

# Yiwei Yang

## University of Washington

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## Education

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- 10/20 - present* **University of Washington**  
*Seattle, WA* PhD Student, Information School  
Research Interests: Interpretability and Fairness in Machine Learning  
Advisor: Bill Howe
- 09/15 – 05/19* **University of Michigan**  
*Ann Arbor, MI* B.S. in Computer Science and Engineering

## Professional Experience

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- 10/20 - present* **University of Washington**  
*Seattle, WA* Graduate Student and Researcher
- 05/18 – 08/18* **IBM Research, Almaden**  
*San Jose, CA* Research Intern (Mentor: Yunyao Li, Eser Kandogan, Prithviraj Sen)

## Research Projects

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- 02/22 - Present* **Group-level Feature Visualization for Fair Image Classification**  
*UW* Working on a novel feature visualization method that surfaces what an image classifier has learned about a target class belonging to a group of interest (e.g. female doctor vs male doctor)
- 05/21 - 01/22* **XAI meets Fairness: Co-Regularization of Procedural and Distributive Fairness in Neural Networks**  
*UW* Introduced a novel fairness metric for procedural fairness by computing the divergence of feature attributions between different groups (*In Submission to FAccT 2022*)
- 07/19 – 01/20* **Generating User-efficient Clarification Questions**  
*U of M* Worked on a human-machine hybrid approach that leverages human intelligence and ranking by information gain to select questions that balance the trade-off between information gain and answerability

- 05/18 – 05/19 **Learning Linguistic Expressions with Deep Learning and Human-in-the-Loop**  
 IBM Research Worked on a novel human-in-the-loop interaction paradigm which learns first-order-logic rules with deep learning and recruits people to select rules that generalize beyond the training data; this work is featured on IBM Research Blog <https://www.ibm.com/blogs/research/2019/07/heidl-acl2019/>
- 05/17 – 09/17 **Bolt: Instantaneous Crowdsourcing Via Just-in-Time Training**  
 U of M Worked on a “look-ahead” approach which breaks the cognitive barrier of humans by predicting possible future states and fetching actions to each state beforehand through crowdsourcing

## Publications

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### Conference Full Papers

- C.04 A. Lundgard, **Y. Yang**, M.L. Foster, W.S. Lasecki. Bolt: Instantaneous Crowdsourcing via Just-in-Time Training. *In Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018). Montreal, Canada.*
- C.03 S.W. Lee, Y. Zhang, I. Wong, **Y. Yang**, S. D. O’Keefe, W.S. Lasecki. SketchExpress: Remixing Animations for More Effective Crowd-Powered Prototyping Of Interactive Interfaces. *In Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2017). Quebec City, Canada.*
- C.02 H. Kaur, M. Gordon, **Y. Yang**, J. Teevan, E. Kamar, J. Bigham, W.S. Lasecki. CrowdMask: Using Crowds to Preserve Privacy in Crowd-Powered Systems via Progressive Filtering. *In AAAI Conference on Human Computation Demos (HCOMP 2017), Quebec City, Canada.*
- C.01 Y. Chen, S.W. Lee, Y. Xie, **Y. Yang**, W.S. Lasecki, S. Oney. Codeon: On Demand Software Development Assistance. *In Proceedings of the International ACM Conference on Human Factors in Computing Systems (CHI 2017), Denver, USA.*

### Workshop/Demo/Posters

- P.03 **Y. Yang.**, E. Kandogan, Y. Li, W.S.Lasecki, P.Sen. HEIDL: Learning Linguistic Expressions with Deep Learning and Human-in-the-Loop. *In Proceedings of the Association for Computational Linguistics (ACL 2019). Florence, Italy.*  
 (Best Poster at Michigan AI Symposium, 1/55)
- P.02 **Y. Yang.**, E. Kandogan, Y. Li, W.S.Lasecki, P.Sen. A study on Interaction in Human-in-the-Loop Machine Learning for Text Analytics. *Joint Proceedings of the ACM IUI 2019 Workshops co-located with the 24<sup>th</sup> ACM Conference on Intelligent User Interfaces (ACM IUI 2019), Los Angeles, USA, March 20, 2019.*

*P.01* S. W. Lee, **Y. Yang**, S. Yan, Y. Zhang, I. Wong, Z. Yan, M. McGruder, C. M. Homan, W. S. Lasecki. Creating Interactive Behaviors in Early Sketch by Recording and Remixing Crowd Demonstrations. *In AAAI Conference on Human Computation Demos (HCOMP 2016), Austin, TX.*