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Education

- PhD of Computer Science, EPFL, Switzerland, 1997
- MEng of Computer Engineering, Tsinghua University, China, 1988
- BEng of Computer Engineering, Tsinghua University, China, 1986

Experiences

- 2017-Present, Associate Professor (Practice), Department of Computer Science, School of Computing, NUS
- 2013-2017 Senior Scientist, Robotics, I²R
 - Senior Manager, Industry Development, I²R
 - Strategic Planning Manager, Robotics, I²R
- 2010-2017 Adjunct Associate Professor, Department of Computer Science, School of Computing, NUS
- 2007-2013 Department Head, Computer Graphics and Interface, I²R
- 2003-2006 Associate Faculty Member, Singapore-MIT Alliance
- 1997-2006 Assistant Professor, Department of Computer Science, School of Computing, NUS
- 1992-1997 Research Assistant, Computer Graphics Lab, EPFL, Switzerland
- 1988-1992 Lecturer, Department of Computer Science and Technology, Tsinghua University, Beijing, China

Projects and research grants

1. PI, NUS Digital Twin for Research and Services, MOE Tier-1 project, July 2022-June 2025
2. Co-PI, Capsule Endoscopy SI-Aided Diagnosis, AI SG 100E, Jan 2020- Jul 2021
3. Co-PI, Development of a Knowledge and Data-driven Satellite DEM Improvement Technique, AI SG 100E, Feb 2020- Aug 2021
4. PI, Super Resolution of Images, Smiths Detection, 2020-2021
5. PI, AI-based Automatic Classification of Crowdsourced Images, 2019-2021
6. PI, A Blockchain-based Asset Tracking and Rights Management System for Additive Manufacturing Production Workflow, NAMIC, 2018-2019
7. PI, Deep Learning for Recommender Systems, AISG, 2018-2019
8. Co-PI, Robot Application Development and Operating Environment (RODOE), SERC Industry Robotics Programme, A*STAR, September 2015-August 2017
9. Co-PI, Robot Application Development and Operating Environment, A*STAR Robotic Programme, September 2013 – August 2016
10. Co-PI, Robot Assisted Shelf Reading project, April 2014-March 2015
11. SERC Human Factor Engineering, A*STAR, August 2013- July 2014
12. PI, I²R iModel CORE project, April 2012 – March 2014
13. Co-PI, Graphics Joint Lab, I²R-SoC, NUS, April 2010 – July 2013
14. PI, I²R ISGE project, P3DES, April 2007 – March 2010
15. Co-PI, A*STAR SpADE: a Spatio-temporal Autonomic Database Engine for location-based services, School of Computing, NUS, April 2005 – December 2006
16. PI, Stochastic Paintbrush Image Transformation, School of Computing, NUS, November 2000 – February 2005
17. Co-PI, Watermarking of 3D Volume Data, School of Computing, NUS, May 2001 – April 2003
18. PI, Reconstruction of 3-D Objects from Video Sequences, School of Computing, NUS, November 1998 – June 2002

Patent licensing

- Ong EP, Nguyen HT, Niswar A, Huang Z, Rahardja S, Tng TH, 3D face modeling technology, TLA/20120228/045, ETPL, A*STAR.

Granted patents

- Li R, Tan B H, Huang Z., Yau W Y, Mobile Manipulator And Method Of Controlling The Mobile Manipulator For Tracking A Surface, USA Patent No. 10,618,171 B2, Grant Date: 14 Apr 2020.
- Li R, Tan B H, Huang Z., Yau W Y, High Accuracy Trajectory Tracking Method for Mobile Robot Manipulator Systems, Primary, Singapore, 2015.
- Ong EP, Nguyen HT, Niswar A, Huang Z, Rahardja S, A method of 3D face synthesis; and a system thereof, Primary, Singapore 2015.
- Leow W. K., Huang Z., Zhou L., and Atmosukarto I., Frontier Advancing Polygonization. US

- 7,091,969, granted 15 Aug 2006.
- Huang Z, Tan T S, Wong T W, Li X, Method and apparatus for generating atomic parts of graphic representation through skeletonization for interactive visualization applications, United States Patents, 6,825,839, granted 30 Nov 2004.

Patent application publication

- Li R, Tan B H, Huang Z., Yau W Y, Mobile Manipulator and Method of Controlling the mobile Manipulator for Tracking a Surface, US2018/0001479 A1, Jan 4, 2018.

Selected papers

1. Ang Y., Huang Q., Tung, Anthony K. H., Huang Z., A Stitch in Time Saves Nine: Enabling Early Anomaly Detection with Correlation Analysis, ICDE 2023.
2. Wang M., Chen J., Zhang X., Huang Z., Rahardja S., Multi-modal speech enhancement with bone-conducted speech in time domain, Applied Acoustics, Volume 200, November 2022, 109058.
3. Chen J., Wang M., Zhang X.L., Huang Z., and Rahardja S., End-to-end multi-modal speech recognition with air and bone conducted speech, IEEE International Conference on Acoustics, Speech and Signal Processing, ICASSP 2022.
4. Li R., Huang Z., Kurniawan E., Ho C. K., AuRoSS: an Autonomous Robotic Shelf Scanning System, Regular Paper, IEEE International Conference on Intelligent Robots and Systems (IROS), 2015.
5. Tee K. P., Yan R., Chua Y.W., Huang Z., and Liemhetcharat S., Gesture-Based Attention Direction for a Telepresence Robot: Design and Experimental Study, IEEE International Conference on Intelligent Robots and Systems (IROS), 2014.
6. Gao M.C., Thanh T C., Nanjappa A., Tan S T., Huang Z.: gHull: A GPU algorithm for 3D convex hull. ACM Trans. Math. Softw. 40(1): 3 (2013).
7. Gupta R., Chia A. Y. S. Rajan D., Ng E.S., Huang Z., Image Colorization Using Similar Images, 20th ACM international conference on Multimedia, ACM Multimedia 2012, pp. 369-378.
8. Ooi B. C., Huang Z., Lin D., Lu H., Xu L., Adapting Relational Database Engine to Accommodate Moving Objects in SpADE. ICDE 2007: 1505-1506.
9. Huang Z., Jensen C. S., Lu H., and Ooi B. C., Skyline queries against mobile lightweight devices in MANETs, The 22nd International Conference on Data Engineering (ICDE 2006):66.
10. Zhang H., Huang W., Huang Z., Li L., Affine Object Tracking with Kernel-based Spatial-Color Representation , IEEE Conf. on Computer Vision and Pattern Recognition (CVPR 2005), I, pp. 293-300.
11. Shou L., Huang Z., Tan K.-L., The Hierarchical Degree-of-Visibility Tree , IEEE Transactions on Knowledge and Data Engineering, IEEE CS, Vol. 16, No. 11, Nov. 2004, pp. 1357-1369.
12. Li X., Woon T. W., Tan T. S., and Huang Z., Decomposing Polygon Meshes for Interactive Applications. ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D), 2003, pp.35-42, pp. 243.