Xuanlin (Simon) Li

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

EDUCATION

University of California - San DiegoPhD in Computer Science and Engineering, 2021 - now

Advisor: Prof. Hao Su

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Twitter: @XuanlinLi2

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University of California - Berkeley 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

ueni & neseurchei 5ep 2021 - Now

- Primary interests: Embodied AI, Vision-Language, Robotics.
- Building vision-language models and policies with universal, open-world (2D & 3D) perception and reasoning capabilities that can
 be efficiently and effectively deployed for real world applications. For example, by integrating these models into large-scale robotic
 learning systems, we empower robots to acquire generalizable skills and excel in diverse challenging tasks.
- o I'm also a major contributor of the SAPIEN Manipulation Skill Challenge (ManiSkill 1&2).

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 (* = EQUAL CONTRIBUTION)

As of Oct. 3, 2023

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

Contributor Preprint

Category: Robotics

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

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

For Improved Exploration on Challenging Problem Solving

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

• Situated Real-time Interaction with a Virtually Embodied Avatar

S. Panchal, G. Berger, A. Mercier, C. Bohm, F. Dietrichkeit, **X. Li**, R. Pourreza,

P. Madan, A. Bhattacharyya, M. Lee, M. Todorovich, I. Bax, R. Memisevic

CVPR 2023 Embodied AI Workshop (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'22'23, ECCV'22, ICCV'23
- o Machine Learning: NeurIPS'22'23, ICML'22'23, ICLR'22'24
- o RObotics: ICRA'24
- Teaching Assistant: Fall 2022 UCSD CSE 291 ML for 3D Geometry