Konstantin **Burlachenko** Ph.D. candidacy in Computer Science program, CEMSE division at KAUST

- @ burlachenkok@gmail.com @ konstantin.burlachenko@kaust.edu.sa
- github.com/burlachenkok
- bitbucket.org/bruziuz
- S skypeid: bruziuz
- **y** twitter.com/burlachekok
- in linkedin.com/in/burlachenkok



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. I defended the status of a Ph.D. candidacy on 24 October 2022. My dissertation title is "Optimization Methods and Software for Federated Learning".

EDUCATION

-	EB CONTON		
	2020-Now	KSA: Ph.D. program 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. <i>Transcript</i> : Link-1. <i>GPA</i> : 3.81/4.0 <i>Awards</i> : (1) Dean's Award 2020, KAUST; (2) Grant from SDAIA 2022; (3) Dean's List Award 2023, KAUST; (4)	
		AMD Radeon Instinct MI50 from AMD Inc.	
	2015-2019	USA, Stanford : Graduate Non-Degree Program. <i>Transcript</i> : Link-2. <i>GPA</i> : 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. <i>GPA: Not Applicable.</i> (Original scans)	
	Conferences	Rising Stars in Al Symposium 2023, EMNLP-2022 (Certificate); ICML-2022 (Certificate); ICML-2021 (Certificate); NeurlPS-2021 (Certificate); ACM CoNEXT 2021(Certificate); ACM SIGGRAPH 2012.	
Su	mmer 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.	

SCIENTIFIC PAPERS

JOILNITH CTAPERS			
Error Feedback Shines when Features are Rare https://arxiv.org/abs/2305.15264	2023		
FEDERATED LEARNING WITH REGULARIZED CLIENT PARTICIPATION 1. https://arxiv.org/abs/2302.03662 Accepted to Federated Learning and Analytics in Practice. Workshop at ICML 2023.	2023		
Sharper Rates and Flexible Framework for Nonconvex SGD with Client and Data Sampling https://arxiv.org/abs/2206.02275	2022		
FEDERATED OPTIMIZATION ALGORITHMS WITH RANDOM RESHUFFLING AND GRADIENT COMPRESSION https://arxiv.org/abs/2206.07021 Accepted to Federated Learning and Analytics in Practice. Workshop at ICML 2023.	2022		
FASTER RATES FOR COMPRESSED FEDERATED LEARNING WITH CLIENT-VARIANCE REDUCTION https://arxiv.org/abs/2112.13097 Accepted to SIAM Journal on Mathematics of Data Science (SIMODS).	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 If 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 20	2021		
Personalized federated learning with communication compression thttps://arxiv.org/abs/2209.05148	2021 – 2022		

^{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]

▼ Technical Notes

TECHNICAL NOTE. FROM C++1998 TO C++2020

2022

TECHNICAL NOTE. EXPLORING PYTHON3 LANGUAGE FROM A COMPUTING PERSPECTIVE

2023

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.

* Presentations

EMNLP 2022, Abu Dhabi, UAE: Presenter in KAUST Al Iniative booth.		
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rning.		
nd CART,		

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 AI Federated Learning

Now September 2020

CS Ph.D. candidacy and a member of prof. Peter Richtárik's Optimization and ML Lab, KAUST, KSA

- Narrow area of research: Federated Learning(FL), Stochastic Distributed Math Optimization for Al.
- ▶ During Sep, 2022 Sep, 2023 I was a Member of Center of Excellence in Data Science and Artificial Intelligence SDAIA-KAUST AI. Affiliations are offered to members of the KAUST who have an outstanding record of achievement in Al-related field. During my affiliation I have co-initiated a joint project.
- Areas of my interests: Math and Compute Optimization, Systems Programming, GPGPU, HPC, Cryptography and Privacy, Computer Vision, Computer Graphics, Control Applications for Physical systems.

 Distributed Math Optimization Federated Learning Applied Math Computer Vision Sytems Cryptography C/C++

 CUDA SSE2 Python CMake Qt/PyQt PyTorch TF Latex Git Google Tests Bash

August 2020 March 2019

Principal Lead Engineer Level 18 | Foundation AI Lab, HUAWEI, Moscow

- ► R&D in internal Machine Learning/Systems 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/Systems HUAWEI Consumer Business Group.
- ▶ Obtained high grade in the last review, before going back to academia to gain a Ph.D. degree at KAUST.

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

March 2019 July 2014

Senior Developer Technology Engineer Level IC3, 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 optimization of the codebase working in user/kernel space for Windows OS.

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

COMPETENCES

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 Cython (between scipting and compiled language)

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 of interest 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.

Sport achievements The Candidate Master in chess by FIDE. (My FIDE profile).

Second Place in the KAUST Chess Tournament in Oct, 2022.

SELECTED PERSONAL AND ACADEMIC PROJECTS

MATH OPTIMIZATION RESEARCH STUDIO 2020 ☑ Project report - Math Optimizaiton Research Studio ☑ Description ☑ Bitbucket report. 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 2019 ☑ Report.CS230 - 2019 ☑ 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 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. 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 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 2016 Report Presentation Lane detection using Fourier based line detector HTML REPORT GENERATOR FOR GOOGLE TESTS 2016 ☑ GitHub

66 REFERENCES

Python HTML XML

AutoEver, and Hapsoft Consulting.

Andrew Ng	Timour Paltashev
Andrew N2	Tilliour Pattasnev

Assistant Professor, Stanford, Letter AMD and Core faculty, Northwestern Polytechnic University, Letter

Project goal is to generate and compare different Google Test reports from several launches. Project is used by Hyundai

Brad Osgood Jerome H. Friedman

Professor, Stanford, Under request Professor, Stanford, Under request

② osgood@stanford.edu
 ◇ jhf@stat.stanford.edu
 ↓ +1 (650) 387-1287
 ↓ +1 (650) 723-9329