

# Xinhu Li

CLVR Lab, Lira Lab  
Computer Science Department, USC

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## RESEARCH INTERESTS

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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 the following:

- Utilize foundation models to boost generalization abilities across diverse tasks and environments.
- Develop self-adapting RL algorithms for minimal human oversight and autonomous decision-making.

**Key Fields:** Robotics, Reinforcement Learning, Machine Learning

## EDUCATION

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**University of Southern California, Viterbi School of Engineering** Aug. 2020 - Dec. 2022  
M.S. in Artificial Intelligence, GPA: 3.81/4

**Zhejiang University of Technology** Sept. 2016 - Jun. 2020  
B.S. in Computer Science, GPA: 3.76/5 (**top 5%**)

## RESEARCH EXPERIENCE

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**Research Assistant, Lira Lab, University of Southern California** Oct. 2023 - Present  
**Advisor: Prof. Erdem Biyik, Prof. Joseph J. Lim**  
[Target: ICML 2024] **Xinhu Li\***, Ayush Jain\*, Zhaojing Yang, Joseph J. Lim, Erdem Biyik. “Beyond Policy Transfer: Self-Supervised Reward Adaptation”

- Introduced self-supervised reward adaptation for adapting policies without human assistance.
- Exceeds all other adaptation methods in manipulation and locomotion environment adaptation.

**Research Assistant, CLVR Lab, University of Southern California** May 2022 - Oct. 2023  
**Advisor: Prof. Joseph J. Lim**  
[Submitted to ICLR 2024] Ayush Jain\*, Norio Kosaka\*, **Xinhu Li**, Kyung-Min Kim, Joseph J. Lim. “Rethinking Actor-Critic: Successive Actors for Critic Maximization.”

- Proposed a successive actor-critic structure for effective max-action selection in actor-critic RL.
- Significantly improves the return in the minigrid, recommendation systems, and Mujoco-Gym.

**Research Assistant, Institute of Digital Media Technology, ZJUT** Aug. 2019 - May 2020  
**Advisor: Prof. Meiyu Zhang**  
[Patent pending] **Xinhu Li**, Meiyu Zhang “Research and Implementation of Deep HDR Video Synthesis”

- Implemented LSTM for high-quality video synthesis from footage with varying exposure times.
- Enhances video quality substantially using a compact, efficient neural network.

**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.

#### EXTRACURRICULAR ACTIVITIES

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**Team Leader, ICPC Competition, Zhejiang University of Technology** Jan. 2017 - Jan. 2020

- Demonstrated algorithmic skills by solving a set of algorithmic problems within a limited time frame.
- Achieves 16th rank in a national competition; detailed rewards under Achievements.

#### LEADERSHIP ACTIVITIES

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**Group Leader, Communication Club between Students and University** Jan. 2016 - Jan. 2018

#### ACHIEVEMENTS

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- 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

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*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

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- **Robot Learning Proficiency:** ROS, PyTorch, Tensorflow, Matplotlib
- **English Proficiency:**
  - **TOEFL** : Reading 26, Listening 26, Speaking 24, Writing 24
  - **GRE** : Quantitative: 170, Verbal: 156, Analytical Writing 3.5
- **Programming Language:** Python, JAVA, C++/ C, C#, R, SQL
- **Relevant Courses:** Robotics, Machine Learning, Deep Reinforcement Learning, Computational Human Robot Interaction, Linear Algebra