Xuanlin (Simon) Li

Website: xuanlinli17.github.io Github: github.com/xuanlinli17

EDUCATION

PhD in Computer Science and Engineering, 2021 - now

Advisor: Prof. Hao Su

Email: xul012@ucsd.edu

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Linkedin: xuanlin-li-4684b8145

University of California - Berkeley

University of California - San Diego

B.A. Computer Science (honors) & Mathematics (honors), 2017-2021

Technical GPA: 4.0

EXPERIENCE

UC San Diego Center for Visual Computing & Contextual Robotics Institute

La Jolla, CA Sep 2021 - Now

PhD Student & Researcher

o Primary interests: Embodied AI, Vision-Language, Robotics.

- My major research interests include (1) building vision-language models and robotic agents with universal, open-world (2D & 3D) perception and reasoning capabilities that can be efficiently and effectively deployed for real world applications; (2) scaling up training data, learning-from-demonstration algorithms, and benchmarks for generalizable and robust robotic manipulation in the real world.
- Major open-source contributions: SAPIEN Manipulation Skill Challenge (ManiSkill); Evaluating Real-World Robot Manipulation Policies in Simulation (Simpler-Env).

Hillbot.aiSan Diego, CAResearch InternYear-Round

• Open-world robotic manipulation and navigation system.

Boston Dynamics AI Institute

Cambridge, MA

Research Intern

Jun 2024 - Sep 2024

• Generalizable vision-based bimanual contact-rich manipulation.

Qualcomm AI Research

San Diego, CA

Research Intern

Mar 2023 - Sep 2023

• Worked on situated real-time interactions with large language models through multimodal (vision-audio) stream conditioning.

Berkeley Artificial Intelligence Research

Berkeley, CA

Undergraduate Researcher

Mar 2019 - May 2021

• Advised by Prof. Trevor Darrell. Worked on non-monotonic sequence generation on vision & language tasks, reinforcement learning, and neural network architecture learning.

PUBLICATIONS AND PROJECTS (* = EQUAL CONTRIBUTION)

As of Aug. 19, 2024

• Evaluating Real-World Robot Manipulation Policies in Simulation

X. Li*, K. Hsu*, J. Gu*, K. Pertsch[†], O. Mees[†], H. Walke, C. Fu, I. Lunawat, I. Sieh, S. Kirmani, S. Levine, J. Wu, C. Finn, H. Su[‡], Q. Vuong[‡], T. Xiao[‡]

CoRL 2024

Category: Robotics, Embodied AI

• Open X-Embodiment: Robotic Learning Datasets and RT-X Models

Contributor and Author

ICRA 2024 (Best paper) Category: Robotics, Embodied AI

PartSLIP++: Enhancing Low-Shot 3D Part Segmentation via Multi-View Instance Segmentation and Maximum Likelihood Estimation

Y. Zhou*, J. Gu*, **X. Li**, M. Liu, Y. Fang, H. Su

Preprint

Category: Vision-Language

Unleashing the Creative Mind: Language Model As Hierarchical Policy For Improved Exploration on Challenging Problem Solving

Z. Ling, Y. Fang, X. Li, T. Mu, M. Lee, R. Pourreza, R. Memisevic, H. Su

Preprint Category: Language

OpenShape: Scaling Up 3D Shape Representation Towards Open-World Understanding

M. Liu*, R. Shi*, K. Kuang*, Y. Zhu, **X. Li**, S. Han, H. Cai, F. Porikli, H. Su

NeurIPS 2023

Category: Vision-Language

• Deductive Verification of Chain-of-Thought Reasoning

Z. Ling*, Y. Fang*, **X. Li**, Z. Huang, M. Lee, R. Memisevic, H. Su

NeurIPS 2023 Category: Language

• Live Fitness Coaching as a Testbed for Situated Interaction

S. Panchal, A. Bhattacharyya, G. Berger, A. Mercier, C. Bohm, F. Dietrichkeit,

X. Li, R. Pourreza, P. Madan, M. Lee, M. Todorovich, I. Bax, R. Memisevic

Preprint

Category: Vision-Language, Embodied AI

Distilling Large Vision-Language Model with Out-of-Distribution Generalizability

X. Li*, Y. Fang*, M. Liu, Z. Ling, Z. Tu,, H. Su

ICCV 2023

Category: Vision-Language, Embodied AI

• Reparameterized Policy Learning for Multimodal Trajectory Optimization

Z. Huang, L. Liang, Z. Ling, X. Li, C. Gan, H. Su

ICML 2023 (Oral)

Category: Robotics, Embodied AI

• On the Efficacy of 3D Point Cloud Reinforcement Learning

Z. Ling*, Y. Yao*, **X. Li**, H. Su

Preprint

Category: Vision, Embodied AI, Robotics

Frame Mining - A Free Lunch for Learning Robotic Manipulation from 3D Point Clouds

X. Li*, M. Liu*, Z. Ling*, Y. Li, H. Su

CoRL 2022

Category: Vision, Embodied AI, Robotics

• ManiSkill2: A Unified Benchmark for Generalizable Manipulation Skills

J Gu⁺, F. Xiang⁺, **X. Li***, Z. Ling*, X. Liu*, T. Mu*, Y. Tang*, S. Tao*, X. Wei*, Y. Yao*, X. Yuan, P. Xie, Z. Huang, R. Chen, H. Su

ICLR 2023

Category: Vision, Embodied AI, Robotics

· ManiSkill: Generalizable Manipulation Skill Benchmark with Large-Scale Demonstrations

T. Mu*, Z. Ling*, F. Xiang*, D. Yang*, **X. Li***, S. Tao, Z. Huang, Z. Jia, H. Su

NeurIPS 2021

(Dataset & Benchmarks Track) Category: Vision, Embodied AI, Robotics

• Improving Policy Optimization with Generalist-Specialist Learning

Z. Jia, X. Li, Z. Ling, S. Liu, Y. Wu, H. Su

ICML 2022

Category: Robotics, Embodied AI

· Discovering Non-Monotonic Autoregressive Orderings with Variational Inference

X. Li*, B. Trabucco*, D.H. Park, Y. Gao, M. Luo, S. Shen, T. Darrell

ICLR 2021

Category: Vision-Language

• Regularization Matters in Policy Optimization - An Empirical Study on Continuous Control

Z. Liu*, X. Li*, B. Kang, T. Darrell

ICLR 2021 (Spotlight)

Category: Robotics

HONORS AND AWARDS

- Jacobs School of Engineering PhD Fellowship, UC San Diego, 2021
- Arthur M. Hopkin Award, UC Berkeley EECS, 2021

TECHNICAL SKILLS

- Languages: Python, Java, C/C++, Bash, LaTeX, Golang, HTML/CSS
- Libraries / Softwares: PyTorch, Tensorflow, Numpy/Scipy/Pandas/Matplotlib/Scikit-learn, Jax, Open3D/Trimesh, Blender
- Developer Tools: Git, Docker, Kubernetes, Vim, VSCode
- Selected CourseWork:
 - Graduate: Computer Vision, ML for 3D Geometry, Deep Unsupervised Learning, ML for Robotics, Deep Reinforcement Learning,
 Advanced Robotics, Natural Language Processing, Theoretical Statistics, Topology and Real Analysis, Functional Analysis
 - Undergraduate: Machine Learning, Operating Systems, Probability Theory and Random Processes, Optimization, Algorithms, Data Structures, Machine Structures, Real Analysis, Linear Algebra, Abstract Algebra, Complex Analysis, Numerical Analysis, Differential Geometry, PDE

SERVICE

• Reviewer:

- o Computer Vision: CVPR, ECCV, ICCV
- o Machine Learning: NeurIPS, ICML, ICLR
- o Robotics: ICRA, CoRL, RA-L, IJRR
- Teaching Assistant: Fall 2022 UCSD CSE 291 ML for 3D Geometry