Konstantin Burlachenko

Ph.D. student 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 1 which will be the next big step of Machine Learning.

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 inside KAUST Al initiative.
	Awards: Dean's Award 2019, KAUST. Transcript: Link-1. GPA: 3.81/4.0
2015-2019	USA, Stanford : Graduate Non-Degree Program. Transcript : Link-2. GPA : 3.96/4.3
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: Master Degree (Bologn process equivalent) in Com-
	puter 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.

PAPERS

FEDERATED OPTIMIZATION ALGORITHMS WITH RANDOM RESHUFFLING AND GRADIENT COMPRESSION https://arxiv.org/abs/2206.07021	2022
SHARPER RATES AND FLEXIBLE FRAMEWORK FOR NONCONVEX SGD WITH CLIENT AND DATA SAMPLING https://arxiv.org/abs/2206.02275	2022
FASTER RATES FOR COMPRESSED FEDERATED LEARNING WITH CLIENT-VARIANCE REDUCTION https://arxiv.org/abs/2112.13097	2021
FL_PyTorch: Optimization Research Simulator for Federated Learning 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	2021
MARINA: FASTER NON-CONVEX DISTRIBUTED LEARNING WITH COMPRESSION 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 2022	2021
Personalized federated learning with communication compression E. Bergou, A. Dutta, K. Burlachenko, P. Kalnis and P. Richtárik	2021

* Presentations

MAR-2022	Rising Stars in Al Symposium KAUST: FL_PyTorch: Optimization Research Simulator for Federated Learning
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.Al conference: Huawei technologies for Al 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 De-
	cision 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.

^{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]

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COMPETENCES

General Programming Languages that I have used

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

General purpose development tools

Areas of interest

Markup and Type Languages

QtCreator, Visual Studio, Eclipse, WinDbg, Android Studio, TexStudio, Nsight SysInternals, AqTime, Cmake, GNU Toolchain, CppCheck, Valgrind, Git, QMake

C89/C99, C++20/11/03, C#, Python, Cython, Bash, Perl, x86/ARM, Java

Latex, HTML, XML, Markdown

Federated Learning, Stochastic Distributed Math Optimization, Al, 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

Sport achievements

Provided under request The Candidate Master in chess by FIDE. (My FIDE profile).



EXPERIENCE

August 2021

Research Scientist Intern (AI) offer, FACEBOOK INC., USA, Menlo Park

After passing competitive interviews I have read several papers that Dr. Hao-Jun Michael Shi 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. Distributed Math Optimization | Al | Federated Learning

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(FL), Stochastic Distributed Math Optimization for Al.
- Broad area of my scientific interests: Math Optimization, Al, FL, Graphics and Vision, Control.

Distributed Math Optimization | Federated Learning | Applied Math | C/C++ | Python | Qt | PyTorch | TF | Latex | Applied Math | Computer Vision

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
- ▶ Present HiSilicon solutions for engineers, scientists working with ML/Al. OpenTalks.Al, HUAWEI News
- ▶ R&D in internal projects in Machine Learning HUAWEI Consumer Business Group

Math Optimization Al Custome ISA C/C++ Python TVM Java Google Protobuf CMake Qt TF SQL

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 resposible for SkLearn.

CUDA GLSL C++ AARCH64 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

- ► 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
- ► Infrastructure to show plots for internal team's processes

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 in CUDA and in OpenCL with facade interface to C++/C#.
- ► Custom render engine for clothing visualization compatible with OpenGL 1.2. Demo.
- ▶ Prepare elements of the demo to investors. Carry internal MATH/CS/PHYS trainings.

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

March 2012 September 2010

Software Developer Engineer, ACRONIS, Moscow

- ► Key member of GUI team for Acronis Backup and Recovery 2011 Enterprise
- ► Profiling and work under optimization of the codebase.

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

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 🖸 Description 🖸 Bitbucket repo

CS380: Math Optimization Research Studio.

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

EXPERIMENTAL NEURAL NET FRAMEWORK

2019

🗹 Report.CS230 - 2019 🕝 Project description 🖸 Poster CS230 - 2019 🕝 bitbucket repo 🕝 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

☑ Description ☑ Poster 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

Poster CS229 - 2017. Description 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

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

Report Presentation

Lane detection from input videostream.

Matlab

66 REFERENCES

Andrew Ng

Timout Paltashev

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KONSTANTIN BURLACHENKO - CV