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Summary_

Hey! I'm Cade Brown and I'm a computer science researcher. My main areas of research are:

- Machine Learning (ML): theory, implementation, and deployment of neural networks
- **High-Performance Computing (HPC)**: distributed/parallel programming and optimization
- Numerical programming and linear algebra, specifically on GPUs and distributed systems

Additionally, I also experience and interest in **Human-Computer Interaction (HCI)**, **Programming Language Theory (PLT)**, and robotics. I'm interested in applying mathematical modeling and computing to solve problems in a wide range of fields that it gets difficult to list, so check out my blog for more information: **cade.site/blog**.

Outside of my professional interests, I have personal interests in novel approaches to digital art (ML-generated, data-driven art), philosophy (AI ethics, metaphysics), and all kinds of music. If any of these things interest you (professionally or personally), drop me a line at: **me@cade.site**.

Publications

Design, Optimization, and Benchmarking of Dense Linear Algebra Algorithms on AMD GPUs

(Remote)

CADE BROWN, A. ABDELFATTAH, S. TOMOV, J. DONGARRA

2021-09

- Optimized the MAGMA linear algebra library for AMD GPUs (73% faster time-to-solution).
- IEEE HPEC 2020: ieeexplore.ieee.org/document/9286214

Surrogate ML/AI Model Benchmarking for FAIR Principles' Conformance

(Remote)

P. Luszczek, Cade Brown

2022-09

• IEEE HPEC 2022 (pending)

SMCEFR: Sentinel-3 Satellite Dataset

Oak Ridge, TN, USA

CADE BROWN, P. LUZSCZEK

2022-07

- I was a dataset sponsor for the ORNL Smoky Mountain Conference, for other researchers to use.
- URL: cade.site/smcefr

Talks

TuneSM: Autotuning GPU Kernels With Cortex

(Remote)

CADE BROWN @ NVIDIA (INTERNAL)

2022

• Overview of my project at NVIDIA, using ML models to optimize other ML models. (under NDA)

SABATH: ML Surrogate Platform

(Remote)

CADE BROWN @ MLCOMMONS SCIENCE

2022

• Demonstrated the SABATH layer for reproducibility in scientific ML models to MLCommons Science

Challenge #6: Sentinel-3 Satellite Dataset

Oak Ridge, TN, USA

CADE BROWN @ SMOKY MOUNTAIN CONFERENCE (ORNL)

2022

• Introduced the SMCEFR dataset and data challenge for researchers at Smoky Mountain Conference at ORNL

MAGMA -> hipMAGMA: Adding HIP Compatibility To A Scientific C++ Library

Knoxville, TN, USA

CADE BROWN @ ICL ANNUAL CONFERENCE

2018

• Demonstrated how HIP can be used on CUDA scientific libraries to produce portable code for AMD GPUs

Program Committees

2022 **Dataset Sponsor**, 2022 Smoky Mountain Conference (ORNL)

Oak Ridge, TN, USA

Experience

Innovative Computing Lab @ UTK

RESEARCH ASSISTANT (HPC)

Knoxville, TN, USA

2019-

- Accelerated High-Performance-Computing (HPC) workloads for BLAS and LAPACK libraries targeting supercomputers
- **Developed scientific machine learning platform** for reproducibility of scientific surrogate networks using FAIR principles
- **Ported and performance tuned** numerical linear algebra routines for diverse hardware (CPU, GPU, Multi-GPU,)
- Used: CUDA, C/C++, Fortran, Python, MPI, OpenMP, HIP/ROCm, DPC++/OneAPI, PyTorch

NVIDIA (Remote)

MACHINE LEARNING INTERN

2022

- Accelerated training and inference of machine learning models (LLMs, CNNs, etc) with research compilers
- Improved GPU kernel code generation for tensor operations using polyhedral compilation techniques
- Created ML-assisted code optimization and autotuning framework to improve selection heuristics
- Used: CUDA, C/C++, Python, LLVM/MLIR, NumPy, PyTorch, Tensorflow, Matplotlib

PAIRS Lab @ UTK

Knoxville, TN, USA

RESEARCH ASSISTANT (HCI)

2021-2022

- Developed research prototypes of developer productivity software aimed at automated error solving
- Evaluated and improved graph database queries for terabyte-scale dataset of source code for analytics
- Used: Java, Python, REST, ArangoDB

Qardian Labs Knoxville, TN, USA

MACHINE LEARNING CONSULTANT

2020

- Trained and validated a machine learning model for automated detection of health anomalies, given medical metrics
- **Deployed a web application** for healthcare professionals to use the model
- Used: Python, Tensorflow, Django, Heroku, Google Cloud SDK

Oak Ridge National Lab (ORNL)

Oak Ridge, TN, USA

RESEARCH INTERN (HPC)

2017-2018

- **Developed interactive scientific simulations** running in real-time in a distributed cluster computer (SimpleSummit/Bubbles)
- Aided in physical fabrication for the cluster computer design, 3D-printed by MDF to hold 8x NVIDIA Jetsons
- Implemented and ran benchmarks to measure scalability of the Lustre parallel filesystem on Titan supercomputer
- Used: C/C++, CUDA, Python, MPI, SDL, Blender
- URL: simplesummit.github.io

Agilaire LLC Knoxville, TN, USA

SOFTWARE CONSULTANT

2015

- Designed and implemented pilog, a Raspberry Pi data logger and server that records and reports air quality metrics
- Used: Python, Django, hardware, HTML/JS/CSS

Education

University of Tennesee Knoxville (UTK) BACHELOR'S DEGREE IN COMPUTER SCIENCE

Knoxville, TN, USA

2019-2023*

• FIRST Robotics Alumni Scholarship

Projects

My Personal Website

Knoxville, TN, USA

CADE BROWN

2015-

- My research blog, digital artwork, and more. Contains useful links, tutorials, and posts.
- URL: cade.site/blog

kscript: a dynamic programming language

2018-2020

- A programming language I wrote from scratch, similar to Python but faster for some things and a better syntax
- Úsed: C/C++, Python, GMP, FFTW, FFMPEG/libav*, WebAssembly (WASM), GNU readline
- URL: kscript.org | term.kscript.org (online REPL) | docs.kscript.org (documentation)

mycc: A C compiler using LLVM

Knoxville, TN, USA

Knoxville, TN, USA

CADE BROWN

2021

- A C compiler that I wrote for a compilers' class to replace the professors's lab by using modern LLVM and C++ constructs
- Supports external linking, arrays, functions, and can implement matrix multiplication, cat program, and more examples
- Used: C/C++, LLVM/JIT
- URL: github.com/cadebrown/mycc

Blok: Minecraft-style Game From Scratch

Knoxville, TN, USA

CADE BROWN

2020

- I wrote this from scratch to show how to make a Minecraft-style voxel game from scratch, including world generation, chunk rendering, mesh generation, input, and so forth in C/C++
- Used: OpenGL, GLFW, AssImp, FreeType, PortAudio
- URL: github.com/cadebrown/blok

CARVE: Cade Andgreg's RISC-V Emulator

Knoxville, TN, USA

CADE BROWN, GREGORY CROISDALE

2020

- A free web RISC-V IDE to run and debug RISC-V assembly, with memory/stack explorer and helpful hints
- Used: C/C++, Python, JavaScript, HTML/CSS, WebAssembly (WASM), RISC-V
- URL: carve.cade.site

Free Software Foundation (FSF/GNU)

(Remote)

OPEN SOURCE CONTRIBUTOR

2016-2017

- Implemented arbitrary precision arithmetic for scientific functions in MPFR
- Assisted other researchers in mailing lists for problems encountered
- URL: mpfr.org

Semi-Autonomous Robot Design

Knoxville, TN, USA

FIRST ROBOTICS #3966

2015-2018

- I was the lead programmer on my robotics team, which included design and implementation of semiautonomous robots that compete against other teams.
- Video: cade.site/robotvideo