Yiwei Yang

University of Washington

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Education

10/20 — Present University of Washington

Seattle, WA Ph.D. in Information Science

Research Interests: Fairness in Machine Learning - Surfacing and

mitigating model biases

Advisor: Bill Howe

09/15 - 05/19 University of Michigan

Ann Arbor, MI B.S. in Computer Science and Engineering

Professional Experience

10/20 — Present University of Washington

Seattle, WA Graduate Student and Researcher

06/22 - 09/22 **SONY AI**

Remote Research Intern (Mentors: William Thong, Alice Xiang)

05/18 – 08/18 **IBM Research, Almaden**

San Jose, CA Research Intern (Mentors: Eser Kandogan, Prithviraj Sen, Yunyao

Research Projects

02/22 — Present Improving Robustness to Spurious Correlations with Concepts

UW Introduced a framework that first uses out-of-distribution examples to infer group labels, then applies robust training methods with the inferred group labels to improve worst-group accuracy

Accepted to ICML SCIS 2023 In Submission to CVPR 2024

06/22 - Present Bias Propagation in Knowledge Distillation for Vision Models

SONY AI Showed that fairness properties transfer from teacher to student model in knowledge distillation

In Submission to ICASSP 2024

- 05/22 11/22 Surfacing Gender Bias of Vision-Language Models
 - UW Showed that CLIP-based models tend to objectify women through a series of experiments (e.g. embedding association tests)
 Preprint https://arxiv.org/abs/2212.11261
 Accepted to FAccT 2023

05/21 - 01/22 Surfacing Relations between Distributive and Procedural and UW Fairness

Designed a novel fairness loss term using feature attributions for procedural fairness and study how it interacts with distributive fairness

Accepted to HICSS 2024

Publications

- Y. Yang, B. Howe. Does a Fair Model Produce Fair Explanations? P.10 Relating Distributive and Procedural Fairness. *In Proceedings of the 57th Hawaii International Conference on System Sciences, HICSS* 2024, Hawaii, USA.
- P.09 Y. Yang., A. Liu, R. Wolfe, A. Caliskan, B. Howe. Regularizing Model Gradients with Concepts to Improve Robustness to Spurious Correlations. Fortieth International Conference on Machine Learning Workshop on Spurious Correlations, Invariance, and Stability (ICML SCIS 2023).
- P.08 R. Wolfe, Y. Yang, B. Howe, A. Caliskan. Contrastive Lanuages-Vision AI Models Pretrained on Web-Scraped Multimodal Data Exhibit Sexual Objectification Bias. *In Proceedings of the ACM Conference on Fairness, Accountability, and Transparency (ACM FAccT* 2023). Chicago, USA.
- P.07 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.06 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 colocated with the 24th ACM Conference on Intelligent User Interfaces (ACM IUI 2019), Los Angeles, USA, March 20, 2019.
- P.05 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.

- P.04 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.
- P.03 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.
- P.02 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.
- 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.