# Xingyu SONG

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### **Education and Employment**

2024.05 – Present Research Assistant / Researcher, The University of Tokyo
Graduate School of Engineering / Information Technology Center

2022.04 – 2024.03 M.Eng., The University of Tokyo Graduate School of Engineering

2021.10 – 2022.03 Research Student, Waseda University
School of Fundamental Science and Engineering

2017.09 – 2021.07 **B.Sc., Chongqing University**College of Computer Science

### **Publication and Manuscript**

### **Peer-reviewed Conference**

- Xingyu Song, Z. Li, S. Chen, X.-Q. Cai, and K. Demachi, An animation-based augmentation approach for action recognition from discontinuous video, In: Proceedings of the 27th European Conference on Artificial Intelligence (ECAI'24), Santiago de Compostela, Spain, Oct. 19-24, 2024 (Oral). 6.
- Xingyu Song, Z. Li, S. Chen, and K. Demachi, Quater-gcn: Enhancing 3d human pose estimation with orientation and semi-supervised training, In: Proceedings of the 27th European Conference on Artificial Intelligence (ECAI'24), Santiago de Compostela, Spain, Oct. 19-24, 2024 (Oral). 6.
- Xingyu Song, Z. Li, S. Chen, and K. Demachi, Game engine based data augmentation with in-game customization and modeling for malicious behaviors identification in nuclear security, In: Proceedings of the INMM/ESARDA 2023 Joint Annual Meeting, Vienna, Austria, May 22-26, 2023 (Oral). .
- Z. Li, Xingyu Song, S. Chen, and K. Demachi, Malicious behaviors identification in nuclear security based on visual relationships extraction and knowledge reasoning, In: Proceedings of the INMM/ESARDA 2023 Joint Annual Meeting, Vienna, Austria, May 22-26, 2023 (Oral). .

#### **Journal Article**

L. Zhan, **Xingyu, Song**, C. Shi, and D. Kazuyuki, "Data, language and graph-based reasoning methods for identification of human malicious behaviors in nuclear security," *Expert Systems with Applications*, vol. 236, p. 121 367, 2024. §.

### **Preprint**

1 Xingyu Song, Z. Li, S. Chen, and K. Demachi, Gtautoact: An automatic datasets generation framework based on game engine redevelopment for action recognition, 2024. .

#### **Presentation**

- Xingyu Song, Z. Li, S. Chen, and K. Demachi, Real-time Malicious Behaviors Identification for Nuclear Facilities using Vision-based Object Detection and Pose Estimation. INMMJ 43rd Annual Meeting, 2022.
- 2 Xingyu Song, Z. Li, S. Chen, and K. Demachi, Game Engine Based Data Augmentation for Malicious Behaviors Identification in Nuclear Security. 2023 Annual Meeting of AESJ, 2023.

### **Award and Achievement**

2024 SPRING GX Fellowship, The University of Tokyo

# Internship

2020.06 – 2020.08 Sichuan Hwadee Information Technology Co., Ltd, Chengdu, China

Development of the big data information integration analysis platform

2019.01 – 2019.03 National key laboratory of Software Development Environment, Beihang University, Beijing, China

Data standard modeling and environment verification

Supervised by Prof. Zhiming Zheng

Development of the campus forum CQUHub 😱

## **On-going Project**

■ Graph + CV

**Topic:** Graph Embedding in Computer Vision

Cooperator: Dr. Xin-Qiang Cai (RIKEN AIP / Sugiyama Lab, UTokyo), Boming Yang (Matsuo Lab,

UTokyo)

Targeting: ICCV2025

LLM + GNN

Topic: External Knowledge Understanding by Graph Representation for LLM

**Cooperator:** Dr. Irene Li (Information Technology Center, Utokyo), Yunjie He (Analytical Computing Department, the University of Stuttgart / Bosch Center for Artificial Intelligence), Zixuan He (Demachi Lab, Utokyo)

Targeting: Neurips2025

Robotics + HCI

Topic: Human Motion Reconstruction Integrating Deep Learning with Wearable Equipment

Cooperator: Fan Yang (IMPE Lab, UTokyo)

Targeting: ICRA2026/CHI2026