Bojie Li

boj@mail.ustc.edu.cn • +86.15011272877 • Blog: ring0.me (Chinese) 2nd year Ph.D. student • Joint Ph.D. program with USTC and MSRA

### **Education**

University of Science and Technology of China

Hefei, Anhui, China

Ph.D. in Computer Science

Sept. '14 – present

Joint Ph.D. program with Microsoft Research. Advisor: Kun Tan in Wireless and Networking group.

University of Science and Technology of China

Hefei, Anhui, China

B.S. in Computer Science (School of Gifted Young)

Sept. 10 - June 14

### **Research Interests**

**Data center networking:** Network function virtualization.

Reconfigurable hardware: High level synthesis, Heterogeneous computing.

#### **Publications**

ClickNP: Highly Flexible and High-performance Network Processing with Reconfigurable Hardware

**Bojie Li**, Kun Tan, Layong (Larry) Luo, Yanqing Peng, Renqian Luo, Ningyi Xu, Yongqiang Xiong and Peng Cheng

Proceedings of the 2016 ACM conference on SIGCOMM (SIGCOMM'16) (to appear)

Fast and Cautious: Leveraging Multi-path Diversity for Transport Loss Recovery in Data Centers

Guo Chen, Yuanwei Lu, Yuan Meng, **Bojie Li**, Kun Tan, Dan Pei, Peng Cheng, Layong (Larry) Luo, Yongqiang Xiong, Xiaoliang Wang and Youjian Zhao

Proceedings of the 2016 USENIX Annual Technical Conference (ATC'16) (to appear)

# **Research Experience (selected)**

ClickNP Packet Processing Platform on FPGA

MICROSOFT RESEARCH ASIA

SIGCOMM'16, first author, instructed by Kun Tan

July '15 – Jan. '16

- The first FPGA-accelerated platform for general network functions, written completely in high-level language and achieving 40 Gbps line rate as well as  $< 2\mu$ s latency at any packet size.
- Support high throughput (25Gbps) and low latency (1μs) joint CPU-FPGA processing.
- Implement the ClickNP tool-chain, which can integrate with various commercial HLS tools.
- Work with two senior undergraduates to design and implement 100 elements and 5 network functions.

Fault-tolerant Switch Software Architecture

Microsoft Research Asia

B.S. dissertation, instructed by Kun Tan

July '13 – May '14

- Design and implementation of a fault-tolerant switch software architecture allowing any component to fail or upgrade without interrupting data plane.
- The control plane will automatically recover within 1 minute after the failed component restarts.
- Designed a daemon (SyncD) to virtualize lookup tables in programmable switching chip and resolve rule conflicts among clients.

### **Engineering Experience (selected)**

**USTC** Freeshell

Univ. of Science and Tech. of China

### Founder and main developer

Jan. '13 – July '14

- Container-based IaaS service based on OpenVZ virtualization, supporting various Linux distributions.
- Support migration, IPv4 & IPv6, NAPT, port mapping and HTTP(S) proxy.
- Support ~2,000 active containers with merely 7 compute nodes, 1 storage node, 1 controller node and 2 network nodes. Optimize NFS and leverage local disk cache to improve storage efficiency.
- The first IaaS service in USTC, have  $\sim$ 1,500 users. 7K lines of PHP and 1K lines of bash code.

# LUG VPN

Univ. of Science and Tech. of China *Jul.* '13 – *July* '14

# Founder and main developer

- Geolocation DNS-based policy routing, load balancing and failure recovery.
- Access points and exit gateways in 6 ISPs, connected via GRE tunnels in star topology.
- $\sim$ 1K active users,  $\sim$ 10K active flows and  $\sim$ 500 Mbps traffic in peak periods.

## Embedding Backdoor in an Open Source Compiler

Univ. of Science and Tech. of China Sept. 12 – Jan. 13

Course project of Hacker Reverse Engineering Technology

- Implement Ken Thompson's Turing Award lecture *Reflections of Trusting Trust* on **tcc** compiler.
- Inserts backdoor to matches **sulogin** source code to insert login backdoor. The compiler backdoor bootstraps by matching its own source code.

### Real-time Disk File System

Univ. of Science and Tech. of China

Course project of Principles and Design of Operating Systems

Mar. '12 – June '12

- Improve block device scheduling algorithm and process scheduler for RTLinux-3.2 to enforce strict priority and eliminate disruptions from non-real-time tasks.
- Guarantee response time and throughput for real-time tasks with burst, random, streaming or pipeline I/O modes.

### **Selected Awards**

Microsoft Young Fellowship Scholarship	Aug.	′13
Best Creativity Award, Robogame 2011, USTC	Oct.	′11
First Prize (rank $10^{th}$ ), China Mathematical Olympiad in Hebei province	Oct.	′09
Bronze Medal (rank $69^{th}$ ), National Olympiad in Informatics	Jul.	′09
First Prize (rank $2^{nd}$ ), National Olympiad in Informatics in Hebei province	Nov.	′08

### **Skills**

**Programming:** C, OpenCL, Python, Verilog, Bash.

Web development: JavaScript, HTML, CSS, PHP, Node.js, Flask.

Linux: Kernel development, Network management, Server operations and monitoring.

Gitlab: https://git.ustclug.org/u/boj