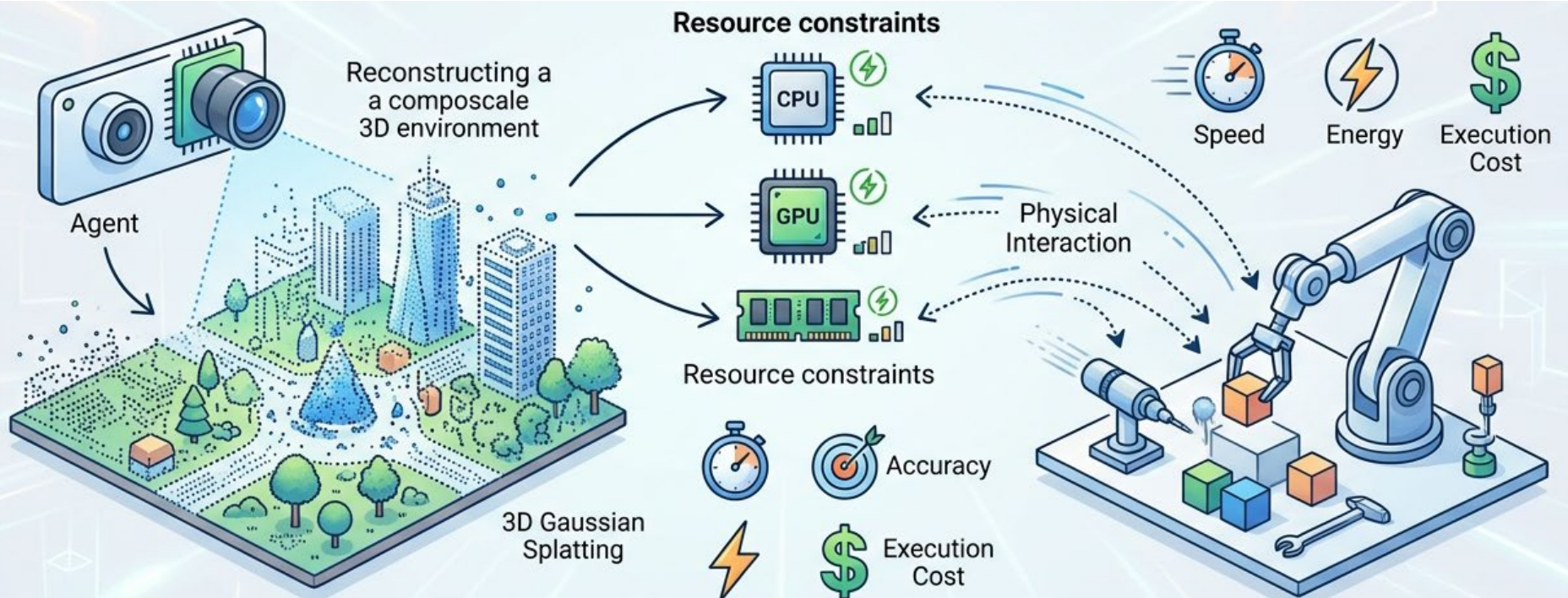


Efficient Spatial and Embodied Intelligence under Resource Constraints

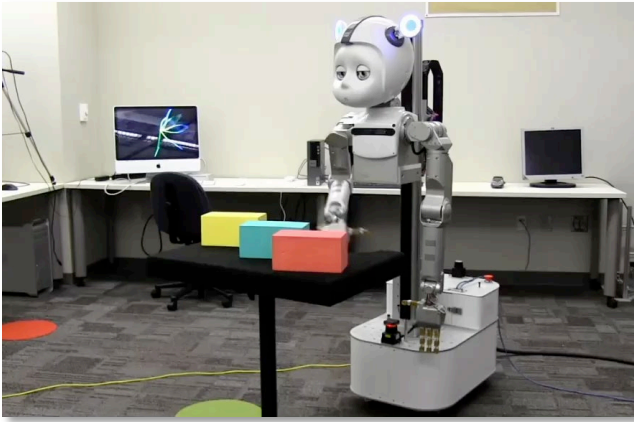
Chaojian Li

Assistant Professor at HKUST

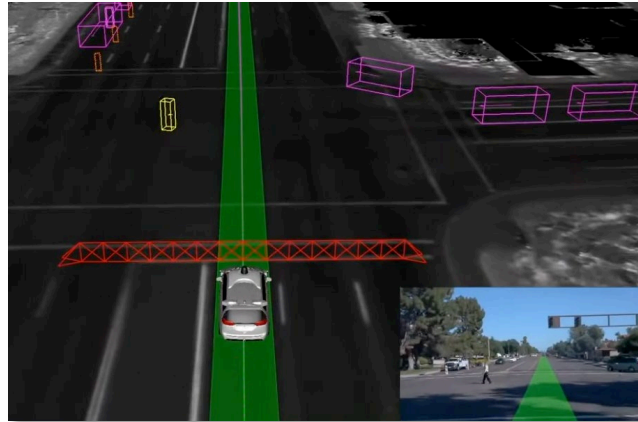


Ubiquitous Spatial & Embodied Intelligence

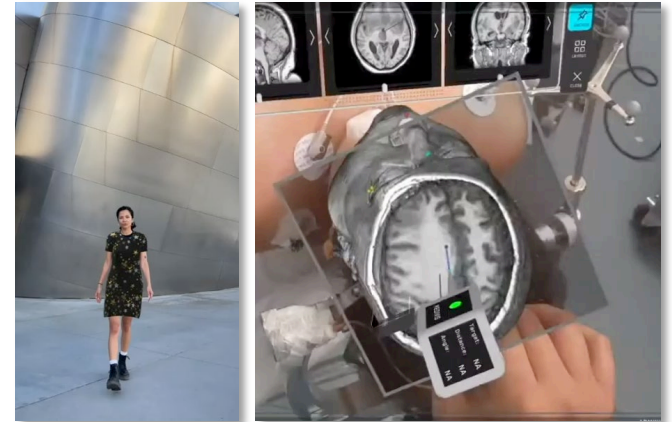
- Every **application**, on every **device**, all at **once**



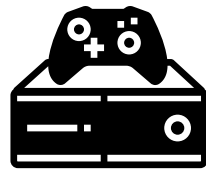
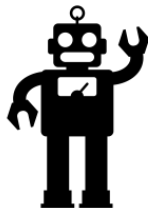
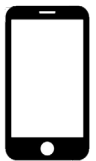
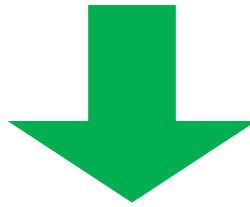
Embodied AI



Autonomous Driving

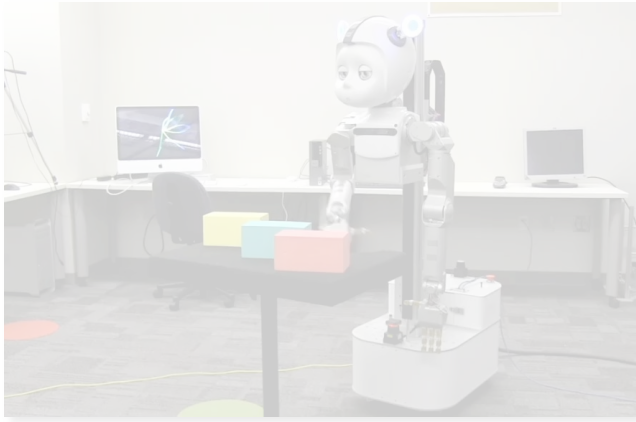


AR/VR



Efficient Deployment: Not Yet Possible

- **Gap** exists between vision and reality



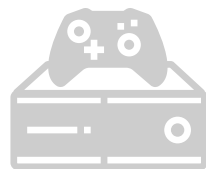
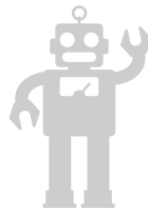
Embodied AI



Autonomous Driving

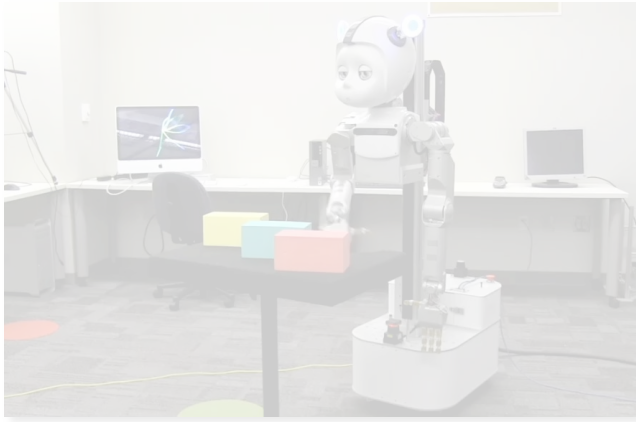


AR/VR



Efficient Deployment: Not Yet Possible

- **Gap** exists between vision and reality



Embodied AI

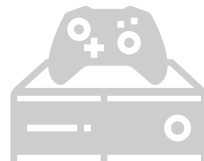
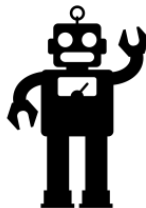
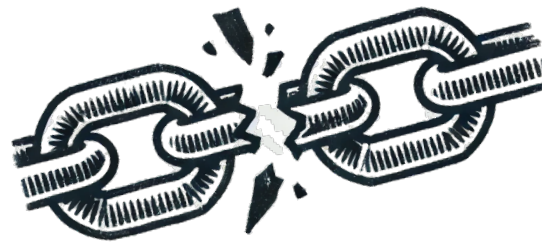


Autonomous Driving



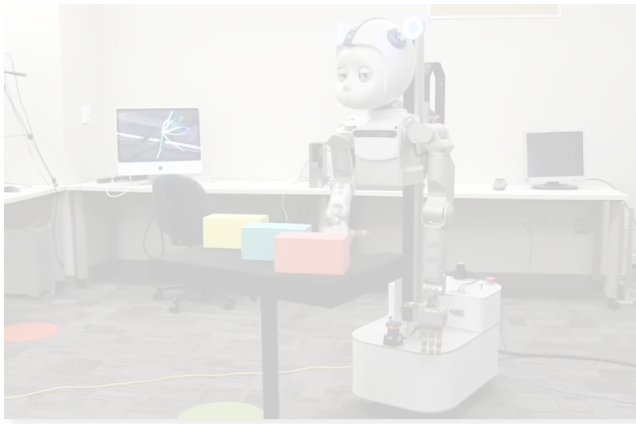
AR/VR

 **Constrained by Power Consumption**



Efficient Deployment: Not Yet Possible

- **Gap** exists between vision and reality



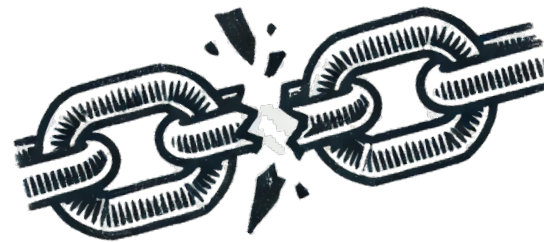
Embodied AI



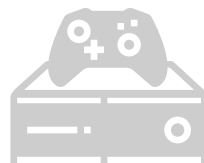
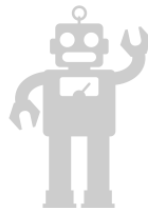
Autonomous Driving



AR/VR

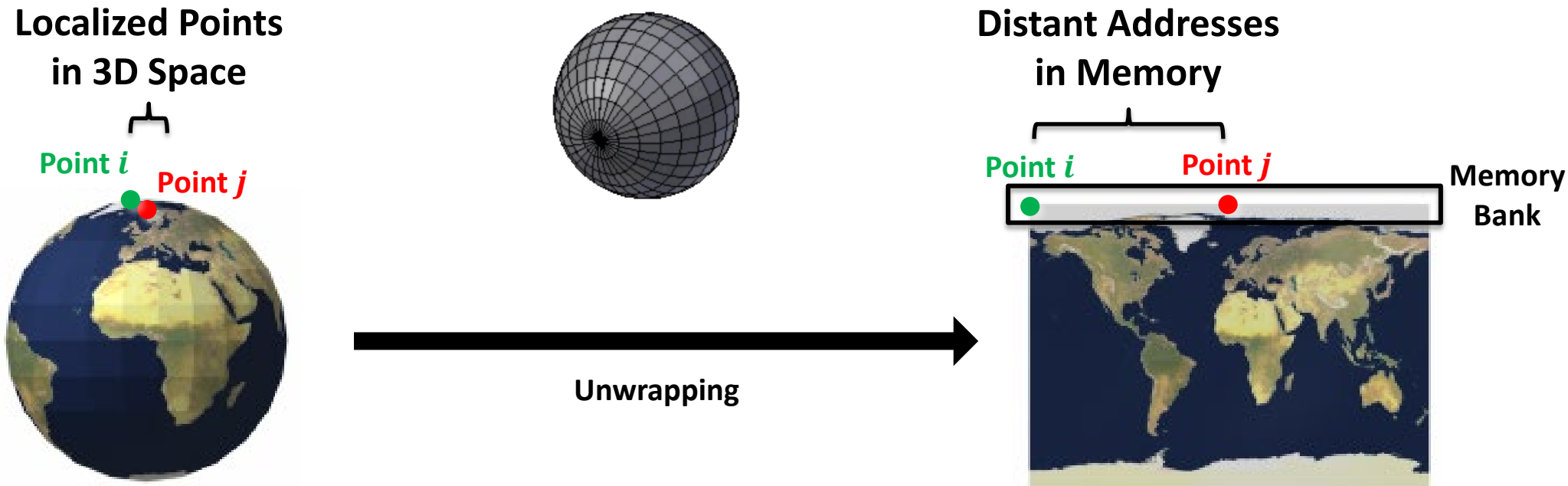


Constrained by
Area/Form Factor Size



Our Work on Tackling Memory Efficiency

- Memory allocation plays a more critical role in spatial & embodied intelligence than in image/text applications
 - Irregular & Massive



Example Application: 3D Reconstruction

- We target reconstructing city-scale scenes

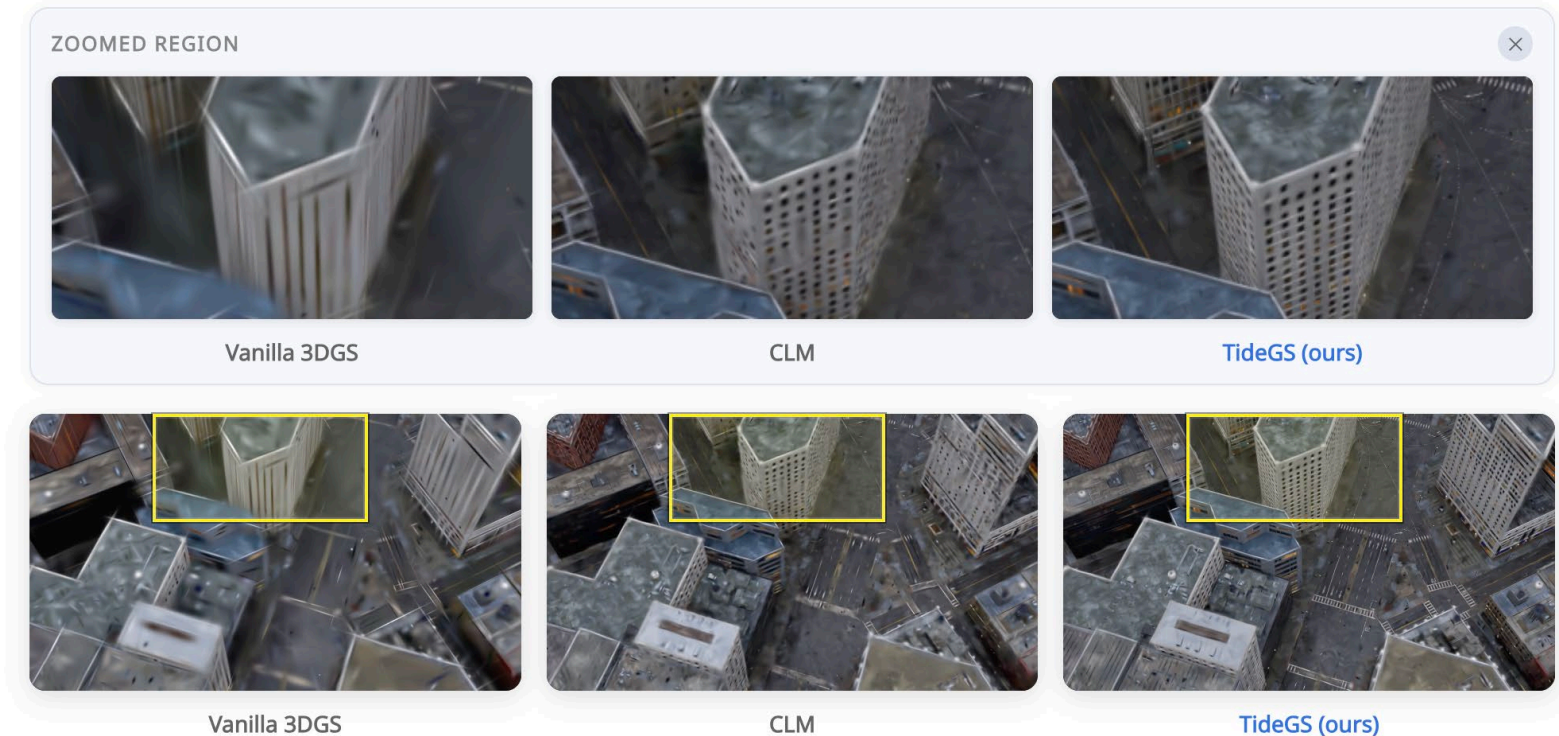
Our Solution: TideGS

- Billion-primitive 3D Gaussian Splatting on a single consumer GPU (RTX A5000 24GB)

TideGS: Results

- Higher GPU utilization enables larger scenes, leading to better visual quality

Method	Scale (N)	Backing Store	PCIe (GB/it)↓	GPU Util.(%)↑	Iter (ms)↓
Naive Offload	~102 M	System RAM	— <i>Out of Memory (OOM)</i> —		
CLM (Zhao et al., 2025)	~102 M	System RAM	0.41	37.0	100.8
TideGS (Ours)	~102 M	NVMe SSD	0.10	43.3	90.7
CLM (Zhao et al., 2025)	~1.1 B	System RAM	— <i>Out of Memory (OOM)</i> —		
TideGS (Ours)	~1.1 B	NVMe SSD	0.97	49.5	525.6



TideGS: More Visualization

- Sharper window details on buildings

ZOOMED REGION



Vanilla 3DGS



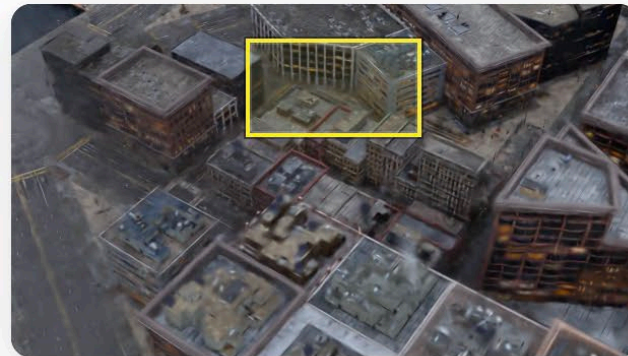
CLM



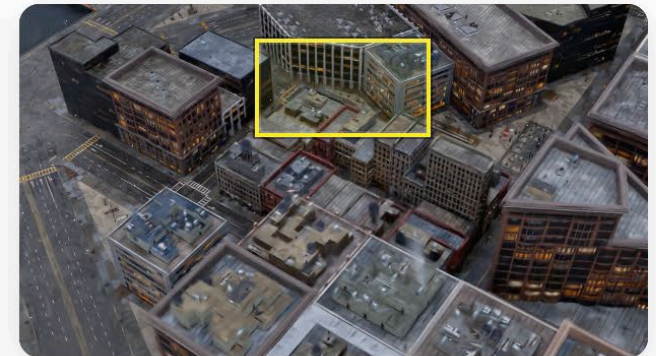
TideGS (ours)



Vanilla 3DGS



CLM



TideGS (ours)

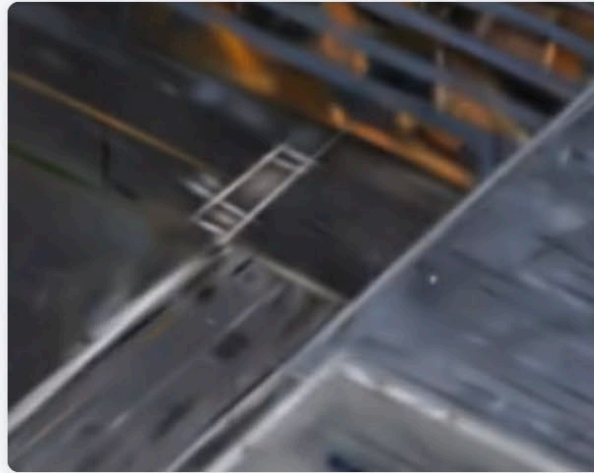
TideGS: More Visualization

- Clearer road view

ZOOMED REGION



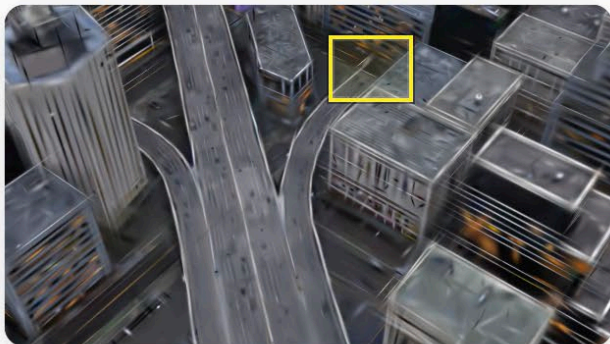
Vanilla 3DGS



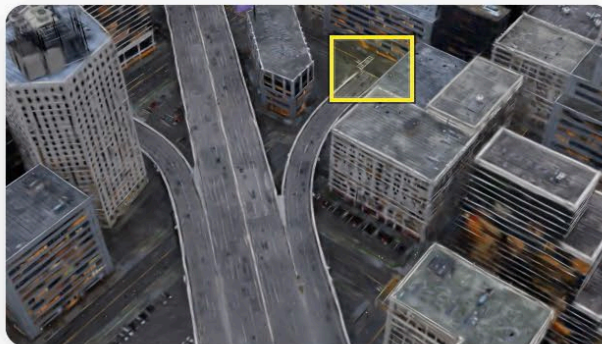
CLM



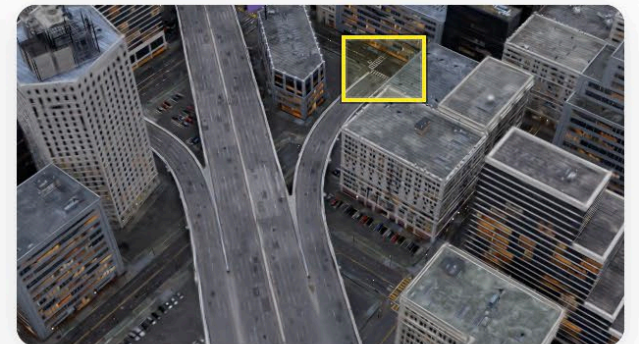
TideGS (ours)



Vanilla 3DGS



CLM



TideGS (ours)

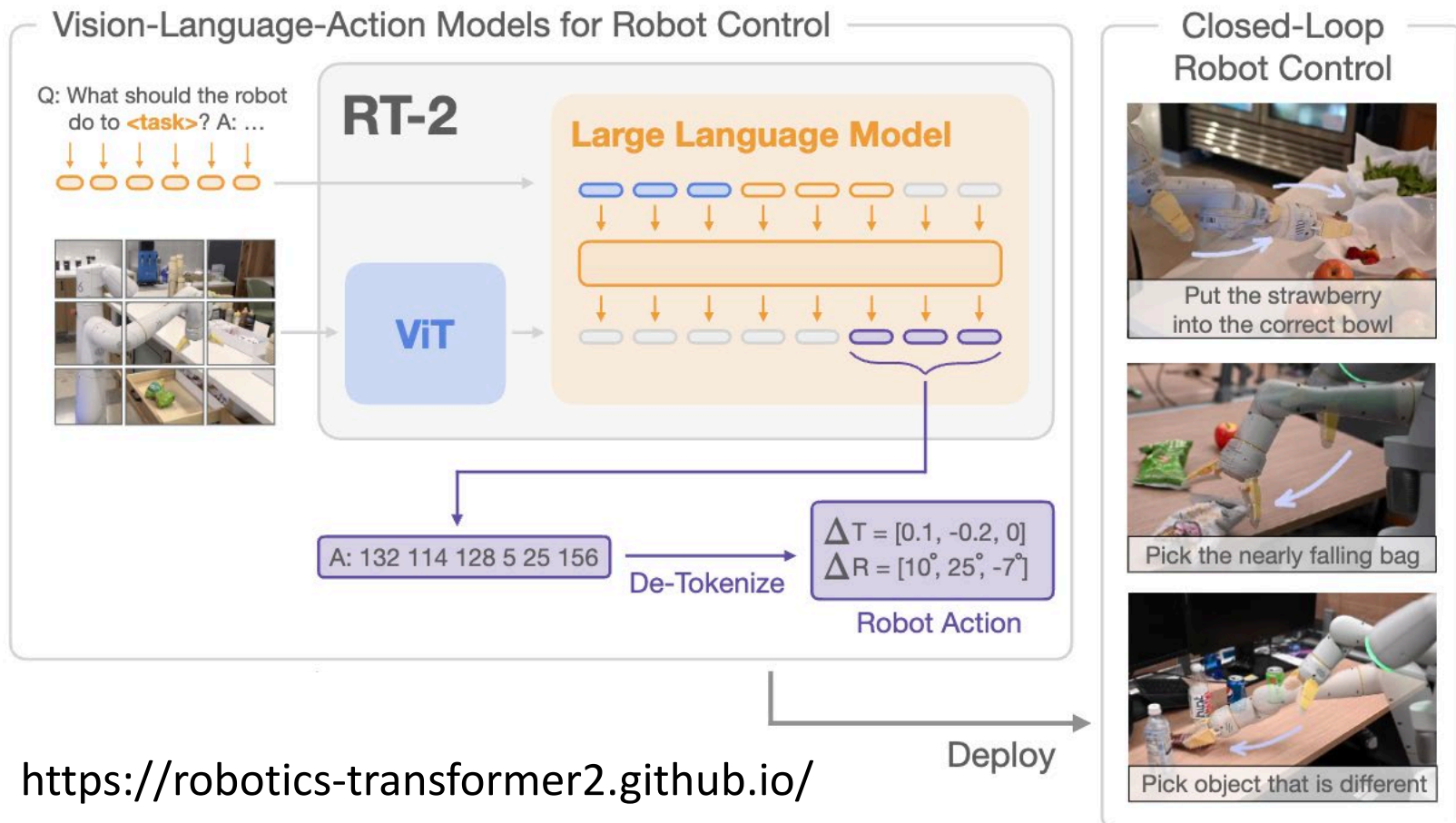
Our Work on Tackling Energy Efficiency

- Energy efficiency is one of the key aspects for scalable and sustainable embodied intelligence in elder care

Our Target

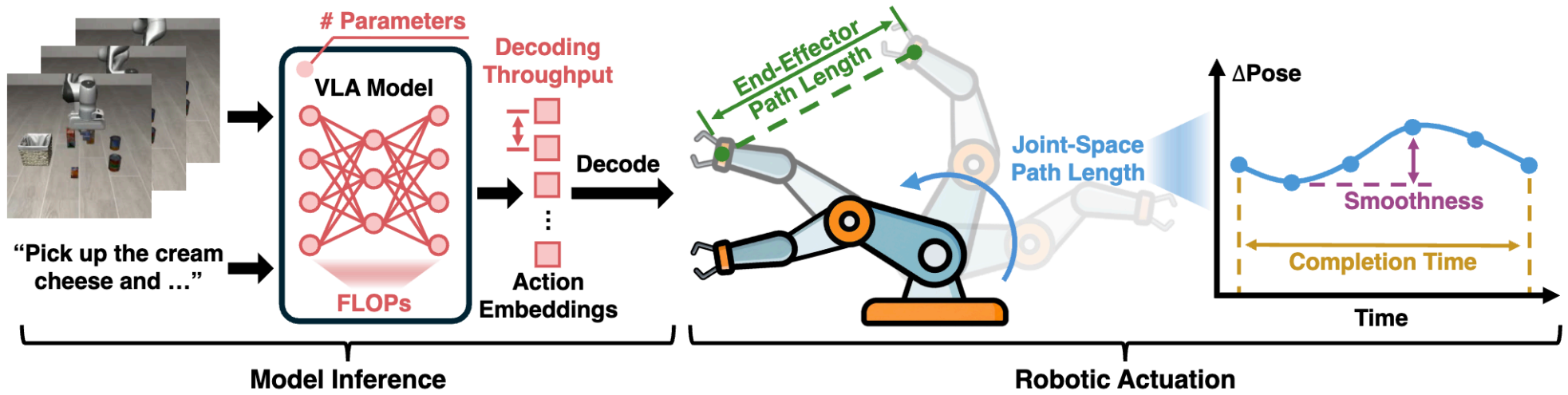
Example Application: VLA Model

- Vision-Language-Action (VLA) models represent robot actions as another language



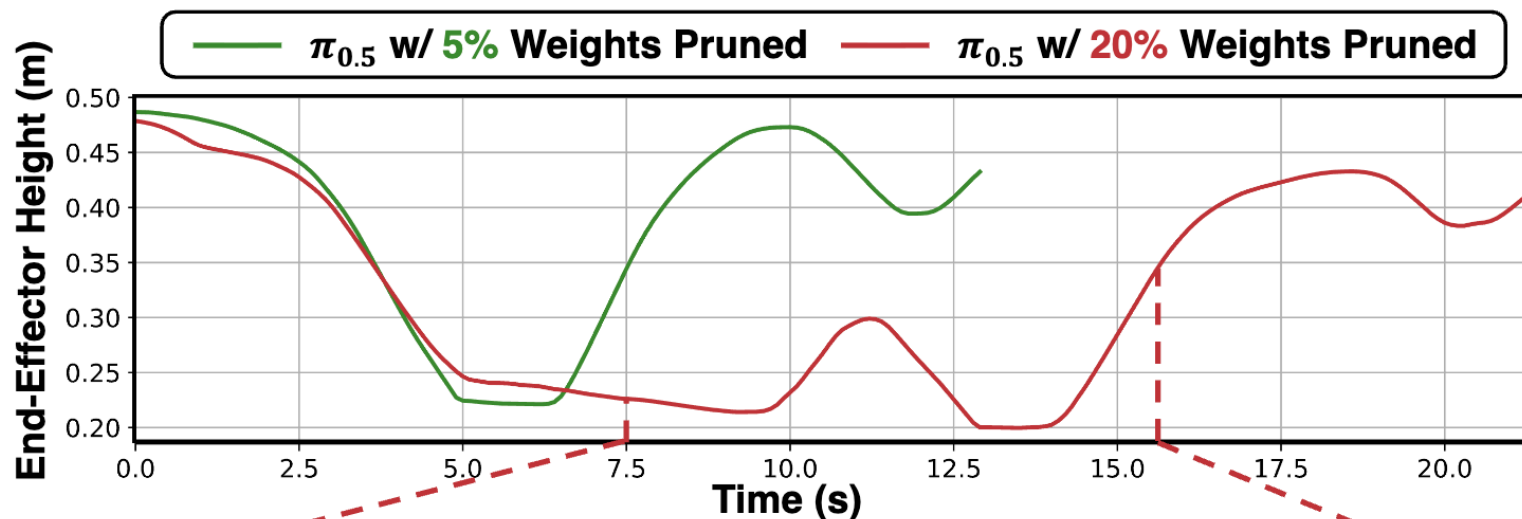
Our Solution: Revisiting Efficiency Metrics

- Model Inference Efficiency:
 - FLOPs, # Params, Decoding throughput, ...
- Robotic Actuation Efficiency:
 - End-effector path length, smoothness, ...



Our New Observations

- Lighter model inference \rightarrow lower actuation efficiency



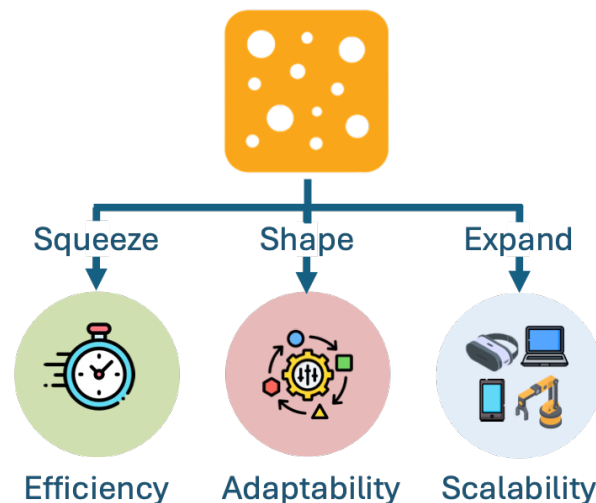
VLA Model	$\pi_{0.5}$ w/ 5% Weights Pruned	$\pi_{0.5}$ w/ 20% Weights Pruned
Success Rate	100%	100%
# Parameters	0.95×	0.80×
Completion Time	13 s	21 s

Summary

- Both memory and energy consumption are key factors in spatial and embodied intelligence applications
- Optimization should be considered from a system- and architecture-level perspective



Lab Website



chaojian@ust.hk

Thanks! We welcome collaboration!