

# Ziwei Liao

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PhD candidate | Institute for Aerospace Study, University of Toronto, Canada

## Research Interests

My interests include Simultaneously Localization and Mapping (SLAM), Computer Vision and Robotics, aiming to make intelligent robots and machines to perceive, understand and interact with real environments.

## Education

### University of Toronto

Toronto, Canada

**Ph.D. Candidate**, Institute for Aerospace Study

Sep 2021 – Current

- I am with Toronto Robotics & AI Lab (TRAIL), supervised by Prof. Steven Waslander

### Beihang University (Double First-Class, Project 985,211)

Beijing, China

**M.S., the Robotics Institute**, School of Mechanical Engineering and Automation

Sep 2018 – Jun 2021

- GPA: 3.75/4.0, 90.1/100, **National Scholarship (Top 5%)**
- Research Area: Visual SLAM, Semantic Scene Understanding, Robots Navigation

### **B.Eng.**, Mechanical Engineering

Sep 2014 - Jun 2018

- GPA: 3.64/4.0, 88.5/100, **Integrated Rank: 3/209 (Top 2%)**
- Recommended for direct admission to postgraduate study

### Tsukuba University

Ibaraki, Japan

Research Assistant, the Intelligent Robot Laboratory, School of Computer Science

Sep 2017 - Feb 2018

- Received full funding from CSC (China Scholarship Council)

## Languages & Skills

- Languages: **English (TOEFL 109, R 30, L 28, S 23, W 28)**, Japanese (N2), Chinese.
- Skills: **SLAM, ROS**, Ubuntu, C++/Python, PyTorch, OpenCV, **Multi-view Geometry**, nonlinear optimization.
- Experiences: sensors (RGB-D camera, laser/lidar, odometry), robot platforms (wheeled robots, rotorcrafts), deep learning (implicit representation, object detection, semantic segmentation).

## Selected Honors & Awards

<b>National</b>	<b>National Scholarship (Top 5%, the highest award for a graduate student in China)</b>	2020
<b>National</b>	Second Award of Chinese Robocon National Robotic Competition	2018
<b>Beijing</b>	Outstanding Graduate of Beijing (Top 10%)	2018

## Selected Publications

- [1] **Liao, Z.**, Hu, Y., Zhang, J., Qi, X., Zhang, X., & Wang, W. (2022). SO-SLAM: Semantic Object SLAM with Scale Proportional and Symmetrical Texture Constraints. *IEEE Robotics and Automation Letters & ICRA 2022*. [\[pdf\]](#)
- [2] **Liao, Z.**, Wang, W., Qi, X. & Zhang, X. (2020). RGB-D Object SLAM using Quadrics for Indoor Environments. *Sensors (Journal)*, 2020. [\[pdf\]](#) [\[video\]](#)
- [3] **Liao, Z.**, Shi, J., Qi, X., Zhang, X., Wang, W., He, Y., Wei, R., & Liu, X. (2020). Coarse-To-Fine Visual Localization Using Semantic Compact Map. *2020 3rd International Conference on Control and Robots, ICCR 2020, Tokyo, Japan (Best Session Presentation)*. [\[pdf\]](#) [\[video\]](#)
- [4] Zhang, X., Wang, W., Qi, X., & **Liao, Z.** (2020). Stereo plane slam based on intersecting lines. In 2021 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS) (pp. 6566-6572). IEEE.. [\[pdf\]](#)

## Research Experiences

### 1. Toronto Robotics & AI Lab (TRAIL)

Toronto, Canada

*PhD candidate, supervised by Prof. Steven Waslander*

*Sep 2021 - Current*

Developing visual perception algorithms for 3D objects and environments towards semantic scene understanding.

### 2. The Robotics Institute, Beihang University

*Beijing, China*

*Master Candidate, supervised by Prof. Wei Wang*

*Sep 2019 – Aug 2020*

Developed novel SLAM algorithms using objects and structures for indoor mobile robot's navigation.

- Proposed a semantic Object SLAM algorithm based on RGB-D camera, which uses a quadric surface as an object model to compactly represent the object's position, orientation, and shape.
- Proposed a novel monocular semantic Object SLAM system that addresses object spatial constraints to build a map with objects, including scale proportional constraint, symmetrical texture constraint and plane supporting constraint.
- **Two first-author peer-reviewed journal papers [1][2].**

### 3. Intelligent Robot Laboratory, Tsukuba University

*Japan*

*Research Assistant, supervised by Prof. Akihisa Ohya*

*Sep 2017 - Feb 2018*

Developed a navigation system using a floor map as prior for logistic robots in office corridor environments.

- Designed a navigation and mapping system for domestic logistic robots to travel from the entry of a floor to a destined room described by room number, such as A311, when entering a building for the first time.
- Proposed using the floor map for humans as prior for the robots, which commonly exists at the entry of buildings.
- Took as the graduation project for a bachelor's degree and received the **Outstanding Graduation Thesis Award**.

## Internship Experience

### Megvii (Face++) Technology Co., Ltd.

*Beijing*

*Research Intern in the SLAM Group*

*Oct 2018 – Jul 2019*

**Developed a visual localization system for autonomous driving** using a semantic compact map.

- Reproduced and evaluated a semantic localization algorithm proposed in ICRA2018 for autonomous vehicles.
- Proposed a coarse-to-fine localization system with pole-like objects extracted from semantically segmented images.
- **One international robotics conference paper (Best Session Presentation) [3],** and one Chinese patent.

## Extracurricular Activities

### 1. National Robotic Competition Robocon

*Vice Capitan of the Beihang Robot Team*

*Sep 2016 - Jun 2018*

Robocon is one of the largest national robotic competitions for undergraduate students with 70+ teams from top universities all over China per year. I participated in two tournaments as vice-captain in the Robotics Vision Group:

- **2017-2018 National Second Award:** Our team designed two omnidirectional robots throwing and picking silk balls. I developed the core control systems using ROS and a visual localization system.

### 2. The Robots Association of Beihang University

*President*

*Sep 2015 - Sep 2016*

- **Ranked the 1st scientific student association of Beihang University** during 2015-2016.
- Organized a robotics competition named RoboKing with 10+ teams participating, and started organizing course sessions about algorithms for robotics beginners weekly (I was one of the teachers).

## Other Interests

Robotics, reading (science fiction, biography), games, swimming