# Yu-Lun Liu

# Research Interests

I work on *image/video processing*, *computer vision*, and *computational photography*, particularly on essential problems requiring *machine learning* with insights from *geometry* and *domain-specific knowledge*.

- 3D from multi-view and sensors
- Image and video synthesis and generation

Low-level vision

Computational imaging

# Work Experience

Feb. 2023 - Department of Computer Science, National Yang Ming Chiao Tung University.

Assistant Professor

May 2022 - Meta Reality Labs Research.

Oct. 2022 Research Scientist Intern

Jun. 2017 - MediaTek Inc.

Feb. 2022 Senior Algorithm Development Engineer

Sep. 2014 - MediaTek Inc.

Jun. 2017 Algorithm Development Engineer

## Selected Honors and Awards

Aug. 2023 Best Ph.D. Thesis Award, The Chinese Image Processing and Pattern Recognition Society (IPPR).

Jul. 2023 Yushan Young Fellow Program, Ministry of Education, Republic of China (Taiwan).

Nov. 2013 Academic Achievement Award, Institute of Electronics, NCTU.

May. 2013 Academic Achievement Award, Institute of Electronics, NCTU.

## Education

2017–2022 **Ph.D.**, National Taiwan University, Taipei, Taiwan.

Department of Computer Science and Information Engineering, CMLAB

Thesis: Restoring and Enhancing Images and Videos by Combining Modeling and Learning

Advisor: Yung-Yu Chuang 1 link

2012–2014 M.S., National Chiao-Tung University, Hsinchu, Taiwan.

Institute of Electronics, CommLab

Thesis: Wide-Angle Virtual View Synthesis with Depth-Based Background Modeling

Advisor: Hsueh-Ming Hang 1 link

2008–2012 B.S., National Chiao-Tung University, Hsinchu, Taiwan.

Department of Electronics Engineering

# Publications (1 Google Scholar profile)

#### Journal papers

TPAMI 2021 Learning to See Through Obstructions with Layered Decomposition.

Yu-Lun Liu, Wei-Sheng Lai, Ming-Hsuan Yang, Yung-Yu Chuang, and Jia-Bin Huang IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021

Conference papers

ICCV 2023 Learning Continuous Exposure Value Representations for Single-Image HDR Reconstruction.

Su-Kai Chen, Hung-Lin Yen, <u>Yu-Lun Liu</u>, Min-Hung Chen, Hou-Ning Hu, Wen-Hsiao Peng and Yen-Yu Lin Proceedings of the IEEE/CVF International Conference on Computer Vision, 2023

i paper i project

ICCV 2023	ImGeoNet: Image-induced Geometry-aware Voxel Representation for Multi-v	iew 3D Object
	Tao Tu, Shun-Po Chuang, <u>Yu-Lun Liu</u> , Cheng Sun, Ke Zhang, Donna Roy, Cheng-Hao Kuo, Neroceedings of the IEEE/CVF International Conference on Computer Vision, 2023	Min Sun  1 project
CVPR 2023	Progressively Optimized Local Radiance Fields for Robust View Synthesis.	
	Andreas Meuleman, <u>Yu-Lun Liu</u> , Chen Gao, Jia-Bin Huang, Changil Kim, Min H. Kim, Johann Proceedings of IEEE/CVF Conference on Computer Vision and Pattern Recognition, 2023	nes Kopf  i paper i project
CVPR 2023	Robust Dynamic Radiance Fields.	
	Yu-Lun Liu, Chen Gao, Andreas Meuleman, Hung-Yu Tseng, Ayush Saraf, Changil Kim, Yung-Yu Kopf, Jia-Bin Huang Proceedings of IEEE/CVF Conference on Computer Vision and Pattern Recognition, 2023	Chuang, Johannes  paper project
ICI D 2022		
ICLR 2022	Denoising Likelihood Score Matching for Conditional Score-based Data Genera Chen-Hao Chao, Wei-Fang Sun, Bo-Wun Cheng, Yi-Chen Lo, Chia-Che Chang, Yu-Lun Liu, Y Ping Chen, and Chun-Yi Lee	
	International Conference on Learning Representations, 2022	🗓 paper
ICCV 2021	Bridging Unsupervised and Supervised Depth from Focusvia All-in-Focus Supervision.	
	Ning-Hsu Wang, Ren Wang, $\underline{\text{Yu-Lun Liu}}$ , Yu-Hao Huang, Yu-Lin Chang, Chia-Ping Chen, and Proceedings of IEEE/CVF Conference on Computer Vision, 2021	Kevin Jou  i paper i project
ICCV 2021	Hybrid Neural Fusion for Full-frame Video Stabilization.	
	- ,	i paper i project
ICPR 2020	Explorable Tone Mapping Operators.	
	Chien-Chuan Su, Ren Wang, Hung-Jin Lin, <u>Yu-Lun Liu</u> , Chia-Ping Chen, Yu-Lin Chang, and S Proceedings of the 25th International Conference on Pattern Recognition, 2020	Soo-Chang Pei <b>I</b> paper
ECCV 2020	Learning Camera-Aware Noise Models.	
		vann-Tzong Chen  paper project
CVPR 2020	Learning to See Through Obstructions.	
		i paper i project
CVPR 2020	Single-Image HDR Reconstruction by Learning to Reverse the Camera Pipeline.	
	Yu-Lun Liu*, Wei-Sheng Lai*, Yu-Sheng Chen, Yi-Lung Kao, Ming-Hsuan Yang, Yung-Yu Cl Huang	_
A A A I 0000		i paper i project
AAAI 2020	Attention-based View Selection Networks for Light-field Disparity Estimation.	
	Yu-Ju Tsai, <u>Yu-Lun Liu</u> , Yung-Yu Chuang, and Ming Ouhyoung Proceedings of AAAI Conference on Artificial Intelligence, 2020	1 paper
A A A I 2010	Deep Video Frame Interpolation using Cyclic Frame Generation.	<b>■</b> paper
AAAI 2019	Yu-Lun Liu, Yi-Tung Liao, Yen-Yu Lin, and Yung-Yu Chuang	
		🗓 paper 🗓 project
APSIPA 2014	Background modeling using depth information.	
	<u>Yu-Lun Liu</u> and Hsueh-Ming Hang Signal and Information Processing Association Annual Summit and Conference, 2014	
PCS 2013	Virtual view synthesis using backward depth warping algorithm.	
	Du-Hsiu Li, Hsueh-Ming Hang, and <u>Yu-Lun Liu</u> Picture Coding Symposium, 2013	
	Preprints	
arXiv 2023	Dual Associated Encoder for Face Restoration.	
	Yu-Ju Tsai, <u>Yu-Lun Liu,</u> Lu Qi, Kelvin CK Chan, Ming-Hsuan Yang arXiv, 2023	1 paper
arXiv 2023	Portrait Distortion Correction with Perspective-Aware 3D GANs.	
	Zhixiang Wang, <u>Yu-Lun Liu</u> , Jia-Bin Huang, Shin'ichi Satoh, Sizhuo Ma, Guru Krishnan, Jian arXiv, 2023	Wang  paper project

**Talks** Invited Talk Dynamic and Local Radiance Fields for Robust View Synthesis. MediaTek Inc., Hsinchu, Taiwan, May. 2023. Invited Talk Dynamic and Local Radiance Fields for Robust View Synthesis. Institute of Communications Engineering, NTHU, Hsinchu, Taiwan, April. 2023. Invited Talk Dynamic and Local Radiance Fields for Robust View Synthesis. The 5th Augmented Intelligence and Interaction (AII) Workshop, Taoyuan, Taiwan, March. 2023. Guest Lecture What School and the Workplace Didn't Teach Me. NYCU, Hsinchu, Taiwan, March. 2023. Invited Talk Learning to See the Unseen. Taichung Municipal Taichung First Senior High School, Taichung, Taiwan, March. 2023. Invited Talk Learning to See the Unseen. Research Center for Information Technology Innovation, Academia Sinica, Taipei, Taiwan, January. 2023. Invited Talk Learning to See the Unseen. Institute of Information Systems and Applications, NTHU, Hsinchu, Taiwan, November. 2022. Guest Lecture Recent Progress on Video Restoration. CommE7005, NTU, Taipei, Taiwan, Mar. 2022. Guest Lecture Rethinking Multimedia and IC Design in the Era of Al. CommE7005, NTU, Taipei, Taiwan, Nov. 2021. Guest Lecture CV Final Project - Video Frame Interpolation. EEE5053, NTU, Taipei, Taiwan, May. 2021. Guest Lecture Rethinking Multimedia and IC Design in the Era of Al. DEE4592, NCTU, Hsinchu, Taiwan, Mar. 2021. Invited Talk Learning to See Through Obstructions. 2020 CVPR Taiwan Sharing Session, NTU, Taipei, Taiwan, July. 2020. Invited Talk Single-Image HDR Reconstruction by Learning to Reverse the Camera Pipeline. 2020 CVPR Taiwan Sharing Session, NTU, Taipei, Taiwan, July. 2020. Guest Lecture CV Final Project - Depth Estimation. EEE5053, NTU, Taipei, Taiwan, Jan. 2020.

Invited Talk Deep Video Frame Interpolation using Cyclic Frame Generation.

The 3rd Augmented Intelligence and Interaction (AII) Workshop, Taoyuan, Taiwan, July. 2019.

Oral Deep Video Frame Interpolation using Cyclic Frame Generation.

AAAI, Honolulu, Hawaii, USA, Jan. 2019.

Guest Lecture CV Final Project - Depth Estimation.

EEE5053, NTU, Taipei, Taiwan, Jan. 2019.

#### Academic Services

Organizer 2020 CVPR Taiwan Sharing Session

Journal Reviewer IEEE Transactions on Image Processing (TIP)

ACM Computing Surveys (CSUR)

Applied Soft Computing Pattern Recognition

ACM Transactions on Graphics (TOG)

Information Fusion

IEEE Transactions on Multimedia

International Journal of Computer Vision

The Journal of Supercomputing

Computer Vision and Image Understanding

Computers & Graphics

Multidimensional Systems and Signal Processing

International Journal of Pattern Recognition and Artificial Intelligence

Conference ACM SIGGRAPH (SIGGRAPH), 2022, 2023

Reviewer IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2022, 2023

IEEE Conference on Computer Vision (ICCV), 2021, 2023 European Conference on Computer Vision (ECCV), 2020, 2022

British Machine Vision Conference (BMVC), 2023

Asian Conference on Computer Vision (ACCV), 2020, 2022

International Conference on Learning Representations (ICLR), 2022, 2023 Conference on Neural Information Processing Systems (NeurIPS), 2022, 2023

International Conference on Machine Learning (ICML), 2023 AAAI Conference on Artificial Intelligence (AAAI), 2021, 2022, 2023

International Joint Conference on Artificial Intelligence (IJCAI), 2021, 2022, 2023

ACM International Conference on Multimedia (MM), 2018

IEEE International Conference on Multimedia and Expo Workshops (ICMEW), 2023

Research Mentor Research Mentor for interns at MediaTek Inc., 2019, 2020, 2021, 2022.

Professional IEEE student member Societies AAAI student member

TAAI member IPPR member

# Teaching Experiences

Spring 2023 **CSIC30107 Video Compression**, Department of Computer Science, National Yang Ming Chiao Tung University.

Spring 2013 **Teaching Assistant of DEE1315 Probability and Statistics with Prof. Hsueh-Ming Hang**, Department of Electronics Engineering, National Chiao Tung University.

## References

Ph.D. Advisor **Yung-Yu Chuang**, *Professor of Department of Computer Science and Information Engineering*, National Taiwan University.

M.S. Advisor **Hsueh-Ming Hang**, *Professor of Department of Electronics Engineering*, National Chiao Tung University. 

Mhang@mail.nctu.edu.tw 1 homepage

Director **Johannes Kopf**, *Director of the Computational Photography Group*, Meta. 

i johannes.peter.kopf@gmail.com

Director Shaw-Min Lei, Director of the Multimedia Technology Development Division, MediaTek Inc.

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Manager of Yu-Lin Chang, Manager of the Intelligent Vision Processing Department, MediaTek Inc.

Department ⋈ yulinchang@google.com

Manager of Chia-Ping Chen, Manager of the Intelligent Vision Processing Department, MediaTek Inc.

Department ⊠ chiaping.chen@mediatek.com

Research Mentor Ming-Hsuan Yang, Professor of Electrical Engineering and Computer Science, University of California at

Merced.

Research Mentor Jia-Bin Huang, Associate Professor of Department of Computer Science, University of Maryland, College

Park.

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Research Mentor Yen-Yu Lin, Professor of Department of Computer Science, National Yang Ming Chiao Tung University.

⋈ lin@cs.nctu.edu.tw 
i homepage

Research Mentor Wei-Sheng Lai, Software Engineer, Google.

Research Mentor Changil Kim, Research Scientist, Meta.

Research Mentor Hung-Yu Tseng, Research Scientist, Meta.

Research Mentor Chen Gao, Research Scientist, Meta.