Xinhu Li

Lira Lab Computer Science Department, USC

Research Interests

My ultimate research goal is to develop robust and generalizable agents that learn how to solve tasks in unstructured environments. To achieve this goal, I am particularly interested in:

- Develop robust RL algorithms to boost generalization abilities across diverse tasks and environments.
- Developing autonomous RL algorithms that require minimal human oversight.

Key Fields: Robotics, Reinforcement Learning, Machine Learning, Decision Making

EDUCATION

University of Southern California, Viterbi School of Engineering M.S. in Artificial Intelligence, GPA: 3.81/4.00	Aug. 2020 - Dec. 2022
Zhejiang University of Technology B.Eng. in Software Engineering, GPA: 3.73/5.00 (top 5%)	Sept. 2016 - Jun. 2020

RESEARCH EXPERIENCE

Research Assistant, Lira Lab, University of Southern California

Oct. 2023 - Present

https://xhlsgit.github.io

lixinhu98@gmail.com

Advisor: Prof. Erdem Biyik

[In Submission] Xinhu Li, Ayush Jain, Zhaojing Yang, Yigit Korkmaz, Erdem Biyik. "When a Robot is More Capable than a Human: Learning from Constrained Demonstrators"

- Propose a reward function based on task progress to help policies outperform expert demonstrations.
- Consistently outperforms existing methods across manipulation and navigation tasks.

Research Assistant, CLVR Lab, University of Southern California May 2022 - Oct. 2023 Advisor: Prof. Joseph J. Lim

[RLC 2025] Ayush Jain*, Norio Kosaka*, Xinhu Li, Kyung-Min Kim, Joseph J. Lim. "Rethinking Actor-Critic: Successive Actors for Critic Maximization." Outstanding Paper Award on Empirical Reinforcement Learning Research

- Proposed a successive actor-critic structure for more effective action selection in actor-critic RL.
- Significantly improves the return in navigation, recommendation systems, and locomotion tasks.

Research Assistant, Institute of Digital Media Technology, ZJUT Aug. 2019 - May 2020 Advisor: Prof. Meiyu Zhang

[Graduation Thesis] Xinhu Li, Meiyu Zhang "Research and Implementation of Deep HDR Video Synthesis"

- Developed a custom LSTM for HDR video synthesis from footage with varying exposure times.
- Enhanced video quality substantially while remaining memory and compute-efficient.

Research Assistant, MoE Key Lab of Network and Software Security Assurance, Peking University Jul. 2019 - Aug. 2019

Advisor: Prof. Zhong Chen

Aspect-based Sentiment Analysis (ABSA) with bi-LSTM structure

- Introduced bi-LSTM for ABSA, enhancing precision in sentiment component extraction.
- Enables generalization through whole content, improving extraction accuracy.

ACHIEVEMENTS

- Silver Award, China Collegiate Programming Contest, Final. (Rank 16)
- First Prize, Group Programming Ladder Tournament, China Collegiate Computing Contest
- Scholarship of Zhejiang Provincial Government (top 3%)
- Gold Award, The 2017 ACM-ICPC Asia Xi'an Regional Contest
- Silver Award, The 2017 ACM-ICPC Asia ShenYang Regional Contest
- Gold Award, China Collegiate Programming Contest, GuiLin
- Silver Award, China Collegiate Programming Contest, JiLin

Teaching

Teaching Assistant, Database Systems, USC (Prof. Sathyanaraya Raghavachary)

Spring 2022

- Developed course homework and held weekly office hours (four hours/week) for student support.

TECHNICAL STRENGTHS

- Machine Learning/Robotics: ROS, PyTorch, Tensorflow, Matplotlib
- Programming Language: Python, JAVA, C++/ C, C#, R, SQL
- Relevant Courses: Robotics, Machine Learning, Deep Reinforcement Learning, Computational Human Robot Interaction, Linear Algebra