Xi Yang

Project Assistant Professor
Igarashi Lab
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EDUCATION

Ph.D in Engineering 2015.04 - 2018.03
Konno Lab, Graduate School of Engineering, Iwate University, Japan
Major: Design & Media
Ph.D Thesis: Matching and Visualization for Refitting Materials of Stone Tool Based on 3D Measured Point Cloud

Master of Engineering 2013.04 - 2015.03
Konno Lab, Graduate School of Engineering, Iwate University, Japan
Major: Design & Media
Master Thesis: A Feature Preserving Simplification of Point Cloud by Using Clustering Approach Based on Mean Curvature

Bachelor of Engineering 2008.09 - 2012.06
Northwest A&F University, China
Major: Computer Science
Bachelor Thesis: Interactively Controlled Generation Method for Class A Bezier Curve

EMPLOYMENT HISTORY

Project Assistant Professor 2018.04 - now
Igarashi Lab, Graduate School of Information Science and Technology, The University of Tokyo
Research Insterests: Computer Graphics, Deep Learning, Computer Vision, UI Design

PUBLICATIONS

Preprint

1. X. Yang, D. Xia, T. Kin, T. Igarashi, "Surface-based 3D Deep Learning Framework for Segmentation of Intracranial Aneurysms from TOF-MRA Images", arXiv preprint, arXiv:2006.16161, (2020).

Journal

5. C. Zhang, X. Lu, K. Hotta, X. Yang, "G2MF-WA: Geometric Multi-Model Fitting with Weakly Annotated Data", Computational Visual Media, 10 pages, (2020).

4. X.Yang, K. Konno, F. Chiba, S. Yokoyama, "Visualization of Flake Knapping Sequence with Analyzing Assembled Chipped Stone Tools", The Journal of Art and Science, Vol.18, No.1, pp.40-50, (2019).

3. X.Yang, K. Matsuyama, K. Konno, "A New Method of Refitting Mixture Lithic Materials by Geometric Matching of Flake Surfaces", The Journal of Art and Science, Vol.15, No.4, pp.167-176, (2016).

2. X. Yang, K. Matsuyama, K. Konno, Y. Tokuyama, "A Feature Preserving Simplification of Point Cloud by Using Clustering Approach Based on Mean Curvature", The Journal of Art and Science, Vol.14, No.4, pp.117-128, (2015).

1. Zhang Zhiyi*, Yang Xi, "Interactively Controlled Generation Method for Class A Bezier Curve", Computer Applications and Software, Vol.31, No.2, (Feb. 2014).

Conference

11. X. Yang, D. Xia, T. Kin, T. Igarashi, "IntrA: 3D Intracranial Aneurysm Dataset for Deep Learning", IEEE Conference on Computer Vision and Pattern Recognition (CVPR 2020), Seattle, June 16 - 18, (2020). **Oral**

10. X. Yang, B. Wu, I. Sato, T. Igarashi, "Directing DNNs Attention for Facial Attribution Classification using Gradient-weighted Class Activation Mapping", CVPR-19 Workshop on Explainable AI, Long Beach, CA, June 16th - 20th, (2019).

9. K. Ushiwaka, X. Yang, S. Tokai, C. Zhang, "Research on Point Cloud Filtering Based on Probability Mixture Distribution", ViEW2018, Yokohama, December 6-7, (2018).

8. T. Lin, X. Yang, F. Chiba, K. Konno, "An Interactive Reassembly Method for Stone Tool Restoration", NICOGRAPH 2018, , (2018).

7. T. Lin, X. Yang, K. Konno, "A Method of Searching Lithic Cores by Average Linkage Clustering", NICOGRAPH International 2018, , (2018).

6. T. Batbold, X. Yang, K. Konno, "A Study of Finding Target Objects for Visualizing Stone Tool Assembly", NICOGRAPH International 2018, , (2018).

5. T. Lin, X. Yang, K. Matsuyama, K. Konno, "An Edge Optimization Method Based on Segmented Surfaces of Stone Flakes", International Workshop on Advanced Image Technology 2018 (IWAIT 2018), , (2018).

4. X. Yang, K. Matsuyama, K. Konno, F. Chiba, S. Yokoyama, "Analysis and Visualization Instruction by Flake Knapping Sequence for Chipped Stone Tools", NICOGRAPH 2017, pp.1-8, (2017).

3. X. Yang, K. Matsuyama, K. Konno, "Pairwise Matching of Stone Tools Based on Flake-Surface Contour Points and Normals", Eurographics Workshop on Graphics and cultural Heritage, The Eurographics Association, (2017).

2. X. Yang, K. Matsuyama, K. Konno, "Interactive Visualization of Assembly Instruction for Stone Tools Restoration", The 10th IEEE Pacific Visualization Symposium (PacificVis 2017), pp.270-274, (2017).

1. X. Yang, K. Matsuyama, K. Konno, Y. Tokuyama, "A Feature Preserving Simplification of Point Cloud by Using Clustering Approach Based on Mean Curvature", NICOGRAPH 2014, pp.9-16, 11 2-4 , (2014).

Poster

2. Yinan Wang, Xi Yang, Tsukasa Fukusato, Takeo Igarashi, "Computational Design and Fabrication of 3D Wire Bending Art", ACM SIGGRAPH ASIA 2019 Poster, Brisbane, 11.17-20, (2019).

1. Zepeng Wang, Yiyuan Zu, Yixin Shen, Xianmiao Wang, Xi Yang, Zhiyi Zhang, "A Method of Feature Lines Generation of Cultural Relics Based on Point Clouds", NICOGRAPH International 2019, July 5-7, (2019).