Zhao-Heng Yin

Research Summary I study AI and ML for Robotics. I conduct research on reinforcement learning and imitation learning, with their applications in robotics (robotic manipulation, autonomous driving, etc.). I have proposed several imitation learning algorithms that can leverage cross domain data, learn in a sample efficient way by MCTS planning, and generalize better with proper inductive bias.

Education

The Hong Kong University of Science and Technology

2021 - 2023

Master of Philosophy - Electronic and Computer Engineering

- O GPA: 4.16/4.00. Advisor: Prof. Qifeng Chen.
- O Research intern at Tsinghua University IIIS with Prof. Yang Gao.
- O Research intern at UC San Diego with Prof. Xiaolong Wang.

Nanjing University 2017 - 2021

Bachelor of Science - Computer Science (Honored Class), Mathematics

- O GPA: 4.52/5.00. Advisor: Prof. Wu-Jun Li.
- O Visiting student at UC Berkeley with Prof. Masayoshi Tomizuka.

Selected Publications

- Zhao-Heng Yin, Yang Gao, Qifeng Chen. "Structural Generalization of Visual Imitation Learning with Positional-Invariant Representations". Under review of *Intenational Conference of Learning Representa*tions (ICLR), 2023.
- 2. **Zhao-Heng Yin**, Weirui Ye, Qifeng Chen, Yang Gao. 'Planning for Sample Efficient Imitation Learning'. In *Neural Information Processing Systems (NeurIPS)*, 2022.
- 3. **Zhao-Heng Yin**, Lingfeng Sun, Hengbo Ma, Masayoshi Tomizuka, Wu-Jun Li. "Cross Domain Robot Imitation with Invariant Representation". In *IEEE International Conference on Robotics and Automation (ICRA)*, 2022.
- 4. Yuzhe Qin*, Binghao Huang*, **Zhao-Heng Yin**, Hao Su, Xiaolong Wang. "Generalizable Point Cloud Policy Learning for Sim-to-Real Dexterous Manipulation". In *Conference on Robot Learning (CoRL)*, 2022.
- Zhao-Heng Yin*, Lingfeng Sun*, Liting Sun, Masayoshi Tomizuka, Wei Zhan. "Diverse Critical Interaction Generation for Planning and Planner Evaluation". In IEEE/RSJ Internation Conference on Intelligent Robots and Systems (IROS), 2021.
- Zhao-Heng Yin, Wu-Jun Li. "TOMA: Topological Map Abstraction for Reinforcement Learning". arXiv preprint:2005.06061, 2020.

Skills

- Language: English, Chinese.
- Programming: C, C++, Python, Java, MATLAB, Verilog HDL, HTML/CSS/Javascript, Shell, TEX.
- Research Development Toolsets: Docker, Kubernetes, Git, Linux.
- O Physics Simulation: MuJoCo, PyBullet, SAPIEN, IsaacGym.
- General Engineering Skills: 3D Modeling (Solidworks and Blender), Embedded System Design (STM32 and Arduino), ROS, FPGA, Analog Circuit.

Honors and Awards