

HUI REN

✉ renhui@shanghaitech.edu.cn ✉ huiren@mit.edu 🏠 Website 🌐 rhfeiyang 🌐 Hui Ren

EDUCATION

ShanghaiTech University

B.Eng. Candidate, Computer Science

- Overall GPA: 3.92/4.0 (rank 2/230 in school)
- Major GPA: 4.0/4.0
- Selected coursework: Deep Learning(A+), Artificial Intelligence(A+), Computer Graphics(A+), Computer Architecture(A+), Algorithms and Data Structures(A+), Numerical Optimization(A+), Probability and Statistics(A+)

Shanghai, China

Sept. 2021 – Present

Massachusetts Institute of Technology (MIT)

Undergraduate Exchange Student, Computer Science

Cambridge, MA

Feb. 2024 – Present

RESEARCH INTERESTS

I am interested in **Computer Vision** and **Machine Learning**. My current research work focuses on generative models, especially the editing of text-to-image diffusion models. Previously, I studied optimal transport, especially its application in deep clustering and 3D unsupervised segmentation in imbalanced scenarios.

PUBLICATION (* Equal contribution)

- **P²OT: Progressive Partial Optimal Transport for Deep Imbalanced Clustering**
Chuyu Zhang, Hui Ren*, Xuming He* *ICLR, 2024*
[\[Paper\]](#)[\[Code\]](#)
- **SP²OT: Semantic-Regularized Progressive Partial Optimal Transport for Imbalanced Clustering**
Chuyu Zhang, Hui Ren, Xuming He *Under Review*
[\[Paper\]](#)[\[Code\]](#)
- **Dual-level Adaptive Self-Labeling for Novel Class Discovery in Point Cloud Segmentation**
Ruijie Xu, Chuyu Zhang*, Hui Ren, Xuming He* *Under Review*
- **Cascade Sparse Feature Propagation Network for Interactive Segmentation**
Chuyu Zhang, Chuanyang Hu*, Hui Ren, Yongfei Liu, Xuming He* *BMVC, 2023*
[\[Paper\]](#)[\[Code\]](#)

RESEARCH EXPERIENCE

MIT CSAIL, Vision Group

Undergraduate Research Assistant, advised by Prof. Antonio Torralba and Prof. David Bau

Cambridge, MA

Feb. 2024 - Present

- **Text-to-Image generative model editing and artistic copyright protection**

ShanghaiTech Visual & Data Intelligence Center, PLUS Lab

Undergraduate Research Assistant, advised by Prof. Xuming He

Shanghai, China

Feb. 2023 - Jan. 2024

- **Deep Clustering in Imbalanced Scenarios**
 - * Proposed to generalize deep clustering problem to more realistic and challenging imbalanced scenarios and established a new benchmark
 - * Proposed a novel progressive OT formulation for pseudo-labeling generation in the imbalanced scenarios, surpassing SOTA methods by 2%
 - * Proposed introducing semantic information from feature space to guide pseudo label generation.
 - * Performed comprehensive analysis and comparisons of the proposed method against various baselines on the challenging imbalanced datasets
- **Novel Class Discovery in Point Cloud**
 - * Proposed an adaptive regulation strategy for self-labeling, making the algorithm more flexible and capable of better modeling imbalanced novel classes, which improved results by more than 10% compared to SOTA methods
 - * Investigated the development and role of optimal transport problem in NCD problems
- **Cascade Sparse Feature Propagation Network for Interactive Segmentation**
 - * Investigated and analyzed the performance difference between the proposed method and SAM(Segment Anything Model) across various challenging datasets at different numbers of user-click input
 - * Analyzed the performance of various components in the proposed method.

COURSE PROJECTS

Business War Policy Exploration [\[code\]](#)

Shanghai, China

ShanghaiTech CS181: Artificial Intelligence

Apr. 2023 – Jun. 2023

- Proposed a business war model in which restaurants must balance attracting customers and making profits to maximize revenue and even defeat competitors
- Implemented and compared various AI strategies, including Expectimax search, Neural-Network prediction, and Reinforcement learning algorithms to explore the optimal policy

Sokoban Game on Longan Nano [\[code\]](#)

Shanghai, China

ShanghaiTech CS110: Computer Architecture I

May 2023 – Jun. 2023

- Implemented Sokoban pixel game with Minecraft textures on a Longan Nano development board with RISC-V and C
- Designed software-hardware interfaces to utilize integrated and external board buttons for game control

Lattice Boltzmann Methods Program Acceleration [\[code\]](#)

Shanghai, China

ShanghaiTech CS110: Computer Architecture I

May 2023

- Utilized multiple optimization techniques, including SIMD, OMP, thread blocking elimination, and memory access optimization to accelerate the LBM program
- Achieved top 3 performance in the class

Ray tracing based multi-resolution iso-surface rendering [\[code\]](#)

Shanghai, China

ShanghaiTech CS171: Computer Graphics I

Dec. 2022 – Jan. 2023

- Rendered the iso-surface of vortices in a multi-resolution fluid velocity field based on ExaBricks data structure
- Implemented a bitmap accelerated KD-tree and BVH for multi-resolution data to support fast ray marching
- Proposed an advanced adaptive sampling strategy to solve the problem of rendering surface discontinuity, improving the rendering speed by more than 50x at the same precision
- Created a UI for conveniently adjusting the parameters and rendering

Direction of arrival (DoA) estimation [\[code\]](#) [\[demo\]](#)

Shanghai, China

ShanghaiTech SI100B: Introduction to Information Science and Technology

Nov. 2021 – Dec. 2021

- Implemented a DoA estimation algorithm to locate the source of sounds in Matlab based on MUSIC algorithm
- Created a UI for real-time localization and visualization of sound sources using a microphone array

Awards and Honors

- **Outstanding Student**, ShanghaiTech University (Ranked top 2% in school) **Dec. 2023**
- **Third prize**, The 14th Chinese Mathematics Competition **Jan. 2023**
- **Merit Student**, ShanghaiTech University (Ranked top 3%-7% in school) **Dec. 2022**
- **First prize**, The 5th Annual International Mathematical Modeling Challenge **Jan. 2019**

Skills

- **Programming Languages:** Python, C, C++, MATLAB, RISC-V, AMPL
- **Tools & Frameworks:** PyTorch, OpenGL, git, L^AT_EX, Markdown

Language

- **Chinese:** Native
- **English:** Fluent
 - * TOEFL: 97 with R26/L25/S20/W26