# Hankun Dai

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#### Education

## University of Chinese Academy of Sciences (UCAS)

Aug 2023 - Now

• Master in Computer Science, GPA: 3.96/4.0

## University of California, Berkeley

Aug 2022 - Dec 2022

• Visiting Student, GPA: 4.0/4.0

## University of Chinese Academy of Sciences (UCAS)

Aug 2019 - July 2023

• Bachelor in Computer Science, GPA: 3.75/4.0

#### **Research Interests**

**Computer Systems**: architecture, parallel/distributed computing, operating system, accelerators, hardware/software co-design

Machine Learning: reinforcement learning, infrastructure

Always interested in systems to boost ML and ML algorithms to design better systems

## **Projects**

# **Systems**

Alpha-Distributed In progress

Searching for better distributed algorithms automatically by AlphaZero-like agents. Human designed algorithms often require unique observations and are not memory/cache friendly. I'm leading it and trying to overcome these challenges.

- Meet resource constraints (memory, power)
- Lower latency/cost
- Please stay tuned

### Pipelined CPU able to boot Linux on FPGA

[Git repo]

Built a RISC CPU on FPGA board and ran Linux core on it. Personal contributions:

- Basic structure of the pipeline and cache
- Support for privilege instructions
  - Privilege registers organization
  - TLB management
  - Sketchpad extension to RISC-V
- Interaction with AXI bus
- Prior to that, I also built a simple CPU with an agile, automatic CI/CD framework

# Operating system running on dual core RISC-V RocketChip

[Git repo]

Designed a Unix-like OS running on a dual-core RISC-V CPU on FPGA. I wrote all features/components, including:

- Interactive bootloader
- Exception handler, process scheduler and task binding
- Process communication and semaphore
- Virtual memory management
- File system
- · Device drivers for communication on NIC

## Tiny C compiler based on ANTLR

[Git repo]

Implemented a compiler with multiple translation stages for core features of C. Syntax analysis was done by ANTLR and the target architecture was RISC-V 64GC. I did most of the work, including:

- Wrote some of the grammar rules
- · Semantic analysis
- Intermediate representation generation
- Vector operation extension to C
- Assembly generation and optimization

## Memory database query engine

[Git repo]

We developed a query engine (including a planner) for a memory database system used in research. Besides relational operations and SQL, it supported advanced features like prefetching. Personal contributions:

- Filter and project operator implementation
- SQL aggregate keyword (group, order by)

# **Machine Learning**

## Reimplementation and evaluation of ECCV NeRF

[Git repo]

• Reimplemented the work NeRF: Representing Scenes as Neural Radiance Fields for View Synthesis with PyTorch

## Survey and improvement of TVCG PRS-Net

[Git repo]

- Reimplemented the work *PRS-Net: Planar Reflective Symmetry Detection Net for 3D Models* and replaced linear transformations with high-performance ones
- Proposed to use transformation matrices for higher accuracy and generalization on other datasets

#### **Thesis**

Optimization and Acceleration of Atmospheric Model Core FV3 on AMD GPUs, supervised by Prof. Huiyuan Li

FV3 is the core of Global Forecast System (GES) simulation suite. This thesis acts as part of a system software

FV3 is the core of Global Forecast System (GFS) simulation suite. This thesis acts as part of a system software development project. We did a survey on its principles and analyzed effects of some numerical methods. We ported critical parts of it to AMD GPUs and optimized their performance on distributed systems.

# **Awards and Competitions**

Outstanding Student of UCAS (top 20%)

2020 - 2021

**Academic Scholarship of UCAS** 

2020 - 2021

## The first Tsinghua Jittor's AI challenge competition

Spring, 2021

• Award for entering B ranking list (50 teams)

#### **Related Coursework**

## **Undergraduate:**

Computer Organization (where we did a survey on side channel attacks, selected as presentations), Computer Architecture, Operating System, Compiler: Principles and Practices, Intro to AI

#### Graduate:

Computer Networks (where we built a tiny HTTP server), GPU Programming and Its Architecture (where we wrote and optimized a yolo-v3 net with CUDA), AI Computing Systems, Advanced Computer Architecture, Parallel Computing

## **Skills**

**Programming languages:** C/C++, Python, CUDA, Verilog, Assembly, Mathematica, Java

**TOEFL**: 101 (2 years ago, to be renewed)

Software and Tools: PyTorch, Visual Studio (Code), Xterm, Git, Vivado, Qemu