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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:

EMPLOYMENT HISTORY

Project Assistant Professor 2018.04 - now

Igarashi Lab, Graduate School of Information Science and Technology, The University of Tokyo

Research Interests: Computer Graphics, Deep Learning, Computer Vision, UI Design

PUBLICATIONS

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

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).