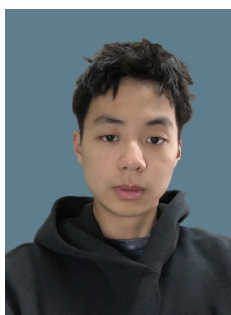


# YANG YANG

## PERSONAL INFORMATION



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## EDUCATION

*Undergraduate* **Jilin University, Changchun, China** *Feb. 2019 – Present*  
**GPA:** 3.67/4.0  
**Rank:** 10%  
**Major:** Computer Science and Technology  
**Interests:** Operating System, Computer Architecture and HPC.

## AWARDS

*Undergraduate* The First Prize Scholarship *Sept. 2020*  
*Academic Year* The Second Prize Scholarship *Sept. 2021*  
*Scholarship*

## RESEARCH EXPERIENCE

*ETECA Lab* **Emerging Technology Enabled Computer Architecture, Jilin University** *Feb. 2022 – Present*  
**Lab Website:** [here](#)  
**Advisor:** [Prof. Jingweijia TAN](#)  
**Research on:** Computer architecture & High-Performance Computing

Briefly, I am doing research on the **microarchitecture** of General-Purpose Graphics Processing Unit (**GPGPU**). Due to the **FinFET** and state-of-the-art **chiplet** (based on package-level integration), nanometer scale is much more reachable, as a consequence, **process variation** is more complex than before. Hence I have also been researching on **hardware variability** related to Multi-Chip-Module(**MCM**) GPUs. Meanwhile, developing a hybrid approach to model the **energy consumption** of the new hardware under various condition and optimizing it using methods like dynamic voltage/frequency scaling (**DVFS**) is what I am exploring now.

## SKILLS

*Languages* C/C++ · Assembly(x86, RISC-V)  
CUDA · Python  
Go

*Hardware* HDLs: Verilog  
Modelsim  
Basic analog circuit design

*Software* LINUX/UNIX/Windows  
GIT  
LATEX  
GNU compiler (gcc, etc.)

# PROJECTS

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|                  |   |
|------------------|---|
| EOS              | <p>EOS is a 32bit <b>*nix</b> operating system developed in <b>C</b> language. <span style="float: right;">Sept. 2021</span></p> <p>Till now EOS contains a basic <b>bootloader</b>, 2-level <b>paging</b>, 4GB <b>memory management</b> support and <b>kernel-multithreads</b>. For user environment, it provide a set of traditional shell programs and <b>multi-process</b> mechanism. It follows the x86 ABI, so it's easy to port thoses x86 applications. This project is still <i>active</i> and it will provide a glibc-like library and compiler support in the future. You can find the codes <a href="#">here</a>.</p>   |
| MapReduce Engine | <p><i>MapReduce Engine</i> is a <b>Go</b> language implementation of the paper.<sup>1</sup> <span style="float: right;">Apr. 2022</span></p> <p>This engine consists of a <b>fault tolerance</b>(failures like crash and communication-lose of workers) master and a worker cluster. Users can specify their cluster size and working functions(map &amp; reduce). With a simulated distributed file system, the workers can communicate with the master through <b>Remote Procedure Call</b>. This MapReduce Engine is a basic component for building a distributed system used for operations over large datasets. You can find the codes <a href="#">here</a>.</p>                             |
| WYZ-BAR          | <p><i>WYZ-BAR</i> is a bar management system developed in <b>C</b> language. <span style="float: right;">Mar. 2020</span></p> <p>With <b>multi-process</b> organization and a simple <b>relational-database</b> inside, WYZ-BAR is a <i>collaborative project</i> (WYZ stands for 3 members) and I am the leader. WYZ-BAR is my <i>first</i> course project in university and it made me a minor celebrity. The development flow follows the modern <b>free</b> software's way. A lot of <b>parsing</b> techniques were used to deal with all kinds of data input, this system is purposely optimized for unqualified input like the real world. You can find the codes <a href="#">here</a>.</p> |
| CUDA-FFT         | <p><i>CUDA-FFT</i> is a CUDA implementation of the <b>Fast Fourier Transform</b> algorithm. <span style="float: right;">Dec. 2021</span></p> <p>This project implemented 3 ways to do the <i>polynomials multiplication</i>, including ordinary multiplication, <b>recursive-FFT</b> and <b>gpu-FFT</b>. The performance was well tested and the contrast was shown in the report. This is my first time doing heterogeneous computing and this project leads me to the research of <b>HPC &amp; GPGPU</b>. You can find the codes, slide, and report <a href="#">here</a>.</p>   |
| Others           | <p>You can find more projects including course labs (like MIT 6.828) and an Android application(SmogDetector) in <a href="#">GitHub</a></p>   |

# OTHER INFORMATION

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|                |  |
|----------------|--|
| Languages      | CHINESE · Mother tongue                                    |
|                | ENGLISH · Intermediate (conversationally fluent)           |
| Interests      | Literature (Latin-American, magic realism) · Physics · NBA |
| Characteristic | Strong patience, communication, and collaboration skills.  |

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<sup>1</sup> J. Dean and S. Ghemawat, "MapReduce: simplified data processing on large clusters," *Commun. ACM*, vol. 51, no. 1, pp. 107–113, Jan. 2008, doi:[10.1145/1327452.1327492](#).