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━━━━ Publications

2019 [1] P. M. Phothilimthana, A. S. Elliott, A. Wang, A. Jangda, **B. Hagedorn**, H. Barthels, S. J. Kaufman, V. Grover, E. Torlak, and R. Bodik. "Swizzle Inventor: Data Movement Synthesis for GPU Kernels". In: *Proceedings of the Twenty-Fourth International Conference on Architectural Support for Programming Languages and Operating Systems, ASPLOS (accepted)*. 2019.

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2017 [3] **B. Hagedorn**, M. Steuwer, and S. Gorlatch. "A Transformation-Based Approach for Developing High-Performance GPU Programs". In: *Perspectives of System Informatics - 12th International Andrei Ershov Informatics Conference, PSI 2017*. Lecture Notes in Computer Science. Springer, 2017.

2016 [4] T. Humernbrum, **B. Hagedorn**, and S. Gorlatch. "Towards Efficient Multicast Communication in Software-Defined Networks". In: *2016 IEEE 36th International Conference on Distributed Computing Systems Workshops (ICDCSW)*. June 2016, pp. 106–113. DOI: 10.1109/ICDCSW.2016.15.

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