

# Stanford

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## Chengshu Li

Ph.D. Student in Computer Science, admitted Autumn 2020

### Publications

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#### PUBLICATIONS

- **ReLMoGen: Integrating Motion Generation in Reinforcement Learning for Mobile Manipulation**  
Xia, F., Li, C., Martin-Martin, R., Litany, O., Toshev, A., Savarese, S., IEEE  
IEEE.2021: 4583-4590
- **iGibson 1.0: A Simulation Environment for Interactive Tasks in Large Realistic Scenes**  
Shen, B., Fei Xia, Li, C., Martin-Martin, R., Fan, L., Wang, G., Perez-D'Arpino, C., Buch, S., Srivastava, S., Tchapmi, L., Tchapmi, M., Vainio, K., Wong, J., et al  
IEEE.2021: 7520-7527
- **Interactive Gibson Benchmark: A Benchmark for Interactive Navigation in Cluttered Environments** *IEEE ROBOTICS AND AUTOMATION LETTERS*  
Xia, F., Shen, W. B., Li, C., Kasimbeg, P., Tchapmi, M., Toshev, A., Martin-Martin, R., Savarese, S.  
2020; 5 (2): 713–20