

Yibo LIU

liuyibo@uvic.ca | [xdarklemon.github.io](https://github.com/xdarklemon) | [Google Scholar](#)

RESEARCH INTERESTS

My current research focuses on computer graphics, geometry modeling, and AI4Science, particularly on leveraging generative AI (e.g. LLMs) and learning-based paradigms to enhance physics-based simulations. Previously, my research interests included natural language processing, with a focus on multimodal language models and knowledge graphs.

EDUCATION

University of Victoria | BC, Canada Sept 2023 - present

Ph.D. in Computer Science (Computer Graphics)

Supervisor: [Prof. Dr. Teseo Schneider](#)

Courant Institute of Mathematical Science, New York University | NY, USA Sept 2019 - Dec 2022

M.S. in Computer Science | GPA: 3.53 / 4

Courses: Mathematics of Deep Learning / High Performance Machine Learning / Machine Learning / GPUs: Architecture and Programming / Multicore Processors / Geometric Modeling / Compiler Construction / Programming Languages / Operating Systems / Fundamental Algorithms

Beijing University of Posts and Telecommunications (BUPT) | Beijing, China Sept 2015 - June 2019

B.Eng. in Electronic Information Science and Technology

Thesis: [Breast Cancer Detection with Mask R-CNN](#)

University of California, Berkeley | CA, USA July 2016 - Aug 2016

Summer Program Visiting Student

PUBLICATIONS

[SIGGRAPH Asia 2025] ["Neural Kinematic Bases for Fluids"](#), Yibo Liu, Zhixin Fang, Sune Darkner, Noam Aigerman, Kenny Erleben, Paul Kry, Teseo Schneider. In *ACM SIGGRAPH Asia Conference Proceedings*, Sept. 2025.

[In Submission] [Emergent Crowds Dynamics from Language-Driven Multi-Agent Interaction](#) Yibo Liu, Liam Shatzel, Brandon Haworth, Teseo Schneider. *arXiv* 2508.15047, Aug. 2025.

[CVPR 2024] ["MMMU: A Massive Multi-discipline Multimodal Understanding and Reasoning Benchmark for Expert AGI"](#), Xiang Yue, Yuansheng Ni, Kai Zhang, Tianyu Zheng, Ruoqi Liu, Ge Zhang, Samuel Stevens, Dongfu Jiang, Weiming Ren, Yuxuan Sun, Cong Wei, Botao Yu, Ruibin Yuan, Renliang Sun, Ming Yin, Boyuan Zheng, Zhenzhu Yang, Yibo Liu, Wenhao Huang, Huan Sun, Yu Su, Wenhua Chen. In *Proceedings of CVPR*, 2024.

* Best Paper Nomination

[Preprint] ["Endowing Language Models with Multimodal Knowledge Graph Representations"](#), Ningyuan Huang, Yash R. Deshpande, Yibo Liu, Houda Alberts, Kyunghyun Cho, Clara Vania, Iacer Calixto. *arXiv* 2206.13163, Jun. 2022.

[EMNLP 2021 Workshop] ["VisualSem: a high-quality knowledge graph for vision and language"](#), Houda Alberts, Ningyuan Huang, Yash Deshpande, Yibo Liu, Kyunghyun Cho, Clara Vania, Iacer Calixto. In *Proceedings of the 1st Workshop on Multilingual Representation Learning*, pp. 138-152, Nov. 2021.

[SIGKDD 2021] ["Table2Charts: Recommending Charts by Learning Shared Table Representations"](#), Mengyu Zhou, Qingtao Li, Xinyi He, Yuejiang Li, Yibo Liu, Wei Ji, Shi Han, Yining Chen, Daxin Jiang, Dongmei Zhang. In *Proceedings of the 27th ACM SIGKDD Conference on Knowledge Discovery and Data Mining*, pp. 2389-2399, Aug. 2021.

TALKS

Oct 2021 | I presented our paper ["VisualSem: a high-quality knowledge graph for vision and language"](#) at EMNLP 2021 Workshop on Multilingual Representation Learning.

INDUSTRIAL INTERNSHIP

Microsoft Research Asia | Beijing, China Aug 2020 - Feb 2021

Intern | Data, Knowledge and Intelligence group

- Contributed to the research on *Table2Charts*, which uses reinforcement learning model to generate charts from tabular data. The work was published at SIGKDD 2021.
- Delivered *Table2Charts* technique to *Bing* search engine and to *Microsoft Excel* spreadsheet intelligence chart recommendation.
- Designed and implemented multilingual key-phrase extraction algorithm for questionnaire word cloud used in *Microsoft Forms Ideas* and in *Microsoft Teams* poll, meeting the online and offline requirements.

RESEARCH EXPERIENCES

Geometric Computing Lab, New York University | NY, USA

2022 - 2023

Independent Study | Project: GPU Accelerated Contact Simulations in [PolyFEM](#) Library

Supervisors: [Prof. Dr. Teseo Schneider](#) and [Prof. Dr. Daniele Panozzo](#)

- Accelerated sparse Newton descent solver by implementing GPU assembly value, gradient and hessian computation CUDA kernels for elastic form using CUDA and extra libraries CuBlas, CuSparse, Thrust. It outperformed multi-threading CPU version.
- Added algebraic multigrid method iterative solver to the library, accelerated linear solver by applying an Eigen sparse matrix wrapper using AMGCL CUDA backend.

Center for Data Science, New York University | NY, USA

Mar 2020 - May 2021

Independent Study | Project: Learning Robust Multilingual Multimodal Knowledge Graph Representations

Supervisors: [Prof. Dr. Iacer Calixto](#) and [Dr. Clara Vania](#)

- This work proposed a method to make natural language understanding models more parameter efficient by storing knowledge in an external knowledge graph (KG) and retrieving from this KG using a dense index.
- The work led to two publications, I presented the findings on Multilingual Representation Learning workshop as the speaker.

Center for Speech and Language Technologies, Tsinghua University | Beijing, China

2019

Research Intern | Project: A Rhythm Model for Ancient Chinese Poetry Generation

Supervisor: [Prof. Dr. Dong Wang](#)

- Proposed a rhythm model to learn tonal patterns replacing the rule-based method for ancient Chinese poetry generation based on bi-GRU with memory mechanism.
- Technical report: [A Rhythm Model for Ancient Chinese Poetry Generation](#). [\[Code\]](#)

PEER REVIEWING SERVICES

AAAI Conference on Artificial Intelligence (AAAI) | Reviewer

2025

International Conference on Learning Representations (ICLR) | Reviewer

2025

Transactions on Visualization and Computer Graphics (TVCG) | Reviewer

2024

VOLUNTEERS

SIGGRAPH Asia 2024 Student Volunteer | Tokyo, Japan

Dec 2024

TEACHING ASSISTANTSHIP

CSC 305 Introduction to Computer Graphics, University of Victoria

2025 summer

CSC 503 & SENG 474 Data Mining, University of Victoria

2025 spring

CSC 503 & SENG 474 Data Mining, University of Victoria

2024 winter

CSC 116 Introduction to C++, University of Victoria

2024 fall

SENG 350 Software Architecture, University of Victoria

2024 fall

CSC 503 & SENG 474 Data Mining, University of Victoria

2023 fall

SKILLS

Key Research Skills: Fluids Simulation; Graph Neural Networks; Multimodal LLM Assessment & Scientific Application;

Graphics: C/C++; Blender, Unity, Paraview; Parallel Computing (CUDA, MPI);

ML/NLP: Python; PyTorch, Tensorflow; Hugging Face Transformers, SpaCy, NLTK, Gensim; OpenCV, PIL, Librosa; NumPy, Pandas, HDF5, SciPy, Scikit Learn;

Programming: C# (Unity, .NET); Java; HTML/CSS, Django, MySQL; Bash Shell, Git, Linux