ZHOU, QI

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EDUCATION

University of Edinburgh, Computer Science (BSc Hons)

2019 - 2023

Average grade 74 (A3) (equivalent GPA 4.0)

WORK EXPERIENCE

Codeplay

June 2022 - Sept 2022

https://www.codeplay.com/

- Worked on ComputeArota (CA), a toolkit implementing heterogeneous cross-platform computing.
- Added RV32 and Zfh extension (half float) support to the simulator in CA, such that RV32 or Float16 instructions can be generated by CA and simulated using SPIKE.
- Learnt about Sollya's fpminimax function that computes a polynomial approximation for floating point operations, then investigated some test failures caused by floating point precision issues.
- Implemented a faster and more intuitive replacement of SPIKE for CA using RISCV-64 QEMU with a Linux operating system, where the host (client) communicates with simulator (server) using sockets.

Teaching assistant

Sept 2022 - May 2023

For these courses I achieved high grade, therefore being qualified for teaching support roles:

- Computer Architecture and Design (INFR10076)
 - Demonstrator in workshops to help students with the 5-stage pipeline RV32IM core coursework:
 - 1. Get familiar with Xilinx PYNQ FPGA board through toy examples.
 - 2. Implement ALU and register file according to RV32IM specification.
 - 3. Integrate speculative result forwarding into the pipeline.
 - 4. Analysis critical path and optimize accordingly, for example, execute fast int32 multiplication by utilizing FPGA's builtin int16 multiplier in parallel.
- Compiling Techniques (INFR10065)
 - The coursework is a compiler from Python to RISC-V assembly using a "MLIR-lite" framework: xDSL https://xdsl.dev/.
 - Contributed in coursework template design and bug fixes.
 - Answer questions for students during workshops.

Asteria

Sept 2020 - Feb 2021

https://www.asteria-space.com/

- Came up with possible solution for attaching a camera on a single-board computer which will be launched into space.

PROJECTS

SIMD Support for LLVM MLIR Presburger library - In progress

llvm/llvm-project/blob/main/mlir/lib/Analysis/Presburger/Simplex.cpp

- This library performs overflow-checked multiplication and addition on small matrix.
- Compute 23 bits or 52 bits integer using FPU could be fast, because:
 - Mantissa part of single and double precision floating point number is exactly 23 and 52 bits,
 - Exploits fused-multiply-add,

- Sufficient for small data, not likely to trigger SIGFPE and redirect to slow BigInt algorithms,
- Floating point overflow and imprecision checking is convenient.
- Discovered bugs in 11vm-mca when it analysis FMA throughput on zen3.
- Analyzed performance characteristics using google/benchmark and perf.

Ukulele Tuner

- A coursework where a group of 9 work together on an assistive robotics project.
- Best Commercialization Award!
- Fully working handheld device, consists of a 3.5 inch touch screen, a microphone, a stepping motor and a raspberry pi, then connected to each other with a custom PCB and assembled in a 3D printed chassis.
- The process involves converting a string pluck recording into its corresponding vibrational frequency using Fast Fourier Transform. The resulting frequency is then compared to the expected frequency and motor rotates according to a lookup table.

Lorenz Attractor

https://github.com/AOIDUO/LorenzAttractor/

- A animated figure of Lorenz attractor written in Haskell.
- Demo: https://homepages.inf.ed.ac.uk/wadler/fp-competition-2019/#(16).

Turing Machine Emulator

https://github.com/AOIDUO/RegisterMachineEmulator/

- A turing machine emulator written in Python.
- Partially supports marco.
- Utilized parser provided by xDSL to recognize instruction source code in BNF style.

SKILLS

- Practiced with Java, Agda, Haskell, Python, Shell, Verilog and C++,
- Also experienced in GNU/Linux, git, GDB, CI, many other toolchains and software testing toolkits.
- Capable of collaborative work on big repository,
- Learnt *Programming Language Foundations in Agda*, familiar with formal verification and type theory.