2014-10.2014 **Purine.**

pdf: <http://arxiv.org/abs/1412.6249>

ppt: http://bcmi.sjtu.edu.cn/~luoxuan/slides/purine_introduction.html

code: <https://github.com/purine/purine2>

Purine is a flexible graph-based parallel deep learning framework. It outperforms current widely-used deep learning frameworks in that its graph-based design allows any kind of parallelism, both data and model parallelism, arbitrary network structure (e.g., recurrent neural network), and can utilize unlimited number of CPUs and GPUs. And it's fast and easy-to-use. I contributed the multi-GPU & multi-machine data copy part, the key bottleneck for all parallel frameworks, testing codes and part of the network definition protocol. It will be released soon.

10.2014–now **Gradient of CNN.**

I'm trying to exploit information contained in the gradient of CNN on object detection.

Robotics

Advisor Zhengping Feng, School of Naval Architecture, Ocean and Civil Engineering, SJTU, China

3.2012–3.2013 **Development of Low Cost Test-bed for Autonomous Underwater Vehicle (AUV) On-board Intelligence.**

This is a *National Undergraduate Innovation Program*. I led four other team members to build a toy submarine equipped with an embedded computer, a gyro, a barometer, etc., to autonomously drive itself. I learned the PID controller, designed and implemented a sliding mode control system, assembled the submarine and carried out a series of underwater experiments.

Course Projects

Codes of some projects available at <https://github.com/roxanneluo>

2014	Fatworm Database, Java	<i>Designed and implemented a database management system</i>
2014	Freebase, PHP+MySQL	<i>Small web search engine built over the Freebase database</i>
2014	Wireless Multi-hop Routing, TinyOS	<i>For telecommunication of wireless sensors</i>
2013-2014	Nachos Operating System, Java	<i>Nachos Project from UC Berkeley CS162</i>
2013	Modern Compiler Implementation, Java	<i>Compiler for Simplified C Language</i>
2013	Simulated CPU, Verilog	<i>MIPS CPU design task from UC Berkeley CS152</i>

2013 **Galaxy Maze, OpenGL**

Self-designed 3D Game.

Programming Languages

Basic

PHP, Verilog, OpenGL, TinyOS

Intermediate

PYTHON, HTML, \LaTeX , MySQL

Advanced

Matlab, C++, JAVA

Specialty

Fine Arts Good at painting. My portfolio available at bcmi.sjtu.edu.cn/~luoxuan/portfolio/main.html

Services

2012 **Hostess of the ceremony for the 10th Anniversary of the ACM Honored Class.**

2013 **Member, Youth Volunteer Service Team, Student Union, Zhiyuan College, SJTU.**