

# Konstantin BURLACHENKO

## Ph.D. candidacy in Computer Science program, CEMSE division at KAUST

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i Homepage : <https://burlachenkok.github.io/>

I have created state-of-the-art systems for Machine Learning, Computer Graphics, Computer Vision, and Computational Physics, exploiting hardware via DSL and using contemporary areas of Applied Math and CS. My current focus is Federated Learning, the branch of ML co-invented by my advisor in 2016<sup>1</sup> which will be the next big step of Machine Learning.

My dissertation title is *Optimization Methods and Software for Federated Learning*.<sup>2</sup>

### EDUCATION

2020-Now	Saudi Arabia : Ph.D. program in <a href="#">CEMSE/CS Program at King Abdullah University of Science and Technology</a> . Member of Prof. <a href="#">Peter Richtárik</a> 's Optimization and Machine Learning Lab inside <a href="#">KAUST AI initiative</a> . <i>Awards</i> : Dean's Award 2019, KAUST. Transcript : <a href="#">Link-1</a> . GPA : 3.81/4.0
2015-2019	USA, Stanford : Graduate Non-Degree Program. Transcript : <a href="#">Link-2</a> . GPA : 3.96/4.3
2015-2018	USA, Stanford : Data, Models and Optimization Graduate Certificate <a href="#">Link-3 (Program)</a>
2016 - 2019	USA, Stanford : Artificial Intelligence Graduate Certificate <a href="#">Link-4 (Program)</a>
2003-2009	Russia, Bauman Moscow State Technical University : Master Degree ( <a href="#">Bologn process equivalent</a> ) in Computer Science and Control Systems. GPA : <i>Not Applicable/Conversion is needed. (Original scans)</i>
Conferences	<a href="#">ICML-2022 ( Certificate )</a> ; <a href="#">ICML-2021 ( Certificate )</a> ; <a href="#">NeurIPS-2021 ( Certificate )</a> ; <a href="#">ACM CoNEXT 2021(Certificate)</a> ; <a href="#">ACM SIGGRAPH 2012</a> .
Summer Schools	<a href="#">Regularization Methods for ML 2021 ( Certificate )</a> ; <a href="#">The PRAIRIE/MIAI AI summer school 2021 ( Certificate )</a> ; <a href="#">Oxford ML Summer School-2021( Certificate )</a> ; <a href="#">The HSE/MIPT/Sirius Optimization without Border</a> .

### SCIENTIFIC PAPERS

FEDERATED OPTIMIZATION ALGORITHMS WITH RANDOM RESHUFFLING AND GRADIENT COMPRESSION	2022
<a href="https://arxiv.org/abs/2206.07021">https://arxiv.org/abs/2206.07021</a>	
SHARPER RATES AND FLEXIBLE FRAMEWORK FOR NONCONVEX SGD WITH CLIENT AND DATA SAMPLING	2022
<a href="https://arxiv.org/abs/2206.02275">https://arxiv.org/abs/2206.02275</a>	
FASTER RATES FOR COMPRESSED FEDERATED LEARNING WITH CLIENT-VARIANCE REDUCTION	2021
<a href="https://arxiv.org/abs/2112.13097">https://arxiv.org/abs/2112.13097</a>	
FL_PYTORCH : OPTIMIZATION RESEARCH SIMULATOR FOR FEDERATED LEARNING	2021
<a href="https://arxiv.org/abs/2202.03099">https://arxiv.org/abs/2202.03099</a> <a href="https://dl.acm.org/doi/abs/10.1145/3488659.3493775/">https://dl.acm.org/doi/abs/10.1145/3488659.3493775/</a> Accepted for presentation and proceedings to 2nd ACM International Workshop on Distributed Machine Learning	
MARINA : FASTER NON-CONVEX DISTRIBUTED LEARNING WITH COMPRESSION	2021
<a href="https://arxiv.org/abs/2102.07845">https://arxiv.org/abs/2102.07845</a> <a href="https://proceedings.mlr.press/v139/gorbunov21a.html">https://proceedings.mlr.press/v139/gorbunov21a.html</a> Accepted for presentation and proceedings to Thirty-eighth International Conference on Machine Learning, ICML 2021	
PERSONALIZED FEDERATED LEARNING WITH COMMUNICATION COMPRESSION	2021 – 2022
<a href="https://arxiv.org/abs/2209.05148">https://arxiv.org/abs/2209.05148</a>	

1. *Federated Learning : Strategies for Improving Communication Efficiency* [J.Konečný, H.B.McMahan, F.X.Yu, P.Richtarik, A.T.Suresh, D.Bacon, NIPS 2016]
2. *Konstantin Burlachenko Homepage : Obtaining the Status of a Ph.D. candidacy*

## PRESENTATIONS

MAR-2022	<a href="#">Rising Stars in AI Symposium KAUST : FL_PyTorch : Optimization Research Simulator for Federated Learning</a>
DEC-2021	<a href="#">Session in ACM DistributedML2021 : FL_PyTorch : Optimization Research Simulator for Federated Learning.</a>
JULY-2021	<a href="#">Poster and spotlight for in ICML-2021 : MARINA Faster Non-Convex Distributed Learning with Compression.</a>
APR-2021	Poster presentation at <a href="#">Communication Efficient Distributed Optimization at NSF-TRIPODS Workshop.</a>
FEB-2020	Moscow, Russia. Speaker in <a href="#">OpenTalks.AI conference : Huawei technologies for AI developers.</a>
JULY-2019	Sochi, Russia. Educational center <a href="#">Sirius</a> : Deep Learning Course with <a href="#">D.Kamzolov</a> .
DEC-2018	<a href="#">MIPT</a> (Moscow Institute of Physics and Technologies) : Two guest lectures about subtle things around Decision Trees. Slides : <a href="#">Link</a> . Presentations : <a href="#">Session-#1</a> , <a href="#">Session-#2</a> .
APR-2016	<a href="#">GTC 2016, San Hose, USA</a> : Presenter in <a href="#">Driveworks NVIDIA</a> booth.
AUG-2012	<a href="#">ACM SIGGRAPH 2012, LosAngeles, USA</a> : Presenter in <a href="#">CentiLeo</a> booth.

## EXPERIENCE

Now September 2022	<b>Member of Center of Excellence in Data Science and Artificial Intelligence, <a href="#">SDAIA-KAUST AI</a>, KSA</b> Affiliations are offered to members of the KAUST community who have an outstanding record of achievement in AI related fields with whom center would like to engage in collaboration on specific projects, seminars, workshops. The goal of center is AI research and development of modern technologies in KSA. <a href="#">Distributed Math Optimization</a> <a href="#">Federated Learning</a> <a href="#">Applied Math</a> <a href="#">AI</a> <a href="#">Machine Learning</a> <a href="#">Compuer Science</a>
August 2021	<b>Research Scientist Intern (AI) offer, <a href="#">FACEBOOK INC.</a>, USA, Menlo Park</b> After passing competitive interviews I have read several papers that <a href="#">Dr. Hao-Jun Michael Shi</a> has recommended. We had several discussions and we've selected the research topic that is important to the company and at the same time for my Ph.D. The internship has not happened due to the absence of a J1 VISA. <a href="#">Distributed Math Optimization</a> <a href="#">AI</a> <a href="#">Federated Learning</a>
Now September 2020	<b>CS Ph.D. candidacy and a member of prof. <a href="#">Peter Richtárik's</a> Optimization and ML Lab, KAUST, KSA</b> <ul style="list-style-type: none"><li>► Narrow area of research is Federated Learning(FL), Stochastic Distributed Math Optimization for AI.</li><li>► Broad area of my scientific interests : Math Optimization, AI, FL, Graphics and Vision, Control.</li></ul> <a href="#">Distributed Math Optimization</a> <a href="#">Federated Learning</a> <a href="#">Applied Math</a> <a href="#">C/C++</a> <a href="#">Python</a> <a href="#">Qt</a> <a href="#">PyTorch</a> <a href="#">TF</a> <a href="#">Latex</a> <a href="#">Computer Vision</a>
August 2020 March 2019	<b>Principal Lead Engineer   Foundation AI Lab, <a href="#">HUAWEI</a>, Moscow</b> <ul style="list-style-type: none"><li>► R&amp;D in internal classical Machine Learning and Deep Learning middleware for <a href="#">HUAWEI HiSilicon</a></li><li>► Present HiSilicon solutions for engineers, scientists working with ML/AI. <a href="#">OpenTalks.AI</a>, <a href="#">HUAWEI News</a></li><li>► R&amp;D in internal projects in Machine Learning <a href="#">HUAWEI Consumer Business Group</a></li></ul> <a href="#">Math Optimization</a> <a href="#">AI</a> <a href="#">Custome ISA</a> <a href="#">C/C++</a> <a href="#">Python</a> <a href="#">TVM</a> <a href="#">Java</a> <a href="#">Google Protobuf</a> <a href="#">CMake</a> <a href="#">Qt</a> <a href="#">TF</a> <a href="#">SQL</a>
March 2019 July 2014	<b>Senior Developer Technology Engineer, <a href="#">NVIDIA</a>, Moscow</b> <ul style="list-style-type: none"><li>► <a href="#">Driveworks SDK</a> - SDK for self-driving cars adopted by automotive partners. Computer vision, machine learning, calibration, egomotion. Implementation and presentation of the modules internally.</li><li>► <a href="#">PhysX/Apex SDK</a> - An industry standard for game physics simulation, graphical special effects. Internal implementation and communication with extra customers (Blizzard).</li><li>► <a href="#">cuDNN/cuBLAS</a> libraries - GPU computation libraries used by more than 1M customers in machine learning and HPC. Implementation, Documentation, and collaboration with Mathworks.</li><li>► <a href="#">RAPIDS</a> - GPU based implementation of SkLearn, XgBoost, Pandas. I was resnposable for SkLearn.</li></ul> <a href="#">CUDA</a> <a href="#">GLSL</a> <a href="#">C++</a> <a href="#">AARCH64</a> <a href="#">SSE2/ARM NEON</a> <a href="#">Linux</a> <a href="#">Windows</a> <a href="#">PS4</a> <a href="#">XBox</a> <a href="#">OpenGL</a> <a href="#">Google Tests</a> <a href="#">GitLab</a> <a href="#">Perl</a> <a href="#">Python</a> <a href="#">CMake</a> <a href="#">Make</a> <a href="#">Qt</a> <a href="#">Git</a> <a href="#">TensorFlow</a> <a href="#">Computer Vision</a> <a href="#">Graphics</a> <a href="#">Deep Learning</a> <a href="#">CppCheck</a>
July 2014 May 2013	<b>Senior Developer Engineer   Yandex Video Team, <a href="#">YANDEX</a>, Moscow</b> <ul style="list-style-type: none"><li>► Text and statistical machine learning features for <a href="#">Yandex Video Search</a>.</li><li>► Infrastructure for storage and analysis of all web documents with embedded video on the WWW</li><li>► Infrastructure to show plots for internal team's processes</li></ul> <a href="#">C++</a> <a href="#">Google Protobuf</a> <a href="#">JavaScript</a> <a href="#">Bash</a> <a href="#">Python</a> <a href="#">Computer Science</a> <a href="#">HTML/JS/CSS</a> <a href="#">SVN</a> <a href="#">MapReduce</a> <a href="#">ML</a>
April 2013 March 2012	<b>Lead Physics Engine Developer, FITTING REALITY, Moscow</b> <ul style="list-style-type: none"><li>► Develop library for clothing simulation in <a href="#">CUDA</a> and in <a href="#">OpenCL</a> with facade interface to C++/C#.</li><li>► Custom render engine for clothing visualization compatible with OpenGL 1.2. <a href="#">Demo</a>.</li><li>► Prepare elements of the demo to investors. Carry internal MATH/CS/PHYS trainings.</li></ul> <a href="#">C++</a> <a href="#">C</a> <a href="#">OpenGL</a> <a href="#">GLSL</a> <a href="#">Qt</a> <a href="#">Posix</a> <a href="#">WinAPI</a> <a href="#">QMake</a> <a href="#">CUDA</a> <a href="#">OpenCL</a> <a href="#">Physics</a> <a href="#">Graphics</a> <a href="#">gDebugger</a> <a href="#">C#</a>

March 2012 September 2010	<b>Software Developer Engineer, ACRONIS, Moscow</b> <ul style="list-style-type: none"> <li>▶ Key member of GUI team for <a href="#">Acronis Backup and Recovery 2011 Enterprise</a></li> <li>▶ Profiling and optimization of the codebase working in user/kernel space for Windows OS.</li> </ul> <span>C++</span> <span>C</span> <span>WinAPI</span> <span>WinDbg</span> <span>VmWare</span> <span>Specialized GUI library</span> <span>SVN</span> <span>SysInternals</span> <span>CppCheck</span> <span>ASM x86</span> <span>AqTime</span>
September 2010 March 2009	<b>Senior Software Developer Engineer, CAPITAL RESEARCH, Moscow</b> <ul style="list-style-type: none"> <li>▶ Developed Firefox plugin to create the three-dimensional HTML view for basics HTML elements.</li> <li>▶ The startup terminated. CEO <a href="#">Kirill Garanzha</a> can provide information about my work.</li> </ul> <span>Firefox</span> <span>C++</span> <span>WinAPI</span> <span>HTML/JS/CSS</span> <span>Windows</span> <span>OpenGL</span> <span>GLSL</span> <span>SVN</span>
June 2009 December 2006	<b>C++ Programming Engineer, FLINT AND CO, Moscow</b> <ul style="list-style-type: none"> <li>▶ Created several computer games with computer vision and graphics part, hardware drivers.</li> <li>▶ Spent time on factory floors to test and analyze the quality of my solutions. Carry trips to customers.</li> </ul> <span>C++</span> <span>SDL</span> <span>Posix</span> <span>WinApi</span> <span>Development Image Library</span> <span>Low level programming</span> <span>Computer Vision</span> <span>OpenGL</span> <span>SVN</span>
November 2006 March 2006	<b>C++ Programming Engineer (Part time work), ASTRASOFT TECHNOLOGY, Moscow</b> <ul style="list-style-type: none"> <li>▶ Developed visual elements of management system based on Qt and OpenGL.</li> </ul> <span>C++</span> <span>Qt</span> <span>Windows</span> <span>OpenGL</span> <span>SVN</span>

## SELECTED PERSONAL PROJECTS

<b>MATH OPTIMIZATION RESEARCH STUDIO</b> <a href="#">Project report - Math Optimizaiton Research Studio</a> <a href="#">Description</a> <a href="#">Bitbucket repo</a> CS380 : Math Optimization Research Studio. <span>C++</span> <span>Linux</span> <span>Windows</span> <span>CUDA</span> <span>CMake</span> <span>Dot</span> <span>Google Test</span> <span>Python</span> <span>Bash</span>	2020
<b>EXPERIMENTAL NEURAL NET FRAMEWORK</b> <a href="#">Report.CS230 - 2019</a> <a href="#">Project description</a> <a href="#">Poster CS230 - 2019</a> <a href="#">bitbucket repo</a> <a href="#">Presentation</a> CS230 : Experimental Neural Net Framework. Mentor : Steven Z. Chen(stevenzc@stanford.edu) <span>C++</span> <span>Linux</span> <span>Windows</span> <span>CUDA</span> <span>Python</span> <span>CMake</span>	2019
<b>CONVEX OPTIMIZATION SOLVERS WITH LEVERAGING INTO GPU/CPU POWER FOR AI/ML</b> <a href="#">Description</a> <a href="#">Poster CS221 - 2018</a> <a href="#">Bitbucket repo</a> CS221 : Convex optimization solvers with leveraging into GPU/CPU power for AI/ML. Mentor : <a href="#">Steven Diamond</a> <span>C++</span> <span>Linux</span> <span>Windows</span> <span>CUDA</span> <span>Python</span> <span>CMake</span> <span>Convex Optimization</span>	2018
<b>CONVEX OPTIMIZATION FOR MACHINE LEARNING</b> <a href="#">Poster CS229 - 2017.</a> <a href="#">Description</a> <a href="#">Presentation</a> Stanford, CS229 : Convex Optimization for Machine Learning <span>C++</span> <span>Visual Studio</span> <span>Numerical Linear Algebra</span> <span>Convex Optimization</span> <span>Python</span> <span>CMake</span>	2017
<b>PLOTTER++. STANDALONE TOOL FOR PLOT IMAGES, GRAPHS, POINT CLOUDS, TEXT LOGS VIA OBTAINING DATA FROM TCP/IP</b> <a href="#">github.com/burlachenkok/plotter_plusplus</a> <a href="#">Presentation</a> An advanced scinetific plotter tool that receives commands via TCP/IP. Suitable to use in connection with embedded systems. <span>C++</span> <span>Linux</span> <span>Windows</span> <span>Embedded Systems</span> <span>Qt</span> <span>Python</span>	2017
<b>LANE DETECTION USING FOURIER BASED LINE DETECTOR</b> <a href="#">Report</a> <a href="#">Presentation</a> Lane detection from input videostream. <span>Matlab</span>	2016

## SELECTED NOTES

TECHNICAL NOTE. FROM C++1998 TO C++2020	2022
<a href="https://github.com/burlachenkok/CPP_from_1998_to_2020">https://github.com/burlachenkok/CPP_from_1998_to_2020</a> <i>The technical notes is under consideration to be added into AMD Inc. internal education web portal.</i>	
SUMMARY OF THE BOOK : AMIR BECK, FIRST-ORDER METHODS IN OPTIMIZATION, 2017	2020
<a href="https://sites.google.com/site/burlachenkok/abeck_notes">https://sites.google.com/site/burlachenkok/abeck_notes</a> <i>Founded misprints have been reported to Prof. Amir Beck, Tel Aviv University.</i>	
SUMMARY OF THE BOOK : A.N.KOLOMOGOROV,S.V.FOMIN INTRODUCTIONARY REAL ANALYSIS, 1970	2020
<a href="https://sites.google.com/site/burlachenkok/articles/notes-about-the-book-of-ankolomogorovsvfomin">https://sites.google.com/site/burlachenkok/articles/notes-about-the-book-of-ankolomogorovsvfomin</a>	
TEHNICAL NOTE : CUDA AND PARALLEL COMPUTATION	2020
<a href="https://sites.google.com/site/burlachenkok/articles/cuda-and-parallel-computation-notes">https://sites.google.com/site/burlachenkok/articles/cuda-and-parallel-computation-notes</a>	
TEHNICAL NOTE : RANDOM NOTES ABOUT OPENCL 2.0	2020
<a href="https://sites.google.com/site/burlachenkok/articles/cuda-and-parallel-computation-notes">https://sites.google.com/site/burlachenkok/articles/cuda-and-parallel-computation-notes</a>	
REMARKS DEDICATED TO PRACTICAL CS PEOPLE WORKING IN VARIOUS SECTIONS OF APPLIED MATH AND PHYSICS.	2014–2020
<a href="https://sites.google.com/site/burlachenkok/articles">https://sites.google.com/site/burlachenkok/articles</a>	

## 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	GLSL, 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.
Sport achievements	The Candidate Master in chess by FIDE. (My <a href="#">FIDE profile</a> ).

## REFERENCES

<b>Andrew Ng</b> <i>Assistant Professor, STANFORD, <a href="#">LETTER</a></i> @ <a href="mailto:ang@cs.stanford.edu">ang@cs.stanford.edu</a> ☎ +1 (650)725-2593	<b>Timout Paltashev</b> <i>AMD and Core faculty, NORTHWESTERN POLYTECHNIC UNIVERSITY, <a href="#">LETTER</a></i> @ <a href="mailto:Timour.Paltashev@amd.com">Timour.Paltashev@amd.com</a> ☎ +1 (408) 306 8508
<b>Brad Osgood</b> <i>Professor, STANFORD, UNDER REQUEST</i> @ <a href="mailto:osgood@stanford.edu">osgood@stanford.edu</a> ☎ +1 (650) 387-1287	<b>Jerome H. Friedman</b> <i>Professor, STANFORD, UNDER REQUEST</i> @ <a href="mailto:jhf@stat.stanford.edu">jhf@stat.stanford.edu</a> ☎ +1 (650) 723-9329