YANG YANG

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EDUCATION

illin University, Changchun, China

Sept. 2019 - Jul. 2023

B.S. in Computer Science and Technology

GPA: 3.69/4.0 **Rank**: 9%

Thesis: The Design and Implementation of Binary Code Analysis Framework for NVIDIA GPU

Advisor: Prof. Jingweijia Tan

i University of Virginia, Charlottesville, USA

Aug. 2023 - Present

Ph.D. in Computer Science Interests: GPU ⋅ FPGA for Accelerator Design ⋅ Reliability ⋅ Compiler

Advisor: Prof. Adwait Jog

PUBLICATION

Yang Yang, Xueying Wang, Guangli Li*. Facilitating Profile Guided Compiler Optimization with Machine Learning. *In Student Research Competition of the 21st IEEE/ACM International Symposium on Code Generation and Optimization.* [Poster]

- Achieving an average of 1.03× and 1.95× speedups on representative real-world applications and *Polybench* benchmark suite over the baseline (i.e., the programs without PGO), respectively.
- The performance of our machine learning-aided PGO is very close to the classic PGO ($1.05\times$ and $1.97\times$ speedups over the baseline) while reducing 58.3% and 94.8% optimization costs.

RESEARCH EXPERIENCE

Emerging Technology Enabled Computer Architecture Lab

Feb. 2022 - Present

Jilin University, Changchun, Jilin, P.R.China Research Assistant, Advisor: Prof. Jingweijia Tan

Research on: GPU Architecture & Reliability & Energy Efficiency & Accelerator

What We Do:

- Explored the process variation of MCM-GPUs based on FinFET and state-of-the-art chiplet technology.
- Exploited the potential of **FPGA** for building open-sourced GPU like **Vortex**.

Project: LLAM: A Low-Level Power Modeling and Prediction Framework for NVIDIA Ampere GPU

- Implemented a Low-Level Analysis and Modeling framework for NVIDIA Ampere GPU.
- Applied deep learning techniques for accurate power modeling.
- Examined the power-level effect of the instruction control flag when generating the SASS.

State Key Laboratory of Processor

Jul. 2022 - Present

Institute of Computing Technology, Chinese Academy of Science, Beijing, P.R.China

Research Assistant, Advisor: Prof. Guangli Li

Research on: Compiler & Programming Systems & Deep Learning

What We Do:

- Improved the optimization ability of compilers based on application's run-time characteristics.
- Using machine learning methods to guide the LLVM compiler for better machine code generation.

Project: Facilitating Profile Guided Compiler Optimization with Machine Learning

- Proposed a branch predictor using XGBoost based on static features.
- Explore the speedup sensibility of different programs towards different feature design.
- Using GNNs to predict branch behavior in programs.
- Released a new dataset for graph-related static program analysis tasks.

SKILLS

Languages $C/C++ \cdot Assembly (x86, RISC-V) \cdot Python \cdot Go$

Frameworks CUDA · Pytorch · LLVM Hardware Verilog · Vivado · FPGA

AWARDS

Q Undergraduate Academic Year Scholarship

• The First Class Fellowship Sept. 2020

• The Second Class Fellowship Sept. 2021

• The Third Class Fellowship Sept. 2022

PROJECTS

MapReduce Engine is a **Go** language implementation of the paper¹.

Apr. 2022

- Fault tolerance (failures like crash and communication-lose of workers) master and a worker cluster.
- Characterized cluster size and working functions (mapf & reducef).
- Communicate with the master through Remote Procedure Call.

This Engine is a basic component for building a large-scale distributed system. [Codes here.]

EOS is a 32bit *nix operating system developed in C language.

Sept. 2021

- Basic bootloader, 2-level paging, 4GB memory management and kernel multithreads.
- Provide a set of traditional shell programs and multi-process mechaism.
- Follow the **x86 ABI**, so it's easy to port those x86 applications.

This project is still *active* and it will provide a library and compiler support in the future. [Codes here.]

WYZ-BAR is a bar management system developed in C language.

Mar. 2020

- WYZ-BAR is a *collaborative project* (WYZ stands for 3 members and Y is for me) and I am the leader.
- Multi-process organization for effective system building.
- Follow the **x86 ABI**, so it's easy to port those x86 applications.
- Re-implemented a simple sqlite style database.
- Used lots of parsing techniques for input checking.

WYZ-BAR is my *first* course project in the university. [Codes here.]

You can find more projects including course labs (like MIT 6.828), Android application (SmogDetector), CUDA operators (FFT) *etc.*, in GitHub.

OTHER INFORMATION

CHINESE · Native proficiency.

English · Professional proficiency.

Dean J, Ghemawat S. MapReduce: simplified data processing on large clusters. Communications of the ACM. 2008 Jan 1;51(1):107-13.