Konstantin **Burlachenko**

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I have created systems for Machine Learning, AI, Computer Graphics, Computer Vision, Computational Physics, exploiting hardware via DSL languages and using contemporary areas of Applied Math and CS. My current focus is Federated Learning, the area that my advisor proposed in 2016 with Google : *"Federated Learning : Strategies for Improving Communication Efficiency"*.

Education

2020-Now	Saudi Arabia : Ph.D. program in CEMSE/CS Program at King Abdullah University of Science and Technology. Member of Prof. Peter Richtárik's Optimization and Machine Learning Lab. *Awards :* Dean's Award 2019, KAUST. Transcript : Link-1. *GPA : 3.81/4.0*
2015-2019	USA, Leland Stanford Jr. University : Graduate Non-Degree Program. Transcript : Link-2. *GPA : 3.96/4.3*
2015-2018	USA, Leland Stanford Jr. University : Data, Models and Optimization Graduate Certificate Link-3 (Program)
2016 - 2019	USA, Leland Stanford Jr. University : Artificial Intelligence Graduate Certificate Link-4 (Program)
2003-2009	Russia, Bauman Moscow State Technical University : Master Degree (Bologn process equivalent) in Computer Science and Control Systems. *GPA : Not Applicable/Conversion is needed.* (Original scans)
Conferences	ICML-2021 (Certificate) ; NeurIPS-2021 (Certificate) ; ACM CoNEXT 2021(Certificate) ; ACM SIGGRAPH 2012.
Summer Schools	Regularization Methods for ML 2021 (Certificate) ; The PRAIRIE/MIAI AI summer school 2021 (Certificate) ; Oxford ML Summer School-2021(Certificate) ; The HSE/MIPT/Sirius Optimization without Border.

Selected papers and summaries

Faster Rates for Compressed Federated Learning with Client-Variance Reduction 2021
https://arxiv.org/abs/2112.13097

FL_PyTorch : Optimization Research Simulator for Federated Learning 2021
https://arxiv.org/abs/2202.03099 https://dl.acm.org/doi/abs/10.1145/3488659.3493775/
Accepted for presentation and proceedings to 2nd ACM International Workshop on Distributed Machine Learning

MARINA : Faster Non-Convex Distributed Learning with Compression 2021
https://arxiv.org/abs/2102.07845 https://proceedings.mlr.press/v139/gorbunov21a.html
Accepted for presentation and proceedings to Thirty-eighth International Conference on Machine Learning, ICML 2021

Personalized federated learning with communication compression (is not publicly available) 2021
E. Bergou, A. Dutta, K. Burlachenko, P. Kalnis and P. Richtárik

Summary of the book A.N.Kolomogorov, S.V.Fomin Introductory Real Analysis 2020
https://sites.google.com/site/burlachenkok/articles/notes-about-the-book-of-ankolomogorovsvfomin
Summary of the essential book for all Ph.D. students in CS/STAT/Applied Math.

Summary of the book of Amir Beck, First-Order Methods in optimization, 2017 2020
https://sites.google.com/site/burlachenkok/abeck_notes

Personal notes about ML, AI, CS, Optimization, Programming Languages, Physics, Applied Math 2010 - 2021
https://sites.google.com/site/burlachenkok/articles

Selected Presentations

DEC-2021	Session in ACM DistributedML2021 : FL_PyTorch : Optimization Research Simulator for Federated Learning.
JULY-2021	Poster and spotlight for in ICML-2021 : MARINA Faster Non-Convex Distributed Learning with Compression.
APR-2021	Poster presentation at Communication Efficient Distributed Optimization at NSF-TRIPODS Workshop.
FEB-2020	Moscow, Russia. Speaker in OpenTalks.AI conference : Huawei technologies for AI developers.
JULY-2019	Sochi, Russia. Educational center Sirius : Deep Learning Course with D.Kamzolov.
DEC-2018	MIPT(Moscow Institute of Physics and Technologies) : Two guest lectures about subtle things around Decision Trees. Slides : Link. Presentions : Session-#1, Session-#2.
APR-2016	GTC 2016, San Hose, USA : Presenter in Driveworks NVIDIA booth.
AUG-2012	ACM SIGGRAPH 2012, LosAngeles, USA : Presenter in CentiLeo booth.

Competences

General Programming Languages that I have used	C89/C99, C++20/11/03, C#, Python, Cython, Bash, Perl, x86/ARM, Java
DSL Programming Languages that I have used	Gl SL, TVM, Google Protobuf, CUDA, OpenCL, Matlab, R, SQL
Frameworks	Qt, CUDA, WinApi, Posix, OpenGL, OpenCL, PyTorch,TensorFlow,CvxPy
Operating Systems	Windows, Linux based, Orbis, XBox, Android, NDA OS-es
Development Environments	QtCreator, Visual Studio,Eclipse,WinDbg,Android Studio,TexStudio,Nsight
General purpose development tools	SysInternals,AqTime,Cmake,GNU Toolchain,CppCheck,Valgrind,Git,QMake
Markup and Type Languages	Latex, HTML, XML, Markdown
Areas of interest	Federated Learning, Stochastic Distributed Math Optimization, AI, Computer Vision, Statistical/Machine Learning, System Programming, GPU Programming, Convex/Non Convex Math Optimization, Differential Privacy, Computer Graphics, Computational Physics, Datamining, Distributed Systems.
Recomendations from co-workers	Provided under request
Sport achievements	Candidate for master of sport in chess. FIDE profile.

Professional Experience

Now – September 2020 — CS Ph.D. student and a member of prof. Peter Richtárik's Optimization and ML Lab, KAUST, KSA

- Narrow area of research is Federated Learning, Stochastic Distributed Math Optimization for AI.
- Broadly area of my scientific interests covers : Math Optimization, AI, Federated Learning, Scientific Software development, Computer Graphics, Computer Vision, Forecasting Math Models.

Distributed Math Optimization | AI | Federated Learning | C/C++ | Python | Qt | PyTorch | TensorFlow | Latex

August 2020 – March 2019 — Principal Lead Engineer | Foundation AI Lab, HUAWEI, Moscow

- R&D in internal classical Machine Learning and Deep Learning middleware for HUAWEI HiSilicon
- Preseting HUAWEI HiSilicon solutions internally, and externally in Russian AI conference OpenTalks.AI, with goal to share HUAWEI plans to build AI Ecosystem in Russia as described in HUAWEI news thread
- R&D in internal projects in Machine Learning HUAWEI Consumer Business Group

Math Optimization | AI | Custome ISA | C/C++ | Python | TVM | Java | Google Protobuf | CMake | Qt | TensorFlow

March 2019 – July 2014 — Senior Developer Technology Engineer, NVIDIA, Moscow

- Driveworks SDK - SDK for self-driving cars adopted by automotive partners. Computer vision, machine learning, calibration, egomotion. Implementation and presentation of the modules internally.
- PhysX/Apex SDK - An industry standard for game physics simulation, graphical special effects. Internal implementation and communication with extra customers (Blizzard).
- cuDNN/cuBLAS libraries - GPU computation libraries used by more than 1M customers in machine learning and HPC. Implementation, Documentation, and collaboration with Mathworks.
- RAPIDS - GPU based implementation of SkLearn, XgBoost, Pandas. I was resnposible for SkLearn.
- In my free time, I provided suggestions and prototypes for novel projects for a company.

CUDA | GLSL | C++ | SSE2/ARM NEON | Linux | Windows | PS4 | XBox | OpenGL | Google Tests | GitLab | Perl | Python | CMake | Make | Qt | Git | TensorFlow | Computer Vision | Graphics | Deep Learning | CppCheck

July 2014 – May 2013 — Senior Developer Engineer | Yandex Video Team, YANDEX, Moscow

I worked on a video web-search team of Yandex whose goal intersected with Google's YouTube project.

- Text and statistical machine learning features for Yandex Video Search.
- Infrastructure to store static aspects web document with embedded video
- Statistical analysis in several billion web documents with embedded video in MapReduce
- Infrastructure to show plots for internal team's processes
- In my free time, I provided suggestions and prototypes for new small (sub)projects for a company.

C++ | Google Protobuf | JavaScript | Bash | Python | Computer Science | HTML/JS/CSS | SVN | MapReduce | ML

April 2013 – March 2012 — Lead Physics Engine Developer, FITTING REALITY, Moscow

- Develop library for clothing simulation started with CUDA for the startup.
- Custom render engine for clothing visualization. `https://yadi.sk/d/ytygxSIYP62Tr`
- Migrate cloth simulation library to OpenCL, adapt to use with Ogre renderer.
- Prepare elements of the demo to investors. Carry internal MATH/CS/PHYS trainings.
- Startup terminated. CEO Inga Nakhmanson can provide information about my work. The startup was funded by MS Kinect Accelerator grant. MS specialists estimated my contributions as outstanding.

C++ | C | OpenGL | GLSL | Qt | Posix | WinAPI | QMake | CUDA | OpenCL | Physics | Graphics | gDebugger | C#

March 2012 – September 2010

Software Developer Engineer, ACRONIS, Moscow

- Key member of GUI team for Acronis Backup and Recovery 2011 Enterprise
- Acronis invited B.Stroustroup, author of C++ to give an advanced series of lectures. Since 2010 I discuss C++ language/runtime relative questions with Bjarne offline.

C++ | C | WinAPI | WinDbg | VmWare | Specialized GUI library | SVN | SysInternals Suite | CppCheck | ASM x86

September 2010 – March 2009

Senior Software Developer Engineer, CAPITAL RESEARCH, Moscow

- Developed Firefox plugin to create the three-dimensional HTML view for basics HTML elements.
- The startup terminated. CEO Kirill Garanzha can provide information about my work.

Firefox | C++ | WinAPI | HTML/JS/CSS | Windows | OpenGL | GLSL | SVN

June 2009 – December 2006

C++ Programming Engineer, FLINT AND CO, Moscow

- Created several computer games with computer vision and graphics part, hardware drivers.
- Spent time on factory floors to test and analyze the quality of my solutions. Carry trips to customers.

C++ | SDL | Posix | WinApi | Development Image Library | Low level programming | Computer Vision | OpenGL | SVN

November 2006 – March 2006

C++ Programming Engineer (Part time work), ASTRASOFT TECHNOLOGY, Moscow

- Developed visual elements of management system based on Qt and OpenGL.

C++ | Qt | Windows | OpenGL | SVN

Selected personal projects

Math Optimization Research Studio — 2020

Project report - Math Optimizaiton Research Studio | Project description | bitbucket repo

CS380 : Math Optimization Research Studio.

C++ | Linux | Windows | CUDA | CMake | Dot | Google Test

Experimental Neural Net Framework — 2019

http://cs230.stanford.edu/projects_spring_2019/reports/18676711.pdf

Project description | Poster Session, CS230 - 2019 | bitbucket repo | 4 minute presentation

CS230 : Experimental Neural Net Framework. (Mentor : Steven Z. Chen(stevenzc@stanford.edu))

C++ | Linux | Windows | CUDA | Python | CMake

Convex optimization solvers with leveraging into GPU/CPU power for AI/ML — 2018

Project description | Poster Presentation Session, CS221 - 2018 | bitbucket repo

CS221 : Convex optimization solvers with leveraging into GPU/CPU power for AI/ML. Mentor : Steven Diamond

C++ | Linux | Windows | CUDA | Python | CMake | Convex Optimization

Convex Optimization for Machine Learning — 2017

http://cs229.stanford.edu/proj2017/final-posters/5164974.pdf | Project description | 4 minute presentation

Stanford, CS229 : Convex Optimization for Machine Learning

C++ | Visual Studio | Numerical Linear Algebra | Convex Optimization | Python | CMake

Plotter++. Standalone tool for plot images, graphs, point clouds, text logs via obtaining data from TCP/IP — 2017

github.com/burlachenkok/plotter_plusplus | 40 minute presentation

This is an advanced plotter tool that receives commands over the network TCP connection. The goal is to assist debugging and development process. It has been written in C++, and it uses Qt Framework 5.7.* as only one external library.

C++ | Linux | Windows | Embedded Systems | Qt | Python

Lane detection using Fourier based line detector — 2016

http://web.stanford.edu/class/cs231a/prev_projects_2016/final_konstantin_burlachenko.pdf | presentation

Lane detection from input videostream.

Matlab

References

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