

# Bastian Hagedorn

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## University Education

- since 2016 **Ph.D. studies**, *University of Münster*, Münster, Germany.  
Supervisor: Prof. Sergei Gorlatch  
Main research interests: High-level programming abstractions for high-performance computing applications, Programming of modern multi- and many-core processors
- 2014 – 2016 **Master of Science in computer science**, *University of Münster*, Münster, Germany,  
*Final grade in computer science: excellent with distinction (90%)*.  
Thesis title: An Extension of a Functional Intermediate Language for Parallelizing Stencil Computations and its Optimizing GPU Implementation Using OpenCL.  
In this thesis, I extended the LIFT compiler to enable the generation of high-performance stencil code for GPUs from a high-level functional program *Grade for thesis: excellent*
- 2011 – 2014 **Bachelor of Science in computer science**, *University of Münster*, Münster, Germany,  
*Final grade in computer science: very good (81%)*.  
Thesis title: Implementation of a Multicast Module for the Floodlight SDN-Controller  
In this thesis, I extended the Floodlight network controller with a module which enables a novel approach to multicast communication in software-defined networks. *Grade for thesis: excellent*

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## Research Visits

- 02/2017 **Visiting researcher (2 months)**, *University of Edinburgh*, Edinburgh, UK.  
– 03/2017 Funded by the EuroLab-4-HPC  
During this visit, I extended the LIFT compiler which is developed at the University of Edinburgh to enable performance-portable generation of stencil code across several GPU architectures.  
A paper describing our results is currently under review at the prestigious PACT conference [1]
- 04/2016 **Visiting researcher (2 months)**, *University of Edinburgh*, Edinburgh, UK.  
– 05/2016 Funded by the EuroLab-4-HPC  
During this visit, I extended the LIFT compiler to enable the generation of high-performance stencil code for GPUs.
- 12/2015 **PRACE course participant**, *Jülich Supercomputing Centre*, Jülich, Germany.  
Course: Advanced Parallel Programming with MPI and OpenMP  
Content: Nonblocking Communication, Virtual Topologies, OpenMP-4.0 Extensions, Parallel programming models on hybrid systems
- 09/2015 **Visiting researcher (3 weeks)**, *HUST University*, Wuhan, China.  
Funded by the EC's 7th Framework Programme MONICA for accelerating the transfer and deployment of research knowledge between European countries and China. During this visit, I implemented an experimental setup for SDN-based multicast, and prepared a research paper on this topic [4]
- 07/2015 **PRACE course participant**, *High Performance Computing Centre Stuttgart*, Stuttgart, Germany.  
Course: Node-Level Performance Engineering  
Content: Parallel hardware architectures, Roofline performance model, benchmarking and profiling tools for high-performance systems and applications

## Presentations

- 03/2017 Invited Talk: *Performance Portable Stencil Code Generation with LIFT*.  
Research Group on Compiler and Architecture Design, University of Edinburgh, UK

## Research Projects

- 04/2016 **LIFT**, *A Novel Approach to Achieving Performance Portability on Accelerators*.  
Ongoing research, [www.lift-project.org](http://www.lift-project.org)  
The Lift project is a novel approach to generate high-performance OpenCL kernels from high-level functional programs. My contribution to the project focuses on stencil computations. I extended the functional LIFT IR and enabled the generation of efficient OpenCL kernels for stencil-based applications.
- 04/2015 **PACXX**, *Programming Accelerators with C++*.  
Ongoing research  
PACXX is a unified HPC programming model for programming accelerators (GPUs etc.) using pure C++ by implementing a custom compiler (based on the LLVM framework) and a runtime system. I developed an analysis pass for the PACXX compiler and ported HPC applications to the PACXX programming model resulting in a publication [3].
- 10/2013 - **OFERTIE EU Project**, *OpenFlow Experiment in Real-Time Internet Edutainment*.  
09/2014 The OFERTIE project aims to use SDN approaches to improve delivery of Real-Time Online Interactive Applications (ROIA). As a student assistant, I configured the SDN testbed at the University of Münster, conducted several SDN-based experiments and extended the monitoring interface of the Real-Time Framework (RTF)

## Teaching

- Summer 2017 Course design and Lecturer: *Introduction to programming with C and C++*
- Summer 2017 Supervised a student project: *Automatic program optimization for modern many-core systems*
- Winter 2016 Teaching assistant for the course: *Operating systems*
- Winter 2015 Student assistant for the course: *Operating systems*
- Summer 2015 Student assistant for the course: *Computer architectures*
- Winter 2014 Student assistant for the course: *Operating systems*

## Technical Skills

- Programming Languages **Scala, C/C++, Java**.  
Experiences: Stencil support for Lift compiler (Scala), Multicast Module for the Floodlight SDN Controller (Java), Measurement library for OpenCL (C++), Implementation of the WiPo architecture (Java), Monitoring interface extension of RTF (C++)
- Parallel Programming **OpenCL, CUDA, OpenMP**.  
Experiences: Performance portability evaluation of OpenCL Kernels on Intel Xeon (Phi) and NVIDIA Tesla. JIT compilation of a DSL using LLVM and CUDA Driver API
- Compiler Tools **LLVM**.  
Experiences: Analysis Pass for the PACXX Compiler, Compiler frontend for self-defined DSL for data parallel applications based on algorithmic skeletons

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## Reviewer

2016 – 2017 I have been active as an external reviewer for the following conferences and journals: *International Journal of Parallel Programming (IJPP)*, the *Journal of Supercomputing*, the journal *Concurrency and Computation: Practice and Experience*, the Parallel Computing Technologies (PaCT), the Parallel Computing Conference (ParCo), the UKRCON and the PSI.

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## Attended Conferences

- 2017 SPLS - *Scottish Programming Languages Seminar*, Edinburgh, UK
- 2016 HLPP - *9th International Symposium on High-Level Parallel Programming and Applications*, Münster, Germany
- 2016 UKMAC - *UK Many-Core Developer Conference*, Edinburgh, UK
- 2016 WadlerFest/LCFS30 - *30th Anniversary of the Laboratory for Foundations of Computer Science*, Edinburgh, UK

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## Publications

- 2017 [1] **B. Hagedorn**, L. Stoltzfus, M. Steuwer, S. Gorlatch, and C. Dubach. "Programming Portable Stencil Code Generation with Lift". In: *Proceedings of the 2016 International Conference on Parallel Architectures and Compilation, PACT 2017 (under review)*. 2017.
- [2] **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 (accepted)*. Lecture Notes in Computer Science. Springer, 2017.
- 2016 [3] M. Haidl, **B. Hagedorn**, and S. Gorlatch. "Programming GPUs with C++ 14 and Just-In-Time Compilation". In: vol. 27. IOS Press, 2016, p. 247.
- [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.
- 2015 [5] F. Stahl, A. Godde, **B. Hagedorn**, B. Köpcke, M. Rehberger, and G. Vossen. "High Quality Information Delivery: Demonstrating the Web in Your Pocket for Cineast Tourists". In: *Proceedings of the BTW 2015*. 2015, pp. 667–670.
- 2014 [6] F. Stahl, A. Godde, **B. Hagedorn**, B. Köpcke, M. Rehberger, and G. Vossen. "Implementing the WiPo architecture". In: *E-Commerce and Web Technologies*. Springer, 2014, pp. 1–12.
- [7] F. Stahl, A. Godde, **B. Hagedorn**, B. Köpcke, M. Rehberger, and G. Vossen. *Implementing the WiPo architecture*. ERCIS Working Papers 20. Westfälische Wilhelms-Universität Münster (WWU), 2014.