

Yizirui Fang

(667) 391-4284 | yizirui.fang@gmail.com | GitHub: yizirui | yiziruifang.com LinkedIn: easey-f |

EDUCATION

Johns Hopkins University

MSE in Computer Science, GPA: 3.9

May. 2024

Baltimore, MD, USA

Imperial College London

Machine Learning and Applied Statistics Program, 7.5 ECTS, 3.7/4.0

Jul. 2019 - Aug. 2019

London, UK

University of Nottingham

BSc in Computer Science with Honors, First Class, Top 5%

Jul. 2022

Nottingham, UK

RESEARCH INTERESTS

Trustworthy Machine Learning, Uncertainty Quantification, Embodied Assistance

PUBLICATION

- **Yizirui, Fang**, and Eric Nalisnick. “Learning to Defer with an Uncertain Rejector via Conformal Prediction.” (*AISTATS* Under Review), also in *NeurIPS 2024 Workshop on Bayesian Decision-making and Uncertainty*
- Ying, Lance, Jason Xinyu Liu, Shivam Aarya, **Yizirui Fang**, Stefanie Tellex, Joshua B. Tenenbaum, and Tianmin Shu. “SIFTToM: Robust Spoken Instruction Following through Theory of Mind.” *arXiv preprint arXiv:2409.10849* (2024), also accepted in 2024 AAAI Symposium on Unifying Representations for Robot Application Development
- Ying, Lance*, **Yizirui Fang***, Shivam Aarya*, Joshua B. Tenenbaum, and Tianmin Shu. “UnclearInstruct: An Embodied Assistance Challenge for Multi-modal Speech Instruction Following with Diverse Speech Condition” 2024 AAAI Symposium on Unifying Representations for Robot Application Development
- **Yizirui, Fang**, and Anthony Bellotti. “Investigating Data Usage for Inductive Conformal Predictors.” *arXiv preprint arXiv:2406.12262* (2024).

RESEARCH EXPERIENCE

Learning to Defer with an Uncertain Rejector via Conformal Prediction

Jan. 2024 - Present

- Proposed a **uncertainty-based distribution-free** post-train framework for learning to defer in enhancing the collaborative performance of human and AI team and rendering safer decisions on tasks ranging from object to hate speech detection via **uncertainly quantification**, advised by Prof. Eric Nalisnick
- Developed surrogate loss functions for wide ResNet, human expert simulators and data augmentation with **PyTorch**
- Proposed active learning pipeline with **uncertainty quantification** methods including batch ensemble, SNGP, MC-Dropout, and BNN for Wide ResNet on CIFAR-10/100 dataset using **TensorFlow** and **Python**
- Developed and automated experiments on CIFAR10 w/ corruption, human, Hate Speech, and Street View dataset
- Surveyed distribution shift on wide ResNet using **OpenCV** and visualized using **matplotlib** and **seaborn**
- Automated and distributed experiments over GPUs with **Slurm**, **Shell**, and **Docker** at **Linux HPC**

Social Cognitive AI Lab, Johns Hopkins

Jan. 2024 - Present

- Proposed a Spoken Instruction Following through Theory of Mind (SIFTToM) model to interpret acoustic wave and human auditory perception to infer robot goals on simulated and real-world data advised by Prof. Tianmin Shu
- Developed simulation to evaluate human-robot collaboration given unintelligible human instructions with **Habitat**
- Developed a LLM enhanced representation learning for a fusion of speech and visual representation data with **PyTorch** and **litgpt** to estimate the goal of human under unclear and ambiguous instructions
- Created GPU optical flow tracking pipeline with **Python** and **OpenCV** with object and motion path highlighting
- Surveyed multi-modal LLM for semantic learning and their representation fusion with **OpenAI API** and **LlaMA**

Investigation of Data Usage for Inductive Conformal Predictors

May. 2021 - Jun. 2022

- Proposed and demonstrated a data inducting algorithm to refine the machine learning uncertainty quantification with 54% upgrade in accuracy and 16% in efficiency with **Scikit Learn**, **seaborn**, and **TensorFlow**
- Proposed and proved with theoretical and empirical analysis the relationship among an uncertainty quantification algorithm, conformal predictor, three data sets and verified hypotheses with **Python**, **Scipy** and **Statsmodel**
- Surveyed neural networks architecture for cover type classification and assumption-free uncertainty quantification

Augmentation for Distribution Drift in Credit Scoring

May. 2020 - Aug. 2021

- Proposed data augmentation algorithms against distribution drift of credit scoring models, and improve the AUC of ML models from 0.73 to 0.85 with **LightGBM** and **PyTorch** under various economic factors
- Analysis and visualize experimental data statistically with **Pandas** and **matplotlib**
- Created large-scale databases for ~2 bn financial time-series data points with **Spark** and **SQLAlchemy**

DEVELOPMENT EXPERIENCE

Full-stack Software Engineer Intern

May. 2023 - Aug. 2023

League of Southeastern Credit Unions, Digital Operation Team

Remote, US

- Delivered 2 web systems for 100+ credit unions using **TypeScript** and **Python**, attracting 10k users from 0 to 1
- Designed and developed for **RESTful APIs**, middleware and data mutation including search, customizable dashboard and form with **Next.js**, **node.js** and **NextAuth**, customizable event triggers with **webhook**
- Engineered robust cache and real-time notification systems with **Redis** and **RabbitMQ** infra and designed TTL, cache eviction and polling policies, reduced fetch and search time by 32%, scaled to handle 50k tps
- DevOpsed with **Nginx**, **Docker**, **Jenkins**, **Shell** at **AWS EC2**, **ECS** and **EKS**, Tested with **Jest** in **CI/CD**

Software and Technology Developer

Sept. 2020 - Aug. 2022

VR-Based Classroom Lab, University of Nottingham

Remote

- **One pending patent**, One Innovative Software for Education with Immersive Technology (XR) for education proposes, Award Vice-Chancellor's Medal 2022
- Designed and implemented multi-player features: scene customization, player and object sync for PC and VR, by **RPC** and improved the network waiting time from 142s to 122s in **C#**, **OpenXR**, and **Photon Engine**
- Developed data storage for game status restoration and player inventory with **serialization** in **Unity**
- Developed UX of gaming, including player movement, player object interaction, avatar interaction, player dialogue, and, embedded browser with **Steam VR** and **Google VR** in MVC pattern for multi-devices with **C#**
- Coached STEM Programming Summer School and faculty training workshops each engaging over 50 people

AWARDS

- 2022 Dean scholarship at University of Nottingham
- 2021 Department Head Scholarship at University of Nottingham
- 2021 Mathematical Contest in Modeling, Honorable Mention

TECHNICAL SKILLS

Languages: Python, C/C++, C#, TypeScript, JavaScript, Java, SQL, Shell, OCaml, Haskell

Frameworks & Tools: PyTorch, TensorFlow, LightGBM, OpenCV, Slurm, Unity, PostgreSQL, Django, Docker