

# Konstantin BURLACHENKO

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

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

## EXPERIENCE

|                             |  |
|-----------------------------|--|
| June 2024<br>September 2024 | <b>Internship in Private Federated Learning ML Team, <a href="#">APPLE</a>, Cambridge, UK</b><br>Developing innovative approach for memory-efficient on-device fine-tuning of large language models<br><a href="#">Distributed Math Optimization</a> <a href="#">AI</a> <a href="#">Federated Learning</a>   |
| August 2021                 | <b>Research Scientist Intern (AI) in AI and Systems Co-Design, <a href="#">META</a>, Menlo Park, USA</b><br>The internship has not happened due to 15 months process of obtaining J1 VISA to USA<br><a href="#">Distributed Optimization</a> <a href="#">AI</a> <a href="#">Federated Learning</a>   |
| Now<br>September 2020       | <b>CS Ph.D. candidacy and a member of Prof. <a href="#">Peter Richtárik</a> Optimization and ML Lab<sup>2</sup>, KAUST, KSA</b> <ul style="list-style-type: none"><li>► <i>Narrow area of research</i> : Federated Learning, Stochastic Distributed Math Optimization</li><li>► <i>Broad area of interests</i> : Math Optimization, AI/ML, Compute Optimization, Software Systems, GPGPU, Computer Vision, Computer Graphics, Networks, Cryptography, Control, Physical Simulation</li><li>► Sep 2022 - Sep 2023 – Member of <a href="#">SDAIA-KAUST AI</a> (<a href="#">invitation letter</a>)</li><li>► <b>Awards</b> : (1) <a href="#">Dean's Award, 2020</a>; (2) <a href="#">Grant from Saudi Authority for Data and Artificial Intelligence, 2022</a>; (3) <a href="#">Dean's List Award, 2023</a>; (4) <a href="#">AMD MI50 from AMD Inc., 2023</a>; (5) Winning grant from Grand Challenge Project Proposal Shaheen III CPU, 2024; (6) Co-secured a 4-year <a href="#">RDIA</a> grant for the lab, 2025.</li></ul> <a href="#">Distributed Optimization</a> <a href="#">Federated Learning</a> <a href="#">Applied and Fundamental Math</a> <a href="#">Computer Vision</a> <a href="#">Sytems</a> <a href="#">Cryptography</a><br><a href="#">C/C++</a> <a href="#">CUDA</a> <a href="#">AVX512</a> <a href="#">Python</a> <a href="#">CMake</a> <a href="#">Qt/PyQt</a> <a href="#">PyTorch</a> <a href="#">TF</a> <a href="#">Latex</a> <a href="#">Git</a> <a href="#">Google Tests</a> <a href="#">Bash</a> <a href="#">NLP</a> |
| August 2020<br>March 2019   | <b>Principal Engineer Level 18   Foundation AI Lab, <a href="#">HUAWEI</a>, Moscow, Russia</b> <ul style="list-style-type: none"><li>► R&amp;D in internal ML Systems middleware for <a href="#">HUAWEI HiSilicon</a> and <a href="#">HUAWEI CBG</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>► <b>Awards</b> : Grade A for a 2019-2020 Year Progress with a one-time payment bonus</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<br>July 2014     | <b>Senior Developer Technology Engineer Level IC3, <a href="#">NVIDIA</a>, Moscow, Russia</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 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 resnposible for SkLearn</li><li>► <b>Awards</b> : Funding support of visiting two NVIDIA GTC conference</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><br><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>            |

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](#)

|                              |   |
|------------------------------|---|
| July 2014<br>May 2013        | <b>Senior Developer Engineer   Yandex Video Team, <a href="#">YANDEX</a>, Moscow, Russia</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 web documents with embedded video on the WWW</li> <li>▶ <b>Awards</b> : Two one-time payment bonuses due to the delivery of products in production</li> </ul> <span>C++</span> <span>Google Protobuf</span> <span>JavaScript</span> <span>Bash</span> <span>Python</span> <span>Computer Science</span> <span>HTML/JS/CSS</span> <span>SVN</span> <span>MapReduce</span> <span>ML</span>   |
| April 2013<br>March 2012     | <b>Team Lead Physics Engine Developer, FITTING REALITY, Moscow, Russia</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</li> <li>▶ Prepare elements of the demo for investors. Carry internal MATH/CS/PHYS training</li> <li>▶ Manage a team of 4 members</li> <li>▶ <b>Awards</b> : Funding visit of SIGGRAPH 2012, USA conference</li> </ul> <span>C++</span> <span>C</span> <span>OpenGL</span> <span>GLSL</span> <span>Qt</span> <span>Posix</span> <span>WinAPI</span> <span>QMake</span> <span>CUDA</span> <span>OpenCL</span> <span>Physics</span> <span>Graphics</span> <span>Ogre</span> <span>C#</span> |
| March 2012<br>September 2010 | <b>Software Developer Engineer, <a href="#">ACRONIS</a>, Moscow, Russia</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<br>March 2009 | <b>Senior Software Developer Engineer, CAPITAL RESEARCH, Moscow, Russia</b> <ul style="list-style-type: none"> <li>▶ Developed Firefox plugin to create the three-dimensional HTML view for basic HTML elements</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<br>December 2006   | <b>C++ Programming Engineer, FLINT AND CO, Moscow, Russia</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<br>March 2006  | <b>C++ Programming Engineer (Part-time work), ASTRASOFT TECHNOLOGY, Moscow, Russia</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>   |

## PRESENTATIONS

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

## EVALUATING THE WORK OF OTHERS

1. Reviewer in a peer-reviewed proceeding for [ICML'22](#), [AISTATS'23](#), [JMLR'24](#), [ICML'24 Workshop](#), [ICLR'25](#).
2. Participates in annual review processes for estimating the work of my colleagues in HUAWEI, NVIDIA, and Yandex.

|  |             |
|--|-------------|
| PV-TUNING : BEYOND STRAIGHT-THROUGH ESTIMATION FOR EXTREME LLM COMPRESSION   | 2024        |
| <a href="https://arxiv.org/abs/2405.14852">https://arxiv.org/abs/2405.14852</a> Presentation and proceedings to <i>NeurIPS-2024</i> , [Oral Paper, Top 0.4%]   |             |
| UNLOCKING FEDNL : SELF-CONTAINED COMPUTE-OPTIMIZED IMPLEMENTATION  | 2024        |
| <a href="https://arxiv.org/abs/2410.08760">https://arxiv.org/abs/2410.08760</a> Under a peer-review process  |             |
| ERROR FEEDBACK RELOADED : FROM QUADRATIC TO ARITHMETIC MEAN OF SMOOTHNESS CONSTANTS  | 2024        |
| <a href="https://openreview.net/forum?id=Ch7WqGcGmb">https://openreview.net/forum?id=Ch7WqGcGmb</a> <a href="https://arxiv.org/abs/2402.10774">https://arxiv.org/abs/2402.10774</a><br>Presentation and proceedings to <i>ICLR-2024</i> .  |             |
| FEDERATED LEARNING IS BETTER WITH NON-HOMOMORPHIC ENCRYPTION   | 2023        |
| <a href="https://dl.acm.org/doi/10.1145/3630048.3630182">https://dl.acm.org/doi/10.1145/3630048.3630182</a> <a href="https://arxiv.org/abs/2312.02074">https://arxiv.org/abs/2312.02074</a><br>Presentation and proceedings to <i>4th ACM International Workshop on Distributed Machine Learning</i>           |             |
| ERROR FEEDBACK SHINES WHEN FEATURES ARE RARE   | 2023        |
| <a href="https://arxiv.org/abs/2305.15264">https://arxiv.org/abs/2305.15264</a> Under a peer-review process  |             |
| FEDERATED LEARNING WITH REGULARIZED CLIENT PARTICIPATION   | 2023        |
| <a href="https://icml.cc/virtual/2023/27049">https://icml.cc/virtual/2023/27049</a> <a href="https://arxiv.org/abs/2302.03662">https://arxiv.org/abs/2302.03662</a><br>Presentation. Workshop Federated Learning and Analytics in Practice at <i>ICML 2023</i>   |             |
| SHARPER RATES AND FLEXIBLE FRAMEWORK FOR NONCONVEX SGD WITH CLIENT AND DATA SAMPLING   | 2022        |
| <a href="https://openreview.net/forum?id=zKgJ6TWAFE">https://openreview.net/forum?id=zKgJ6TWAFE</a> <a href="https://arxiv.org/abs/2206.02275">https://arxiv.org/abs/2206.02275</a><br>Proceedings <i>Transactions on Machine Learning Research (TMLR)</i>   |             |
| FEDERATED OPTIMIZATION ALGORITHMS WITH RANDOM RESHUFFLING AND GRADIENT COMPRESSION   | 2022        |
| <a href="https://icml.cc/virtual/2023/27050">https://icml.cc/virtual/2023/27050</a> <a href="https://arxiv.org/abs/2206.07021">https://arxiv.org/abs/2206.07021</a><br>Presentation and proceedings to <i>NeurIPS-2024</i> Presentation Workshop Federated Learning and Analytics <i>ICML 2023</i>             |             |
| FASTER RATES FOR COMPRESSED FEDERATED LEARNING WITH CLIENT-VARIANCE REDUCTION  | 2021        |
| <a href="https://epubs.siam.org/doi/pdf/10.1137/23M1553820">https://epubs.siam.org/doi/pdf/10.1137/23M1553820</a> <a href="https://arxiv.org/abs/2112.13097">https://arxiv.org/abs/2112.13097</a><br>Proceedings <i>SIAM Journal on Mathematics of Data Science (SIMODS)</i> .                                 |             |
| FL_PYTORCH : OPTIMIZATION RESEARCH SIMULATOR FOR FEDERATED LEARNING  | 2021        |
| <a href="https://dl.acm.org/doi/abs/10.1145/3488659.3493775/">https://dl.acm.org/doi/abs/10.1145/3488659.3493775/</a> <a href="https://arxiv.org/abs/2202.03099">https://arxiv.org/abs/2202.03099</a><br>Presentation and proceedings to <i>2nd ACM International Workshop on Distributed Machine Learning</i> |             |
| MARINA : FASTER NON-CONVEX DISTRIBUTED LEARNING WITH COMPRESSION   | 2021        |
| <a href="https://proceedings.mlr.press/v139/gorbunov21a.html">https://proceedings.mlr.press/v139/gorbunov21a.html</a> <a href="https://arxiv.org/abs/2102.07845">https://arxiv.org/abs/2102.07845</a><br>Presentation and proceedings to <i>ICML 2021</i>  |             |
| PERSONALIZED FEDERATED LEARNING WITH COMMUNICATION COMPRESSION   | 2021 – 2022 |
| <a href="https://openreview.net/pdf?id=dZugyhbNfY">https://openreview.net/pdf?id=dZugyhbNfY</a> <a href="https://arxiv.org/abs/2209.05148">https://arxiv.org/abs/2209.05148</a><br>Proceedings <i>Transactions on Machine Learning Research (TMLR)</i>   |             |

## ENGINEERING EXPERTISE

|  |   |
|--|---|
| 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         | 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  |
| 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. |
| Sports achievements                    | The Candidate Master in chess by FIDE. (My <a href="#">FIDE profile</a> ).<br><a href="#">Second Place in the KAUST Chess Tournament in Oct 2022.</a>   |

## TECHNICAL NOTES

Technical Note : From C++98 to C++2x

2022-2024

[github.com/burlachenkok/Cpp\\_Technical\\_Note/blob/main/Cpp-Technical-Note.md](https://github.com/burlachenkok/Cpp_Technical_Note/blob/main/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/burlachenkok/exploring-python3/blob/main/python3-note.md](https://github.com/burlachenkok/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 relative speedup compared 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 standard 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 PLOTTING IMAGES, GRAPHS, POINT CLOUDS. COMMUNICATION:TCP/IP

HOLIDAYS, 2017

[github.com/burlachenkok/plotter\\_plusplus](https://github.com/burlachenkok/plotter_plusplus) [Presentation](#)

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

C++ Linux Windows Embedded Systems Qt Python

### HTML REPORT GENERATOR FOR GOOGLE TESTS

HOLIDAYS, 2016

[GitHub](#)

Generate and compare different [Google Test](#) reports. Used by [Hyundai AutoEver](#), and [Hapsoft Consulting](#).

Python HTML XML

## REFERENCES

### Andrew Ng

Assistant Professor, STANFORD, [LETTER](#)

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### Timour Paltashev

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