

June 17, 2021

Yi Wei

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RESEARCH INTEREST

My research interests include computer vision, robotics and computer graphics. In particular, I am interested in 3D scene understanding and 3D reconstruction. I love the research topic which has practical application, such as AR/VR and autonomous driving. I would like to leverage 3D vision techniques to benefit our lives.

EDUCATION

Tsinghua University, Department of Automation <i>PhD student in Automation, supervised by Prof. Jiwen Lu</i>	Sep 2019 – Present
Tsinghua University, Department of Electronic Engineering <i>Bachelor student in Electronic Engineering, GPA: 3.66/4.0 (rank: 6/245)</i>	Aug 2015 – Jun 2019
Beijing No.5 High School	Sep 2009 – Jul 2015

EXPERIENCE

ByteDance – Beijing, China <i>[Intern] Group “SLAM & 3D Vision”, Advised by Hengkai Guo.</i> <ul style="list-style-type: none">• Research topic: self-supervised depth estimation, plane-assisted multi-view stereo, multiple plane detection.• Engineer topic: Shape AR, rectangle tracking.	2019
Microsoft Research Asia - Beijing, China <i>[Research Intern] Intelligent Multimedia Group. Advised by Dr. Chunyu Wang.</i> <ul style="list-style-type: none">• Research topic: multi-view hand pose estimation.	2018
Tsinghua University – Beijing, China <i>Intelligent Vision Group (IVG). Advised by Prof. Jiwen Lu.</i> <ul style="list-style-type: none">• Conditional single-view shape modeling for multi-view reconstruction (CVPR 2019).• Developed an improved evaluation framework to partially address the problem of FID.	2018
Sensetime – Beijing, China <i>[Research Intern] Group “Video Intelligence” (camera department). Advised by Dr. Hongwei Qin.</i> <ul style="list-style-type: none">• Leveraged quantization and mimic to compress tiny model for object detection (ECCV 2018).• Developed an framework iterated between quantization and channel pruning for model compression (already been applied to market products).	2017
Tsinghua University – Beijing, China <i>Visual Computing Lab. Advised by Prof. Guijin Wang.</i> <ul style="list-style-type: none">• Designed the Two-Stream Binocular Network (TSBnet) to detect fingertips from binocular images and created a binocular dataset (VCIP 2017).	2017
DeePhi Tech (Xilinx)– Beijing, China <i>[Engineer Intern] Advised by Hong Luo.</i> <ul style="list-style-type: none">• Major developer of a real-time detector using Squeezenet and R-FCN (already been applied to company demo).	2016

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PUBLICATIONS

- **Yi Wei***, Ziyi Wang*, Yongming Rao *, Jiwen Lu and Jie Zhou, "PV-RAFT: Point-Voxel Correlation Fields for Scene Flow Estimation of Point Clouds". CVPR 2021.
- **Yi Wei**, Shang Su, Jiwen Lu and Jie Zhou, "FGR: Frustum-Aware Geometric Reasoning for Weakly Supervised 3D Vehicle Detection". ICRA 2021.
- **Yi Wei***, Shaohui Liu*, Wang Zhao*, Jiwen Lu and Jie Zhou, "Conditional Single-view Shape Generation for Multi-view Stereo Reconstruction". CVPR 2019.
- **Yi Wei**, Xinyu Pan , Hongwei Qin and Junjie Yan, "Quantization mimic: Towards very tiny cnn for object detection". ECCV 2018..
- **Yi Wei**, Guijin Wang , Cairong Zhang , Hengkai Guo , Xinghao Chen , Huazhong Yang, "Two-stream binocular network: Accurate near field finger detection based on binocular images". VCIP 2017 **Best Student Paper**..

AWARDS

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| • 2018 Caixiong Scholarship (Tsinghua Research Excellence Scholarship) | – 10 people in Tsinghua University |
| • 2018 Baogang Outstanding Scholarship | – 1 person in Tsinghua University |
| • 2017 Qualcomm Scholarship | – 30 people in Tsinghua University |
| • 2017 Sensetime Undergraduate Scholarship | – 30 people in China |
| • 2017 National Scholarship, Tsinghua University | |
| • VCIP 2017 Best Student Paper Award | |

TECHNICAL SKILLS

Programming: C/C++, Python, MATLAB, SQL, Verilog, L^AT_EX, Linux/Unix

Language: Mandarin, English