

# Yi Liu

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## EDUCATION

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### University of Delaware

Newark, DE

Ph.D. in Computer Science (GPA 4.0/4.0)

Sept. 2017 – May 2022

Research Area: Computer Vision, Image Processing, Deep Learning, Image Segmentation

### University of Maryland

College Park, MD

Master of Engineering in Civil Engineering (GPA 3.9/4.0)

Jan. 2016 – Aug. 2017

### Hunan University

Changsha, China

Bachelor of Engineering in Civil Engineering

Sept. 2011 – June 2015

## EXPERIENCE

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### Research Assistant

Dec. 2017 – Present

#### University of Delaware, Video/Image Modeling and Synthesis Lab

Newark, DE

- Collaborated with Delaware Biotechnology Institute and explored methods such as active contour, deep learning based approaches and etc. for automated quantification analysis of filamentous structures in microscopic images
- Proposed an orientation aware neural network and a terminus pairing algorithm based on geometric properties to segment filaments at instance level, which outperforms other existing methods and is deployed for domain experts
- Developed methods to extract fragments in actin filaments network with a human keypoint detection neural network using Pytorch and a fast-marching algorithm, which reduced average analyzing time from 2 hours to minutes

### Computer Vision Research Intern

May 2019 – Sept. 2019

#### Malong Technologies

Shenzhen, China

- Explored methods to detect cloth fibers in microscopic images and observed that existing anchor-based object detection frameworks, such as R-CNN, are not suitable for this task after experiments
- Reconstructed the problem by modeling fibers as sequences of points; implemented methods to convert COCO format binary mask to sequence data and avoided extra expenses on annotation
- Proposed a neural network based on human pose estimation methods to predict the skeleton of fibers, which addresses the heavily overlapping issue and outperformed other existing object detection frameworks for this task

## PUBLICATIONS

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- Liu, Y., et al., *Quantifying Actin Filaments in Microscopic Images using Keypoint Detection Techniques and A Fast Marching Algorithm*, ICIP, 2020.
- Liu, Y., et al., *Intersection To Overpass: Instance Segmentation on Filamentous Structures with An Orientation-Aware Neural Network and Terminus Pairing Algorithm*, CVPR Bioimaging Workshop, 2019.
- Liu, Y., et al., *Densely Connected Stacked U-Net for Filament Segmentation in Microscopy Images*, ECCV Workshops, 2018.

## PROJECTS

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### Tracing Curve with Recurrent Neural Network | *Python, OpenCV, Pytorch*

Aug. 2020 – Present

- Created synthetic curve dataset where multiple curves intersecting and overlapping in images
- Modeled curves as sequences of data points, and adopted a keypoint detection framework to predict endpoints
- Proposed a recurrent neural network taking encoded images and endpoint locations as input to predict the sequence of control points

### Uncertainty Estimation Using Bayesian Neural Network | *Python, Pytorch*

Mar. 2020 – May 2020

- Explored methods such as Bayesian Neural Network, Random Network distillation and Ensembling Models for uncertainty estimation and novelty detection
- Applied Bayesian Neural Network for filaments segmentation to evaluate unseen patterns of filamentous structures

### Tracking Spherical Objects' Response to Water Waves in Flumes | *Matlab*

May 2018 – Dec. 2018

- Collaborated with Ocean Engineering Lab at the University of Delaware and developed methods for automated quantification analysis of munition mobility experiments in a wave flume based on videos of a bird view camera
- Applied threshold-based methods and morphological operations to detect multiple spherical objects and adopted Kalman-filter to track the objects and successfully obtained their trajectories when objects are occluded

## TECHNICAL SKILLS

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- **Languages:** Python, Matlab, Java, C++, SQL
- **Frameworks:** Pytorch, Keras, Tensorflow
- **Tools and MISC:** NumPy, OpenCV, OpenGL, MySQL Cplex; Linux, Git, Latex
- **Related Courses:** Computer Vision, Deep Learning, Machine Learning, Intro. to NLP, Computer Graphics