

Xuanda Yang

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EDUCATION

University of California San Diego

Ph.D. in Computer Science

Sep. 2021 – Present

- Research area: computer graphics, programming languages and compilers

Zhejiang University

B.Eng. in Computer Science and Technology

Sep. 2016 – Jun. 2020

RESEARCH TOPICS

Programming Language Design

Research on designing novel programming languages for domain-specific problems, notably for image processing and automatic differentiation.

Compiler Optimizations

Research on designing domain-specific compilers that provide performant and safe code.

PUBLICATIONS

Spatiotemporal Bilateral Gradient Filtering for Inverse Rendering

SIGGRAPH ASIA 2024

Wesley Chang*, Xuanda Yang*, Yash Belhe*, Ravi Ramamoothi, Tzu-Mao Li

Distributions for Compositionally Differentiating Parametric Discontinuities

OOPSLA 2024

Jesse Michel, Kevin Mu, Xuanda Yang, Sai Preveen Bangaru, Elias Rojas Collins, Gilbert Bernstein, Jonathan Ragan-Kelley, Michael Carbin, Tzu-Mao Li

AStitch: Enabling A New Multi-Dimensional Optimization Space for Memory-Intensive ML Training and Inference on Modern SIMT Architectures

ASPLOS 2022

Zhen Zheng, Xuanda Yang, Pengzhan Zhao, Guoping Long, Kai Zhu, Feiwen Zhu, Wenyi Zhao, Xiaoyong Liu, Jun Yang, Jidong Zhai, Shuaiwen Leon Song, Wei Lin

Neural Reflectance Capture in the View-Illumination Domain

IEEE TVCG

Kaizhang Kang, Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu, Kun Zhou

QuanTaichi: A Compiler for Quantized Simulations

SIGGRAPH 2021

Yuanming Hu, Jiafeng Liu, Xuanda Yang, Mingkuan Xu, Ye Kuang, Weiwei Xu, Qiang Dai, William T. Freeman, Fredo Durand

EXPERIENCE

Adobe Research

Jun.2023 –Sept. 2023

Research Scientist Intern, San Francisco

Adobe Research

Jun.2022 –Sept. 2022

Research Scientist Intern, Remote

Alibaba Cloud, Platform of AI

Mar.2021 – Jul. 2021

Research Intern, Hangzhou