

Konstantin BURLACHENKO

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HOME PAGE : <https://burlachenkok.github.io>

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I have co-created systems for ML, Graphics, Vision, and Physics Simulation, exploiting hardware via DSL and using contemporary areas of Math&CS. My current focus is Federated Learning, a subfield of ML co-invented by my advisor in 2016¹, which becomes a key part of the "US National AI R&D Plan" in 2023. My dissertation is "Optimization Methods and Software for Federated Learning".

EDUCATION

2020-Now	KSA : Ph.D. candidacy in CEMSE/CS Program at KAUST . Member of Prof. Peter Richtárik 's Optimization and Machine Learning Lab in KAUST AI initiative led by Jürgen Schmidhuber . Transcript : Link-1 . GPA : 3.81/4.0.
2015-2019	USA, Stanford : Graduate Non-Degree Program. Transcript : Link-2 , GPA : 3.96/4.3, Total Credits : 28.
2015-2018	USA, Stanford : Data, Models and Optimization Graduate Certificate Link-3 (Program)
2016 - 2019	USA, Stanford : Artificial Intelligence Graduate Certificate Link-4 (Program)
2003-2009	Russia, Bauman Moscow State Technical University : MS in CS. GPA : Not Applicable. (Original scans)
Conferences and Summer Schools	ICLR 2024 ; ACM CoNEXT 2023 ; Rising Stars in AI Symposium 2024 and 2023 , EMNLP-2022 ; ICML-2022 ; ICML-2021 ; NeurIPS-2021 ; ACM CoNEXT 2021 ; Regularization Methods for ML 2021 ; The PRAIRIE/MAI AI 2021 ; Oxford ML-2021 ; The HSE/MIPT Optimization without Border ; ACM SIGGRAPH 2012 .

EXPERIENCE

June 2024 September 2024	Internship in Private Federated Learning ML Team, APPLE, Cambridge, UK Localized roots of one of the important problems for FL, literature review, constructing strategy from existing and (own) novel ideas. Successfully delivered two internal presentations about attained results. Distributed Math Optimization AI Federated Learning
August 2021	Research Scientist Intern (AI) in AI and Systems Co-Design, META, Menlo Park, USA I have read several papers that Dr. Hao-Jun Michael Shi has recommended. The internship has not happened due to the long process of obtaining approval on J1 VISA by USA Embassy which took 15 months. Distributed Optimization AI Federated Learning
Now September 2020	CS Ph.D. candidacy and a member of Prof. Peter Richtárik Optimization and ML Lab², KAUST, KSA <ul style="list-style-type: none">► <i>Narrow area of my research</i> : Federated Learning (FL), Stochastic Distributed Math Optimization for AI.► <i>Broad areas of my interests</i> : Math Optimization, AI/ML, Compute Optimization, Software Systems, GPGPU, Computer Vision, Computer Graphics, Networks, Cryptography, Control, Physical Simulation.► Sep 2022 - Sep 2023 – Member of SDAIA-KAUST AI (invitation letter).► Awards : (1) Dean's Award 2020 KAUST; (2) Grant from Saudi Authority for Data and Artificial Intelligence (SDAIA) 2022; (3) Dean's List Award 2023, KAUST; (4) AMD Instinct MI50 from AMD Inc. 2023.; (5) Winning a grant from Grand Challenge Project Proposal Shaheen III CPU 2024. Distributed Optimization Federated Learning Applied and Fundamental Math Computer Vision Systems Cryptography C/C++ CUDA AVX512 Python CMake Qt/PyQt PyTorch TF Latex Git Google Tests Bash NLP
August 2020 March 2019	Principal Engineer Level 18 Foundation AI Lab, HUAWEI, Moscow, Russia <ul style="list-style-type: none">► R&D in internal ML Systems middleware for HUAWEI HiSilicon and HUAWEI CBG.► Present HiSilicon solutions for engineers, scientists working with ML/AI. OpenTalks.AI, HUAWEI News.► Awards : Grade "A" for a 2019-2020 Year Progress with a one-time payment bonus. Math Optimization AI Custom ISA C/C++ Python TVM Java Google Protobuf CMake Qt TF SQL

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. To avoid academic disputes over authorship order and focus on work, the Lab adopts the concept of "Every Author as First Author" [arXiv:2304.01393](#)

March 2019 July 2014	Senior Developer Technology Engineer Level IC3, NVIDIA, Moscow, Russia <ul style="list-style-type: none"> ▶ 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 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 responsible for SkLearn. <div> <div>CUDA</div> <div>GLSL</div> <div>C++</div> <div>AARCH64</div> <div>SSE2/ARM NEON</div> <div>Linux</div> <div>Windows</div> <div>PS4</div> <div>XBox</div> <div>OpenGL</div> <div>Google Tests</div> <div>GitLab</div> <div>Perl</div> <div>Python</div> <div>CMake</div> <div>Make</div> <div>Qt</div> <div>Git</div> <div>TensorFlow</div> <div>Computer Vision</div> <div>Graphics</div> <div>Deep Learning</div> <div>CppCheck</div> </div>
July 2014 May 2013	Senior Developer Engineer Yandex Video Team, YANDEX, Moscow, Russia <ul style="list-style-type: none"> ▶ Text and statistical machine learning features for Yandex Video Search. ▶ Infrastructure for storage and analysis of all web documents with embedded video on the WWW, utilized by 10 internal teams. ▶ Awards : Two one-time payment bonuses due to the delivery of products in production. <div> <div>C++</div> <div>Google Protobuf</div> <div>JavaScript</div> <div>Bash</div> <div>Python</div> <div>Computer Science</div> <div>HTML/JS/CSS</div> <div>SVN</div> <div>MapReduce</div> <div>ML</div> </div>
April 2013 March 2012	Team Lead Physics Engine Developer, FITTING REALITY, Moscow, Russia <ul style="list-style-type: none"> ▶ Develop library for clothing simulation in CUDA and in OpenCL with facade interface to C++/C#. ▶ Custom render engine for clothing visualization compatible with OpenGL 1.2. ▶ Prepare elements of the demo to investors. Carry internal MATH/CS/PHYS trainings. ▶ Manage team of 4 members. ▶ Awards : Funding visit of SIGGRAPH 2012, USA conference. <div> <div>C++</div> <div>C</div> <div>OpenGL</div> <div>GLSL</div> <div>Qt</div> <div>Posix</div> <div>WinAPI</div> <div>QMake</div> <div>CUDA</div> <div>OpenCL</div> <div>Physics</div> <div>Graphics</div> <div>Ogre</div> <div>C#</div> </div>
March 2012 September 2010	Software Developer Engineer, ACRONIS, Moscow, Russia <ul style="list-style-type: none"> ▶ Key member of GUI team for Acronis Backup and Recovery 2011 Enterprise ▶ Profiling and optimization of the codebase working in user/kernel space for Windows OS. <div> <div>C++</div> <div>C</div> <div>WinAPI</div> <div>WinDbg</div> <div>VmWare</div> <div>Specialized GUI library</div> <div>SVN</div> <div>SysInternals</div> <div>CppCheck</div> <div>ASM x86</div> <div>AqTime</div> </div>
September 2010 March 2009	Senior Software Developer Engineer, CAPITAL RESEARCH, Moscow, Russia <ul style="list-style-type: none"> ▶ Developed Firefox plugin to create the three-dimensional HTML view for basics HTML elements. <div> <div>Firefox</div> <div>C++</div> <div>WinAPI</div> <div>HTML/JS/CSS</div> <div>Windows</div> <div>OpenGL</div> <div>GLSL</div> <div>SVN</div> </div>
June 2009 December 2006	C++ Programming Engineer, FLINT AND CO, Moscow, Russia <ul style="list-style-type: none"> ▶ 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. <div> <div>C++</div> <div>SDL</div> <div>Posix</div> <div>WinApi</div> <div>Development Image Library</div> <div>Low level programming</div> <div>Computer Vision</div> <div>OpenGL</div> <div>SVN</div> </div>
November 2006 March 2006	C++ Programming Engineer (Part time work), ASTRASOFT TECHNOLOGY, Moscow, Russia <ul style="list-style-type: none"> ▶ Developed visual elements of management system based on Qt and OpenGL. <div> <div>C++</div> <div>Qt</div> <div>Windows</div> <div>OpenGL</div> <div>SVN</div> </div>

PRESENTATIONS

MAY-2024	UK, USA, KSA remotely : Research talk for APPLE Inc.
MAY-2024	ICLR 2024, Austria : Error Feedback Reloaded
APR-2024	USA and KSA remotely : Research talk for NVIDIA Inc.
MAR-2024	MLSS 2024, Japan : Error Feedback Reloaded
FEB-2024	AI Symposium, KSA : Unlocking FedNL : Self-Contained Compute-Optimized Implementation
DEC-2023	ACM DistributedML2023, France : Federated Learning is Better with Non-Homomorphic Encryption.
JUNE-2023	SIAM : Conference on Optimization, USA : FL_PyTorch : Optimization Research Simulator for FL
MARCH-2023	VCC OPEN HOUSE 2023 event, KSA : FedNL. Making Newton-Type Methods Applicable to FL.
DEC-2022	EMNLP 2022, Abu Dhabi, UAE : Presenter in KAUST AI Initiative Booth.
OCT-2022	CS Ph.D. Proposal Defense, KSA : Dissertation Title : <i>Optimization Methods and Software for Federated Learning</i> . Committee members : <i>Eric Feron, Marco Canini, Peter Richtarik</i> .
JULY-2022	ACM Symposium on Principles of Distributed Computing, Italy : MARINA : Faster non-convex distributed learning with compression.
MAR-2022	AI Symposium KAUST, KSA : FL_PyTorch : Optimization Research Simulator for FL
DEC-2021	ACM DistributedML2021, Rome : FL_PyTorch : Optimization Research Simulator for Federated Learning.
JULY-2021	Spotlight for in ICML-2021, Virtual : MARINA Faster Non-Convex Distributed Learning with Compression.
APR-2021	Poster at Communication Efficient Distributed Optimization at NSF-TRIPODS Workshop, Virtual : MARINA : Faster Non-Convex Distributed Learning with Compression.
FEB-2020	OpenTalks.AI conference, Russia : Huawei technologies for AI developers .
JULY-2019	Educational Center Sirius, Russia : Deep Learning Course with D.Kamzolov and A.V. Gasnikov
DEC-2018	MIPT, Russia : Lectures about subtle things around Decision Trees, Gradient Boosting and Random Forest.
APR-2016	GTC 2016, USA : Presenter in Driveworks NVIDIA booth.
AUG-2012	ACM SIGGRAPH 2012, USA : Presenter in CentiLeo booth, and visitor from Fitting Reality.

JUDGE OF THE WORK OF OTHERS

1. Referee in a peer-reviewed proceeding for [ICML'22](#), [AISTATS'23](#), [JMLR'24](#), [ICML'24 Workshop Advancing NN Training](#).
2. Participates in annual review processes for estimating the work of my colleagues in HUAWEI, NVIDIA, and Yandex.

SCIENTIFIC PAPERS

PV-TUNING : BEYOND STRAIGHT-THROUGH ESTIMATION FOR EXTREME LLM COMPRESSION	2024
https://arxiv.org/abs/2405.14852 Accepted to presentation and proceedings to <i>NeurIPS -2024</i> [Oral Paper, Top 0.4%]	
UNLOCKING FEDNL : SELF-CONTAINED COMPUTE-OPTIMIZED IMPLEMENTATION	2024
https://burlachenkok.github.io/Unlocking-FedNL-at-KAUST-AI-Symposium/ <i>Under a peer-review process.</i>	
ERROR FEEDBACK RELOADED : FROM QUADRATIC TO ARITHMETIC MEAN OF SMOOTHNESS CONSTANTS	2024
https://openreview.net/forum?id=Ch7WqGcGmb https://arxiv.org/abs/2402.10774 Accepted to presentation and proceedings to <i>ICLR-2024</i> .	
FEDERATED LEARNING IS BETTER WITH NON-HOMOMORPHIC ENCRYPTION	2023
https://dl.acm.org/doi/10.1145/3630048.3630182 https://arxiv.org/abs/2312.02074 Accepted to presentation and proceedings to <i>4th ACM International Workshop on Distributed Machine Learning</i> .	
ERROR FEEDBACK SHINES WHEN FEATURES ARE RARE	2023
https://arxiv.org/abs/2305.15264 <i>Under a peer-review process.</i>	
FEDERATED LEARNING WITH REGULARIZED CLIENT PARTICIPATION	2023
https://icml.cc/virtual/2023/27049 https://arxiv.org/abs/2302.03662 Accepted to presentation. Workshop <i>Federated Learning and Analytics in Practice</i> at <i>ICML 2023</i> .	
SHARPER RATES AND FLEXIBLE FRAMEWORK FOR NONCONVEX SGD WITH CLIENT AND DATA SAMPLING	2022
https://openreview.net/forum?id=zKgJ6TWAFE https://arxiv.org/abs/2206.02275 Accepted to proceedings <i>Transactions on Machine Learning Research (TMLR)</i> .	
FEDERATED OPTIMIZATION ALGORITHMS WITH RANDOM RESHUFFLING AND GRADIENT COMPRESSION	2022
https://icml.cc/virtual/2023/27050 https://arxiv.org/abs/2206.07021 Accepted to presentation. Workshop <i>Federated Learning and Analytics in Practice</i> at <i>ICML 2023</i> . Accepted to presentation and proceedings to <i>NeurIPS -2024</i>	
FASTER RATES FOR COMPRESSED FEDERATED LEARNING WITH CLIENT-VARIANCE REDUCTION	2021
https://epubs.siam.org/doi/pdf/10.1137/23M1553820 https://arxiv.org/abs/2112.13097 Accepted to proceedings <i>SIAM Journal on Mathematics of Data Science (SIMODS)</i> .	
FL_PYTORCH : OPTIMIZATION RESEARCH SIMULATOR FOR FEDERATED LEARNING	2021
https://dl.acm.org/doi/abs/10.1145/3488659.3493775/ https://arxiv.org/abs/2202.03099 Accepted to presentation and proceedings to <i>2nd ACM International Workshop on Distributed Machine Learning</i> .	
MARINA : FASTER NON-CONVEX DISTRIBUTED LEARNING WITH COMPRESSION	2021
https://proceedings.mlr.press/v139/gorbunov21a.html https://arxiv.org/abs/2102.07845 Accepted to presentation and proceedings to <i>ICML 2021</i> .	
PERSONALIZED FEDERATED LEARNING WITH COMMUNICATION COMPRESSION	2021 – 2022
https://openreview.net/pdf?id=dZugyhbNFY https://arxiv.org/abs/2209.05148 Accepted to proceedings <i>Transactions on Machine Learning Research (TMLR)</i> .	

ENGINEERING COMPETENCIES

Programming Languages that I have used	C89/C99 , C++20/11/03 , C# , Cython , Java , x86/AArch64 , NDA ASM
Scripting Languages that I have used	Python , Bash , Perl , and Cython which is between scripting and compile languages.
DSL 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
Typing DSL Languages	Latex , HTML , XML , Markdown
Areas in which I worked	Federated Learning, Stochastic Distributed Math Optimization, Computer Vision, Statistical Learning, System Programming, HPC and GPU Programming, Math Optimization, Computer Graphics, Computational Physics, Distributed Systems.
Sport achievements	The Candidate Master in chess by FIDE. (My FIDE profile). Second Place in the KAUST Chess Tournament in Oct, 2022.

TECHNICAL NOTES

TECHNICAL NOTE : FROM C++98 TO C++2X

2022-2024

github.com/burlachenko/Cpp-Technical-Note.md [Short Information](#)

The technical note is dedicated for all primary C++ programming language standards : C++03/98/11/14/17/20. The note has been adopted to [AMD Inc.](#) internal education web portal. Also it has been highly assessed by : (i) Marco Foco, Head of the Delegation for Italy ISO C++ JTC1/SC22/WG21; (ii) [Prof. David Keyes](#), Director of [Extreme Compute Research Center at KAUST](#).

TECHNICAL NOTE : EXPLORING PYTHON3 LANGUAGE FROM A COMPUTING PERSPECTIVE

2023

github.com/burlachenko/exploring-python3/blob/main/python3-note.md [Short Information](#)

The note contains a language tutorial, a description of several libraries, and a description of several low-level profiling tools for Linux/Posix OS and Windows OS Family. It has been adopted to [Introduction to Data Science workshop series at KAUST](#).

SELECTED PROJECTS

MATH OPTIMIZATION RESEARCH STUDIO

KAUST, 2020

[Project report - Math Optimizaiton Research Studio](#) [Description](#) [Bitbucket repo](#)

CS380 : Math Optimization Research Studio. Self-developed command line interpreter with custom script language with self-developed backend computation in C++/CUDA.

C++ Linux Windows CUDA CMake Dot Google Test Python Bash

EXPERIMENTAL NEURAL NET FRAMEWORK

STANFORD, 2019

[Report.CS230 - 2019](#) [Poster CS230 - 2019](#) [bitbucket repo](#) [Presentation](#)

CS230 : Experimental Neural Net Framework. Wall-clock speedup relative to Google Tensor Flow x3.5.

C++ Linux Windows CUDA Python CMake

CONVEX OPTIMIZATION SOLVERS WITH LEVERAGING INTO GPU/CPU POWER FOR AI/ML

STANFORD, 2018

[Poster CS221 - 2018](#) [Bitbucket repo](#)

CS221 : Convex optimization solvers with leveraging into GPU/CPU power for AI/ML. Lasso regression speedup with GPU is x12.6 compared to CPU standart solvers.

C++ Linux Windows CUDA Python CMake Convex Optimization

CONVEX OPTIMIZATION FOR MACHINE LEARNING

STANFORD, 2017

[Poster CS229 - 2017.](#) [Presentation](#)

Stanford, CS229 : Convex Optimization for Machine Learning. Several solvers that work x8 faster than SkLearn.

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

PLOTTER++, STANDALONE TOOL FOR PLOT IMAGES, GRAPHS, POINT CLOUDS, LOGS. COMMUNICATION : TCP/IP

HOLIDAYS, 2017

github.com/burlachenko/plotter_plusplus [Presentation](#)

An advanced scientific plotter tool suitable to use in connection with embedded systems.

C++ Linux Windows Embedded Systems Qt Python

LANE DETECTION USING FOURIER BASED LINE DETECTOR

STANFORD, 2016

[Report](#) [Presentation](#)

Lane detection using Fourier based line detector

Matlab

HTML REPORT GENERATOR FOR GOOGLE TESTS

HOLIDAYS, 2016

[GitHub](#)

Project goal is to generate and compare different [Google Test](#) reports from several launches. Project is used by [Hyundai AutoEver](#), and [Hapsoft Consulting](#).

Python HTML XML

REFERENCES

Andrew Ng

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