Xuan Luo

Curriculum Vitae

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Research Interests

Augmented/Virtual Reality
Computer Vision
Graphics

3D Display

Top 15%

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.
- o 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	<i>Top 1%</i>
2015	Shanghai Outstanding Graduate	Top 1%
2013	National Scholarship, China	Highest scholarship in China, top 1%
2012	Kai Yuan Scholarship, SJTU	Тор 2%

Publications

Min Lin, Shuo Li, **Xuan Luo**. "Purine: A Graph-based Deep Learning Framework". International Conference on Learning Representations (ICLR), 2015.

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

Work Experience

2016 summer Software Engineering Intern, Google Daydream, Seattle, WA, USA.

2012 the 2012 University Physics Competition, Silver Medal, USA

Research Experience

Computational Display

Advisor Steven M. Seitz, University of Washington, US

10.2015-now **Pop-up 3D Display**.

We designed a simple, cheap and glass-free 3D display. 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. $(disparity \propto 1/depth)$

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 Radom 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:

- o 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	Freebase, PHP+MySQL	Small web search engine built over the Freebase database
2014	Wireless Multi-hop Routing, TinyOS	For telecommunication of wireless sensors
2013-2014	Nachos Operating System, Java	Nachos Project from UC Berkeley CS162
2013	Modern Compiler Implementation, J	ava Compiler for Simplified C Language
2013	Simulated CPU, Verilog	MIPS CPU design task from UC Berkeley CS152
2013	Galaxy Maze, OpenGL	Self-designed 3D Game.

Programming Languages

Basic Intermediate Advanced
PHP, Verilog, OpenGL, TinyOS PYTHON, HTML, LATEX, MySQL 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.