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A-Dying-Pig

Education

M.E., **Tsinghua University**, Department of Computer Science and Technology 2020 - 2023 GPA 3.76 / 4.0

2016 - 2020 B.E., **Tsinghua University**, School of Software GPA 3.65 / 4.0

Thesis title: Track Multiple Objects across Different Points of Views.

Research Experience

2020.9 - Present Tsinghua University, Routing Group Master student, advisor: Professor Mingwei Xu.

Network measurement, programmable data planes, diagnosis systems.

2022.9 - Present **University of Washington**, Paul G. Allen School of Computer Science Visiting student researcher, advisor: Professor Arvind Krishnamurthy

Smart systems with programmable switch and smart NIC.

2021.9 - 2022.8 University of Pennsylvania, Distributed Systems Lab

> Remote intern, advisor: Vincent Liu Queue measurement in the data plane.

2019.6 - 2019.8 **UCLA**, Internet Research Lab

Visiting student, advisor: Lixia Zhang

NDN home IoT system.

Research Publications

Yiran Lei, Liangcheng Yu, Vincent Liu, and Mingwei Xu. 2022. Printqueue: performance diagnosis via queue measurement in the data plane. In ACM SIGCOMM 2022 Conference (SIGCOMM '22), August 22-26, 2022, Amsterdam, Netherlands, ACM, New York, NY, USA, 14 pages. O DOI: 10.1145/3544216.3544257.

Yiran Lei, Yu Zhou, Yunsenxiao Lin, Mingwei Xu, and Yangyang Wang. 2021. Dove: diagnosis-driven slo violation detection. In 2021 IEEE 29th International Conference on Network Protocols (ICNP), 1–11. & DOI: 10.1109/ICNP52444.2021.9651986.

Teaching Assistant

The Principle of Computer Network (40240513), Mingwei Xu, Tsinghua University. 2021.9 - 2022.1 Assignments, lectures on IPv6, seminars, and exams.

Skills

Math Stochastic Process, Combinatorics, Calculus, Linear Algebra, Algorithms

English: TOEFL iBT 112 (30L, 29R, 25S, 28W), Chinese Languages

Coding P4, Python, C/C++, Javascript, Java, Assembly Language, SQL

Tofino, Mininet, Linux Kernel, Raspberry PI, Arduino, TinyOS System

Skills (continued)

Web Dev Django, Vue.js, HTML5, Flask

Awards

Fellowship for Comprehensive Excellence (Second Class), Tsinghua University

2018 Second Award in Contemporary Undergraduate Mathematical Contest in Modeling, China

Honorable Mention in Mathematical Contest in Modeling, USA

2017 Scholarship for Excellence in Study, Tsinghua University

Projects

System Calls, implementing fork, exec, spawn, link, user shell on *ucore* OS C based. Grasp linux kernel and user space, file system, trap, system calls.

Reproduce the result of "Deferred Neural Rendering: Image Synthesis using Neural Textures"

OpenGL and UNet based. Implement multiple lighting models, e.g., Blinn-Phong and physical lighting model.

LowSQL Database, a high performance SQL database
Java based. Use B+ tree indexing, block storage, and LRU caching for acceleration.

2018 MASM Assembler, translating assembly language into machine code MASM based. Practice knowledge of compiler and linker.

Run-Catch Game, a light-weighted 3D real-time battle game on *WeChat Layabox* as game engine. Construct 3D models and scenes. Support online real-time playing.

Contest Platform, an online system to hold contests for college students
Django and Vue.js based. Design user-friendly interface, mechanisms to enhance security and support high concurrency.

FTP server and client, implementing File Transfer Protocol Socket based. Implement RFC standards, and the programs interact well with commercial FTP server and client.

2017 Object Classification

Tensorflow based.

XV6 GUI, adding graphical interfaces to XV6 OS Understand the principles of modern OS and details of pixel rendering.

Gwent: The Witcher Card Game, a self-made version of the *game* QT based. Complicated game logic, program design, and graphical interfaces.

Memory Leak Detector, a C++ library to discover memory leak Check whether a *new* expression is followed by corresponding *delete*.

2016 **My War Game**, a self-made version of the 2D game *worms reloaded* C based. Double buffer rendering and intricate game logics.