Hongyi Chen

	Hongyi Chen	
	Homepage:https://hychen-naza.github.io/	Email: hongyic@andrew.cmu.edu
Research Interests	<b>Robotics and Dexterous Manipulation:</b> Bridge learning and control theory to create robust and efficient solutions for greater scopes of dexterous, contact-rich manipulation tasks.	
EDUCATION	Carnegie Mellon University, 2nd year Ph.D in Robotics; May 2028 (Expected)	
	Georgia Institute of Technology, M.S in Robotics; May 2023	
	Carnegie Mellon University, M.S in Electrical and Computer Engineering; May 2021	
	Peking University, B.A in Economics; June 2019	
	Beijing University of Chemical Technology (BUCT), B.S in A	Applied Mathematics; June 2018
SELECTED PUBLICATIONS	<ol> <li>Hongyi Chen, Abulikemu Abuduweili, Aviral Agrawal, Y Jeffrey Ichnowski. KOROL: Learning Visualizable O for Manipulation. <i>8th Annual Conference on Robot Lea</i></li> <li>Hongyi Chen, Yunchao Yao, Ruixuan Liu, Changliu Liu</li> </ol>	bject Feature with Koopman Operator Rollour arning (CoRL), 2024. [PDF]
	Recovery Using Vision-Language Models With Optim Conference (ACC), 2025. [PDF]	ized Prompts. Submitted to American Control
	[3] Hongyi Chen, Yilun Du, Yiye Chen, Patricio A. Vela, Joshua B. Tenenbaum. Planning with Language Models through Iterative Energy Minimization. In: <i>The International Conference on Learning Repre-</i> <i>sentations (ICLR)</i> , 2023. [PDF]	
	[4] Ruinian Xu, Hongyi Chen, Yunzhi Lin and Patricio A. Vela. SGL: Symbolic Goal Learning for Human Instruction Following in Robot Manipulation. <i>Robotics and Automation Letters (RA-L) with the IROS</i> option, 7(4):10375–10382. 2022 [PDF]	
	[5] Hongyi Chen, Changliu Liu. Safe and Sample efficient Reinforcement Learning for Clustered Dynamic Uncertain Environments. <i>IEEE Control System Letters (L-CSS)</i> , 6:1928–1933. 2021 [PDF]	
Robot Manipulation Research Experience	<ul> <li>Carnegie Mellon University, Pittsburgh, PA</li> <li>Advisor: <i>Jeffrey Ichnowski</i> and <i>Zackory Erickson</i>, Robotics Ins</li> <li>Proposed KOROL, which learns flexible visual features for ually defined object states, and demonstrated that KORO Koopman dynamics based on ground-truth states.</li> <li>Deployed KOROL to learn linear dynamics for force-awar</li> </ul>	Koopman dynamics without the need to man- L, using learned object features, outperforms e human body contact using a soft hand, opti-
	<ul><li>mizing contact poses to achieve desired forces through MPC.</li><li>Investigated how optimizing visual and text prompts can enhance the spatial reasoning of VLMs, enabling them to function effectively as black-box controllers for both motion-level position correction and task-level recovery from unknown failures.</li></ul>	
Robot	Massachusetts Institute of Technology, Cambridge, MA	Jun 2022 – Sep 2022
PLANNING & LEARNING	<ul> <li>Advisor: <i>Joshua B. Tenenbaum</i>, Department of Brain and Cognitive Sciences</li> <li>Proposed an iterative planning approach with masked language models through energy minimization, showcasing unique benefits like task generalization and plan composition.</li> </ul>	
RESEARCH Experience	Georgia Institute of Technology, Atlanta, GA Advisor: <i>Patricio A. Vela</i> , School of Electrical and Computer F Advisor: <i>Danfei Xu</i> , School of Interactive Computing	Dec 2021 – May 2023
	<ul> <li>Developed a hybrid planner combining symbolic and neural methods for parsing human instructions and task planning, alongside a semantic graph neural network for guided object search in home-assistant robots. Deployed the instruction-following pipeline on AI2THOR simulator and physical Stretch robot.</li> </ul>	
	Carnegie Mellon University, Pittsburgh, PA Advisor: <i>Changliu Liu</i> , Robotics Institute	Jan 2021 – May 2022
	• Applied safe control theory with reinforcement learning (RL) to navigate crowded, dynamic, and uncertain environments, ensuring theoretical safety guarantees and achieving a significantly higher probability of collision-free navigation.	
Skills	<b>Programming</b> : Python, Pytorch, C/C++, CUDA	

SKILLS **Programming**: Python, Pytorch, C/C++, CUDA