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Education

CGV Lab, Department of Computer Science, Purdue University

Sep. 2019 - Present

Ph.D. in Computer Science

West Lafayette, IN

College of Computer Science, Zhejiang University

Sep. 2015 - Jul. 2019

B.E. in Computer Science & Technology

Hangzhou, China

Publications and Patents

- He, L., Zeng, X., Chen, A., Song, Y., ... (2024). Advancing Vision Language Models by Large-scale Synthetic Dataset Generation (Paper drafting).
- Xiong, Z., Xiong, W., Shi, J., Zhang, H., Song, Y., ... (2024). GroundingBooth: Grounding Text-to-Image Customization (Paper drafting).
- Song, Y., He, L., ... (2024). Refine-by-Align: Refinement of Generative Artifacts for Personalized Image Generation (Paper drafting).
- He, L., Song, Y., ... (2024). Kubrick: Multimodal Agent Collaborations for Video Generation (Project page).
- Tarrés, G. C., Lin, Z., Zhang, Z., Zhang, J., Song, Y., ... & Kim, S. Y. (2024). Thinking Outside the BBox: Unconstrained Generative Object Compositing. ECCV 2024 (Article).
- Song, Y., Zhang, Z., ... & Aliaga, D. (2024). IMPRINT: Generative Object Compositing by Learning Identity-Preserving Representation. CVPR 2024 (Article).
- Song, Y., Zhang, Z., Lin, Z., Cohen, S., Price, B., ... & Aliaga, D. (2023). ObjectStitch: Object Compositing With Diffusion Model. CVPR 2023 (Article).
- Song, Y., Fan, R., Huang, S., Zhu, Z., & Tong, R. (2019). A Three-stage Real-time Detector for Traffic Signs in Large Panoramas. Computational Visual Media, 5, 403-416 (oral) (Article).

Working & Research Experiences

ObjectStitchv2 with Identity-Preserving Representation

Adobe Research, May 2023 - Aug. 2023

Research Scientist Intern

- Trained an encoder (**DINOv2** based) for **identity-preserving representation**, greatly improved detail preservation.
- Improved self-supervised training by using large scale multi-view datasets and introducing harmonization augmentation.
- Introduced shape-guided generation, allowing edits such as novel view synthesis and non-rigid transformations.

Mask-free Composite Image Generation

Adobe Research, May 2023 - Aug. 2023

Research Scientist Intern (collaborator)

San Jose, CA

- Removed the mask from ObjectStitch, allowing the model to insert objects at any natural location at a natural scale.
- The generation was no longer limited by the input mask, making the synthesis of long shadow & reflection possible.
- The **new data generation pipeline** obtained clean background without objects, by shadow-detection & inpainting.

ObjectStitch: Generative Object Compositing

Adobe Research, Jun. 2022 - Sep. 2022

Research Scientist Intern

- Developed the first diffusion model-based unified framework for generative object compositing that handles view synthesis, geometry correction, harmonization and shadow generation at the same time while preserving appearance.
- Designed a content adaptor based on **transformer** and **CLIP** that produces multi-modal embedding from the inputs.
- Proposed a fully **self-supervised** training scheme without any manual annotations and data augmentation techniques.

Depth-Based Image Inpainting

Qualcomm, Inc., Jun. 2021 - Aug. 2021

Interim Engineering Intern

Remote

- Developed a scene depth-aware inpainting model, and integrated it in an interactive image editing application.
- The application supported zooming and moving of various foreground objects while filling the revealed **irregular holes**.
- Designed a new training scheme, generated a synthetic RGBD dataset to train the network with partial conv.
- The trained model **outperformed** the traditional inpainting models on RGB-D images captured by mobile phone.

Real-time Traffic Sign Detection

Tsinghua University, Aug. 2018 – Sep. 2018

Instructor: Prof. Shimin Hu

 Proposed a novel traffic sign detection framework (based on Faster RCNN) for autonomous driving which achieved both the fastest speed (more than 100fps) and state-of-the-art detection accuracy (0.92) on TT100k benchmark.

Technical Skills

Pytorch, Diffusers, OpenCV, OpenGL, Git, Qt, Linux, Python, C, C++.