

Kaihua Tang

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EDUCATION

Nanyang Technological University, Singapore

- Ph.D in Computer Science Jul 2018 – Dec 2021
 - Adviser: Asst. Prof. Hanwang Zhang

Shanghai Jiao Tong University, China, Waseda University, Japan

- Dual M.S. Program in Computer Science Sep 2015 – Mar 2018
 - Adviser: Prof. Lizhuang Ma & Prof. Sei-ichiro Kamata

Shanghai Jiao Tong University, Shanghai, China

- B.S. in Computer Science (**IEEE Pilot Class**) Sep 2011 – Jul 2015
 - Adviser: Prof. Kai Yu
- Second Major in Chinese Painting Sep 2012 – Jul 2014
 - Adviser: Qi Wang

WORK EXPERIENCE

Nanyang Technological University, Singapore

- Postdoctoral Research Scientist Jan 2022 – Now
 - Working with Asst. Prof. Hanwang Zhang

PUBLICATIONS

Accumulated 1400+ citations in 4 years (<https://scholar.google.com/citations?user=WuO1sSkAAAAJ>)

- Kaihua Tang, Mingyuan Tao, Jiaxin Qi, Zhenguang Liu, Hanwang Zhang, “Invariant Feature Learning for Generalized Long-Tailed Classification,” in ECCV, Oct 2022.
- Xuanyu Yi, Kaihua Tang, Xian-Sheng Hua, Joo-Hwee Lim, Hanwang Zhang, “Identifying Hard Noise in Long-Tailed Sample Distribution,” **Oral Presentation**, in ECCV, Oct 2022.
- Jiaxin Qi, Kaihua Tang, Qianru Sun, Xian-Sheng Hua, Hanwang Zhang, “Class Is Invariant to Context and Vice Versa: On Learning Invariance for Out-Of-Distribution Generalization,” in ECCV, Oct 2022.
- Kaihua Tang, Mingyuan Tao, Hanwang Zhang, “Adversarial Visual Robustness by Causal Intervention,” arXiv preprint, 2021.
- Xinting Hu, Kaihua Tang, Chunyan Miao, Xian-Sheng Hua, Hanwang Zhang, “Distilling Causal Effect of Data in Class-Incremental Learning,” in CVPR, Jun 2021.
- Yulei Niu, Kaihua Tang, Hanwang Zhang, Zhiwu Lu, Xian-Sheng Hua, Ji-Rong Wen, “Counterfactual VQA: A Cause-Effect Look at Language Bias,” in CVPR, Jun 2021.
- Kaihua Tang, Jianqiang Huang, Hanwang Zhang, “Long-Tailed Classification by Keeping the Good and Removing the Bad Momentum Causal Effect,” in *NeurIPS*, Dec 2020.
- Mitra Tajrobehkar, Kaihua Tang, Hanwang Zhang, Joo-Hwee Lim, “Align R-CNN: A Pairwise Head Network for Visual Relationship Detection,” in *TMM*, 2021.
- Kaihua Tang, Yulei Niu, Jianqiang Huang, Jiaxin Shi, Hanwang Zhang, “Unbiased Scene Graph Generation from Biased Training,” **Oral Presentation**, in CVPR, Jun 2020.
- Xinting Hu, Yi Jiang, Kaihua Tang, Hanwang Zhang, Chunyan Miao, Jingyuan Chen, “Learning to Segment the Tail,” in CVPR, Jun 2020.
- Kaihua Tang, Hanwang Zhang, Baoyuan Wu, Wenhan Luo, Wei Liu, “Learning to Compose Dynamic Tree Structures for Visual Contexts,” **Oral & Best Paper Finalists (45/5160)**, in CVPR, Jun 2019.
- Xu Yang, Kaihua Tang, Hanwang Zhang, Jianfei Cai, “Auto-Encoding Scene Graphs for Image Captioning,” **Oral Presentation**, in CVPR, Jun 2019.
- Kaihua Tang, Sei-ichiro Kamata, Xiaonan Hou, Shouhong Ding, Lizhuang Ma, “Eigen-Aging Reference Coding for Cross-Age Face Verification and Retrieval,” in ACCV, Nov 2016.

PROJECTS

Accumulated more than 2000+ Github Stars in 4 years (<https://github.com/KaihuaTang>)

Scene-Graph-Benchmark.pytorch (750+ Stars)

- Github Link: <https://github.com/KaihuaTang/Scene-Graph-Benchmark.pytorch> 2020

	Long-Tailed-Recognition.pytorch (450+ Stars)	
	▪ Github Link: https://github.com/KaihuaTang/Long-Tailed-Recognition.pytorch	2020
	VQA2.0-Recent-Approachs-2018.pytorch (250+ Stars)	
	▪ Github Link: https://github.com/KaihuaTang/VQA2.0-Recent-Approachs-2018.pytorch	2019
ACADEMIC SERVICES	Organizing Committees	
	▪ 2st Causality in Vision Workshop at ECCV 2022	2022
	▪ 1st Causality in Vision Workshop at CVPR 2021	2021
	Talks and Blogs	
	▪ Invited talk to TechBeat, Hosted by TechBeat AI Community, Online	Oct 2022
	▪ Invited talk to Kuaishou, Recommendation System Group, Beijing	Jul 2021
	▪ Invited talk to The Lab for Media Search (LMS), NUS, Singapore	Jun 2021
	▪ Invited talk to VALSE Webinar (volume 20-29), Hosted by Prof.Meng Yang, Online	Dec 2020
	▪ Invited talk to Causal AI Reading Group, Jointly Hosted by Swarma Club and BAAI Hub	Dec 2020
	▪ Invited talk to Jishi Community, Hosted by Jishi Team, Bilibili	Dec 2020
	▪ Invited talk to Alibaba Group, Hosted by Tianchi Team from Alibaba Cloud, Hangzhou	Nov 2020
	▪ Invited talk to Jiantao Jiao's Lab, Hosted by Ph.D. Banghua Zhou, UC Berkeley	Oct 2020
	▪ Blogs : Sharing Research Experiences at Zhihu, https://www.zhihu.com/people/kaihuatang	
	Paper Review	
	▪ CVPR, ECCV, ICCV, WACV, NeurIPS, ICLR, ICML(Outstanding Reviewer 2022), AAAI, TPAMI	
AWARDS & SCHOLARSHIPS	▪ Outstanding Reviewer (Top 10%) for ICML 2022	2022
	▪ 2021 Alibaba Outstanding Interns in Academic Cooperation, Alibaba Group	2021
	▪ 2021 & 2019 PREMIA Best Student Paper Award, 2nd Place, PREMIA	2021, 2019
	▪ CVPR 2019 Best Paper Finalists, CVPR Committee	2019
	▪ Honorable Judge Award, The 5th Cloud Programming World Cup, FORUM8 Tokyo	2017
	▪ Waseda Partial Tuition-Waiver Scholarship for Privately Financed International Students GPA rank Top 10 out of 300.	2015
	▪ IPS special scholarship for international students, Waseda University	2014
	▪ Monbukagakusho Honors Scholarship for Privately Financed International Students	2014
	▪ Emerging Talent Award, Cloud Programming World Cup (FORUM8), Tokyo	2013
INTERNSHIP	Alibaba, DAMO Academy, Research Intern , Hangzhou, China	
	▪ Project: Robust Machine Learning (2021 Alibaba Outstanding Interns)	Jul 2019- Nov 2021
	Tencent, AI Lab, Research Intern , ShenZhen, China	
	▪ Project: Scene Graph Generation	Mar 2018- Jun 2018
	Mihoyo, Mobile Game Development Intern , Shanghai, China	
	▪ Project: Mobile Game Development Using Unity 3D.	Apr 2017- Dec 2017
	TOSHIBA Research & Development Intern , TOSHIBA, Tokyo, Japan	
	▪ Project: Image Inpainting	Aug 2015- Sep 2015
SKILLS	Recently Used: Python, Pytorch; Have Experience Before: MATLAB, C#, Java, C++,	
LANGUAGES	▪ Chinese: Native language, English: Fluent (TOEFL 103, GRE 328), Japanese: Basic (N2).	
VOLUNTEER ACTIVITIES	▪ 28th ACM-Multimedia Program, ACM-MM Committees	Oct 2020 – Oct 2020
	▪ YAPM Summer Volunteer Program, TECC Organization	Jul 2014 – Aug 2014
INTERESTS	Outdoor Activities (Hiking, Camping, Mountain Climbing, Roller Skating, etc), Anime, Comic and Games (ACG), Game Development	

[CV compiled on 2022-10-10]