

# Haoyi Zhu

✉ hyizhu1108@gmail.com | 🌐 <https://haoyizhu.site/> | 📄 Haoyi Zhu | 📖 Google Scholar

## EDUCATION

---

**Shanghai Artificial Intelligence Laboratory (Shanghai AI Lab), China** Sep. 2023 – present  
*Ph.D.*, joint education with University of Science and Technology of China (USTC)  
**Shanghai Jiao Tong University (SJTU), China** Sep. 2019 – Jun. 2023  
*Bachelor of Engineering in Artificial Intelligence Honor Class*

## PUBLICATIONS

---

**Total Citations: 1017**

### Journal Papers

**PonderV2: Pave the Way for 3D Foundation Model with A Universal Pre-training Paradigm** [paper] [code]  
Haoyi Zhu\*, Honghui Yang\*, Xiaoyang Wu\*, Di Huang\*, Sha Zhang, Xianglong He, Tong He, Hengshuang Zhao, Chunhua Shen, Yu Qiao, Wanli Ouyang  
*Submitted to IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2025*

**AlphaTracker: A Multi-Animal Tracking and Behavioral Analysis Tool** [paper] [code]  
Zexin Chen, Ruihan Zhang, Hao-Shu Fang, Yu E Zhang, Aneesh Bal, Haowen Zhou, Rachel R Rock, Nancy Padilla-Coreano, Laurel R Keyes, **Haoyi Zhu**, Yong-Lu Li, Takaki Komiyama, Kay M Tye, Cewu Lu  
*Frontiers in Behavioral Neuroscience, 2023*

**AlphaPose: Whole-Body Regional Multi-Person Pose Estimation and Tracking in Real-Time** [paper] [code]  
Hao-Shu Fang, Jiefeng Li, Hongyang Tang, Chao Xu\*, **Haoyi Zhu\***, Yuliang Xiu, Yong-Lu Li, Cewu Lu  
**[>8K GitHub Stars]** *IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2022*

### Conference Papers (Selected)

**SPA: 3D Spatial-Awareness Enables Effective Embodied Representation** [paper] [project]  
Haoyi Zhu, Honghui Yang, Yating Wang, Jiange Yang, Limin Wang, Tong He  
*Submitted to International Conference on Learning Representations (ICLR), 2025*

**Point Cloud Matters: Rethinking the Impact of Different Observation Spaces on Robot Learning** [paper] [project]  
Haoyi Zhu, Yating Wang, Di Huang, Weicai Ye, Wanli Ouyang, Tong He  
*Advances in Neural Information Processing Systems (NeurIPS), 2024*

**RH20T: A Comprehensive Robotic Dataset for Learning Diverse Skills in One-Shot** [paper] [project]  
Hao-Shu Fang, Hongjie Fang, Zhenyu Tang, Jirong Liu, Chenxi Wang, Junbo Wang, **Haoyi Zhu**, Cewu Lu  
*IEEE International Conference on Robotics and Automation (ICRA), 2024*

**UniPAD: A Universal Pre-Training Paradigm for Autonomous Driving** [paper] [code]  
Honghui Yang, Sha Zhang, Di Huang, Xiaoyang Wu, **Haoyi Zhu**, Tong He, Shixiang Tang, Hengshuang Zhao, Qibo Qiu, Binbin Lin, Xiaofei He, Wanli Ouyang  
*IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2024*

**X-NeRF: Explicit Neural Radiance Field for Multi-Scene 360° Insufficient RGB-D Views** [paper] [code]  
Haoyi Zhu, Hao-Shu Fang, Cewu Lu  
*IEEE/CVF Winter Conference on Applications of Computer Vision (WACV), 2023*

**MineDojo: Building Open-Ended Embodied Agents with Internet-Scale Knowledge** [paper] [project]  
Linxi Fan, Guanzhi Wang, Yunfan Jiang, Ajay Mandlekar, Yuncong Yang, **Haoyi Zhu**, Andrew Tang, De-An Huang, Yuke Zhu, Anima Anandkumar  
**[Outstanding Paper Award]** *Advances in Neural Information Processing Systems (NeurIPS), 2022*

For the full publication list, please visit my [Google Scholar](#) page.

## SELECTED PROJECTS

---

General 3D & Embodied Representation Team, Embodied AI Center, Shanghai AI Lab  
Advisors: Prof. Tong He, Prof. Wanli Ouyang, and Prof. Xiaogang Wang

### *General 3D Embodied Representation Learning*

Mar. 2023 – Oct. 2024

- Conducted extensive research on general 3D representation for embodied AI, leading to the publication of three first-author papers.
- Proposed a universal 3D pre-training framework, **PonderV2**, which leverages differentiable neural rendering to learn point cloud representations. Achieved state-of-the-art (SOTA) performance across 11 indoor and outdoor benchmarks.
- Performed an in-depth investigation of observation spaces in robot learning, culminating in the discovery of the critical importance of **Point Cloud Matters**.
- Developed **SPA**, an innovative representation learning framework that highlights the significance of 3D spatial awareness in embodied AI. Delivered the most comprehensive evaluation of embodied representation learning to date, surpassing over 10 SOTA methods.

Jim Fan's Team (currently GEAR Lab), NVIDIA AI  
Advisors: Dr. Jim Fan & Prof. Anima Anandkumar

### *Building Open-Ended Embodied Agents with Internet-Scale Knowledge*

Feb. 2022 – Jul. 2022

- Contributed to the **MineDojo** project, a new framework designed to build generally capable agents with internet-scale knowledge in Minecraft. Won the **Outstanding Paper Award** at NeurIPS 2022.
- Co-developed the YouTube database, which comprises over 730,000 narrated Minecraft videos, totaling approximately 300,000 hours of content and 2.2 billion English transcripts.
- Constructed the initial version of MineCLIP, a video CLIP foundation model that acts as a learned reward function, enabling agents to solve diverse open-ended tasks specified in natural language.
- Authored APIs for three databases (YouTube, Minecraft Wiki, and Reddit), along with the corresponding documentation and part of the official project website.

Machine Vision and Intelligence Group (MVIg), Shanghai Jiao Tong University  
Advisors: Dr. Hao-Shu Fang & Prof. Cewu Lu

### *General Robot Manipulation*

Aug. 2021 - Jul. 2023

- Contributed to **RH20T**, the largest robotic manipulation dataset to date, featuring over 140 skills and exceeding 40 TB in size.
- **RH20T** includes more than 110,000 contact-rich real-world robotic manipulation sequences encompassing diverse skills, robots, viewpoints, objects, and backgrounds. It provides multimodal data, including visual, tactile, audio, and proprioception information, paired with human demonstrations for each task.
- Investigated 3D hand keypoint labeling through multi-view images using 2D hand pose estimation combined with mesh optimization.
- Proposed **X-NeRF**, an explicit neural radiance field representation for novel view synthesis under challenging multi-scene 360° settings with insufficient RGB-D views.

### *Fast and Accurate Multi-Person Whole-Body Pose Estimation*

Aug. 2020 - Aug. 2021

- Contributed to the development of **AlphaPose**, a fast and accurate system for multi-person whole-body pose estimation and tracking.
- Achieved **over 8K stars** on GitHub, ranking in the **top 0.01%** of all GitHub repositories.
- Participated in the annotation of the Halpe full-body human keypoint and human-object interaction detection (HOI-Det) datasets.
- Extended the parametric pose NMS algorithm to whole-body scenarios and conducted extensive experiments.
- Recognized as an "Excellent Open-Source Project in China, 2020," being the only university project among the 10 winners.