Konstantin **Burlachenko**

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

@ burlachenkok@gmail.com @ konstantin.burlachenko@kaust.edu.sa skype id : bruziuz
stackoverflow.com/bruziuz linkedin.com/in/burlachenkok twitter.com/burlachekok
bitbucket.org/bruziuz github.com/burlachenkok

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 AI 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 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.

Papers

Federated Optimization Algorithms with Random Reshuffling and Gradient Compression 2022
https://arxiv.org/abs/2206.07021

Sharper Rates and Flexible Framework for Nonconvex SGD with Client and Data Sampling 2022
https://arxiv.org/abs/2206.02275

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 2021
E. Bergou, A. Dutta, K. Burlachenko, P. Kalnis and P. Richtárik

Presentations

MAR-2022	Rising Stars in AI 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.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.

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]*

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.

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

Distributed Math Optimization | AI | Federated Learning | C/C++ | Python | Qt | PyTorch | TF | 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
- Present HiSilicon solutions for engineers, scientists working with ML/AI. OpenTalks.AI, HUAWEI News
- 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 | 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 resnposible 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 | gDebugger | 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 — 2017

github.com/burlachenkok/plotter_plusplus | 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

Report | Presentation

Lane detection from input videostream.

Matlab

References

Andrew Ng
Assistant Professor, Stanford, Letter
@ ang@cs.stanford.edu
+1 (650)725-2593

Timout Paltashev
AMD and Core faculty, Northwestern Polytechnic University, Letter
@ timpal@mail.npu.edu
+1 (510) 468-3764

Brad Osgood
Professor, Stanford, Under request
@ osgood@stanford.edu
+1 (650) 387-1287

Jerome H. Friedman
Professor, Stanford, Under request
@ jhf@stat.stanford.edu
+1 (650) 723-9329