

# Arash Bakhtiari

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## Education

- 2013 – 2017** **Ph.D. in Computational Science**, *Technical University of Munich*, Germany.
- Research Topics: High Performance Computing, Parallel Algorithms, Computational Fluid Dynamics
- 2011 – 2013** **M.Sc. with Honors in Computational Science**, *Technical University of Munich*, Germany.
- GPA: 1.5 (scale: 1.0 - 4.0, 1.0 is the highest possible grade), Passed with high Distinction
- 2007 – 2011** **B.Sc. in Physics**, *Ludwig-Maximilian University of Munich*, Germany.
- GPA: 2.0 (scale: 1.0 - 4.0, 1.0 is the highest possible grade)

## Professional Experiences

- 2020 – Now** **Senior HPC/DL Software Engineer**, *Blaize*, Cambridge, UK.  
September
- Optimizing the performance of computer vision deep learning models (ResNet, OpenPose, Mask R-CNN, ...) for the Blaize Graph Streaming Processor (GSP) architecture to run inference at the edge.
- 2019 – 2020** **Deep Learning Software Engineer**, *Plumerai Limited*, London, UK.  
June September
- Technically leading, designing, and developing *Larq Compute Engine*: a highly optimized deep learning inference engine for *Binarized Neural Networks* on mobile and embedded devices. [code](#) [paper](#)
  - Larq Compute Engine outperformed the current state of the art in terms of performance by a factor of 2 by using advanced optimization techniques such as CPU cache optimization, ARM NEON SIMD vectorization, multi-threading and hand-optimized kernels for ARM architecture developed in assembly programming language.
  - Supervised a team of three software developers and led weekly discussions to brainstorm ideas.
- 2018 – 2019** **Software Engineer**, *Intel Corporation*, Munich, Germany.  
March June
- Investigated, tested and benchmarked support of *Intel Deep Learning Boost* instructions (*AVX-512 Vector Neural Network Instructions* (VNNI)) on Intel Cascade Lake microarchitecture.
  - Developed support of *Control-Flow Enforcement Technology* as a new x86 architecture extension to GNU Debugger (GDB) which is successfully shipped with Intel Parallel and System Studio 2020.
  - Developed fixes and increased the coverage of testing the overall functionality of the software.
- 2009 – 2014** **Software Engineer (Part-time)**, *ReliaTec GmbH*, Garching, Germany.  
November October
- Designed and Developed C++ and python parser and API for FIBEX and AUTOSAR (XML-based standardized formats for automotive electronic control units).
  - Full-stack development responsibilities: system design, user interface design, source code development, unit test, system test, deployment.
- 2009 – 2009** **Software Developer (Part-time)**, *Lifecycle Engineering Solutions Center*, Karlsruhe, Germany.  
January October
- Developed a simulation software for virtual wind tunnels in C++ using OpenSG framework.

## Research Experiences

- 2014 – 2017** **PhD Student at Institute for Advanced Study**, *HPC Focus Group*, Germany.
- Developed a novel, parallel, unconditionally stable numerical algorithm to solve scalar Advection-Diffusion and incompressible Navier-Stokes partial differential equations. [thesis](#)
  - Designed and developed TbSLAS: a distributed/shared-memory parallelized fast solver which was capable of solving numerical problems with one billion unknowns on 16,384 CPU cores on the STAMPEDE system at the Texas Advanced Computing Center. [code](#), [paper](#)
- 2014 – 2015** **Visiting Researcher at The University of Texas at Austin**, *Lab of Prof. George Biros*, USA.
- Developed a novel communication scheme in distributed-memory systems which resulted in 95% reduction of the communication overhead in semi-Lagrangian schemes (presented in SIAM Conference on Parallel Processing 2016, Paris, France)

**2011 – 2013 Master Student at Technical University of Munich**, Lab of Prof. Hans-Joachim Bungartz, Germany.

- Developed a novel non-blocking algorithm to overlap the computation and communication for MPI parallelized, Multi-GPU Lattice-Boltzmann solvers which resulted in parallel efficiencies of more than 90% on 24,576 CPU cores and 2048 GPUs. [paper](#)
- Designed and implemented a distributed-memory parallelized and GPU accelerated Lattice-Boltzmann solver. [thesis](#), [code](#).

## Technical Proficiencies

Languages C/C++, Python, inline assembly, Matlab

HPC OpenMP, MPI, CUDA, OpenCL

DL TensorFlow, PyTorch, ONNX

Productivity Git, L<sup>A</sup>T<sub>E</sub>X, Emacs

## Publications

- C. Riesinger, **A. Bakhtiari**, M. Schreiber, P. Neumann and H.-J. Bungartz: *A holistic scalable implementation approach of the lattice Boltzmann method for CPU/GPU heterogeneous clusters*, MDPI, Basel, 2017.
- **A. Bakhtiari**, D. Malhotra, A. Raoofy, M. Mehl, H.-J. Bungartz and G. Biroso: *A Parallel Arbitrary-Order Accurate AMR Algorithm for the Scalar Advection-Diffusion*, In Proceedings of the International Conference for High Performance Computing, Networking, Storage and Analysis SC16. IEEE, Salt Lake City, UT, USA, November 2016.
- **A. Bakhtiari** : *A Parallel AMR Algorithm for the Scalar Advection-Diffusion Equation*, SIAM Conference on Parallel Processing for Scientific Computing, Paris, France, April 2016.

## Published Open Source Software

- **Larq Compute Engine**<sup>1</sup>: A Highly optimized inference engine for Binarized Neural Networks.
- **TbSLAS**<sup>2</sup>: A parallel Semi-Lagrangian/Fast Multipole Method advection-diffusion and Navier-Stokes solver.
- **Multi-GPU Turbulent LBM**<sup>3</sup>: A distributed-memory parallelized Multi-GPU Lattice-Boltzmann solver.

## Leadership

- As a member of Bavarian Graduate School of Computational Engineering, supervised, coordinated and led teams of seven master students to successfully finish research projects in cooperation with industry partners:

**2016 – 2017 Carl Zeiss Microscopy**, *Data Intensive Distributed Computing Workflows in Light Microscopy* ([link](#)).

May March

**2015 – 2016 Siemens AG**, *CADO - Computer Aided Design Optimizer: A Topology Optimization Tool* ([link](#)).

May March

**2014 – 2015 GE Global Research Europe**, *SAPIENS - A New Generation MR Spectroscopy Processing, Analysis and Visualization Software* ([link](#)).

May March

## Legal Status

Work permit EU citizenship & work permit

<sup>1</sup><https://github.com/larq/compute-engine>

<sup>2</sup><https://github.com/arashb/tbslas>

<sup>3</sup>[https://github.com/arashb/turbulent\\_lbm\\_multigpu](https://github.com/arashb/turbulent_lbm_multigpu)