Yixuan Li

CONTACT INFORMATION
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HOMEPAGE
https://yixuanli98.github.io/

RESEARCH INTERESTS

Computer Vision: spatio-temporal action detection, action recognition.

EDUCATION

Department of Computer Science and Technology, Nanjing University — Nanjing, China
M.Sc. Candidate in MCG Lab — August 2019 – Present
Supervisor: Prof. Limin Wang

Kuang Yaming Honors School, Nanjing University — Nanjing, China
B.Sc., Major in Computer Science (GPA: 86.2/100) — August 2015 – June 2019
Supervisor: Prof. Gangshan Wu

PUBLICATION

Yixuan Li*, Zixu Wang*, Limin Wang, Gangshan Wu. Actions as Moving Points. European Conference on Computer Vision (ECCV'20), Glasgow, United Kingdom, 2020.

Yixuan Li, Lei Chen, Runyu He, Zhenzhi Wang, Gangshan Wu, Limin Wang. MultiSports: A Multi-Person Video Dataset of Spatio-Temporally Localized Sports Actions. International Conference on Computer Vision (ICCV'21), 2021.

RESEARCH EXPERIENCE

MultiSports: A Multi-Person Video Dataset of Spatio-Temporally Localized Sports Actions.
Advisor: Prof. Limin Wang — Aug. 2020 - Mar. 2021
HomePage: MultiSports Dataset

- As the first author, presented a large-scale, fine-grained, multi-person, and untrimmed spatio-temporal action detection dataset with well-defined temporal boundaries, *MultiSports*. Besides, adapted several representative methods to it and gave in-depth analysis to inspire new advances in this field.
- *MultiSports* contained 66 fine-grained action categories from 4 different sports, where we collected 3200 video clips and annotated around 37790 action instances with 907k bounding boxes. Our datasets had more fine-grained action categories (66 vs. 21 or 24), more instances per video clip (11.8 vs. 1 or 1.4) and much more instances (37790 vs. 928 or 4458) than the existing datasets JHMDB and UCF101-24.
- Existing methods achieved satisfactory performance on JHMDB and UCF101-24 but obtained low performance on *MultiSports* (video-mAP@0.2 of 77.3 or 82.8 vs. 12.88 for MOC).

Actions as Moving Points
Advisor: Prof. Limin Wang — Jul. 2019 - Mar. 2020

- As the first author, presented an conceptually simple, computationally efficient, and more precise spatial-temporal action detection framework, MOC-detector, which would recognize all the action instances present in a video and localize them in both space and time.
- MOC outpreformed the existing state-of-the-art methods under the same setting on the JHMDB and UCF101-24 datasets. The code is available at https://github.com/MCG-NJU/MOC-Detector.
- MOC could handle online real-time video stream and reach 53 fps with only RGB as input.

MR2Flow: Efficient Motion Representations for Real-time Video Recognition
Advisor: Prof. Limin Wang — Sep. 2018 - Apr. 2019

- As the first author, presented an efficient motion representation by enhancing the discriminative power of motion vector for real-time video recognition, termed as MR2Flow.
- The whole pipiline achieved 94.0% with 100 fps on UCF101 dataset, where the accuracy rate of previous method was 95.8% with 12 fps.

ACADEMIC SERIVCE

Track organizer of ICCV2021 Workshop DeeperAction on localized-and-detailed understanding of human actions in videos. Our track, *MultiSports*, focused on localizing all action instances with spatio-temporal tubes and recognizing their labels from untrimmed and multi-person videos.

CONTESTS

Human-centric Spatio-Temporal Video Grounding Challenge. — May. 2021 - Present
In CVPR2021 Workshop Person in Context.

- We got the **1st place**. First, we extracted tube-level features by SlowFast and CSN on linked tubes based on person boxes predicted by Faster R-CNN. Then we used a 2d-map proposal representation like 2D-TAN and enhanced the feature representation to be more discriminative by multi-modal contrastive learning.

- Contribution: I generated the person boxes for single frame, then linked the boxes into the tubes and finally extracted the visual features of the tubes.

Honors and Awards

• **National Scholarship** (9/231)	Ministry of Education	2021
• **National Scholarship** (2/231)	Ministry of Education	2020
• **Outstanding Graduate Students, awardee** (2/231)	Nanjing University	2020
• **Final Round, Google Girl Hackathon 2020** (18/94)	Google	2020
• **1st Award, Scholarship for Graduate Students** (20%)	Nanjing University	2019&2020
• **2rd Award, People's Scholarship**	Nanjing University	2018
• **3rd Place, ROBOMASTER 2017 (Eastern Division)**	Da-Jiang Innovations	2017
• **3rd Award, Academic Excellent Scholarship**	Nanjing University	2016
• **3rd Award, People's Scholarship**	Nanjing University	2016

Skills

- Programming: Python, PyTorch, Matlab, C, Latex,
- Languages: Mandarin, English