

Charles Hong

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EDUCATION

University of California, Berkeley <i>Ph.D., Electrical Engineering and Computer Science</i> <i>M.S., Electrical Engineering and Computer Science</i>	2021 – Present Berkeley, CA
University of California, Berkeley <i>B.S., Electrical Engineering and Computer Science</i>	2017 – 2021 Berkeley, CA

PUBLICATIONS

Learning A Continuous and Reconstructible Latent Space for Hardware Accelerator Design
Qijing Huang, Charles Hong, John Wawrzynek, Mahesh Subedar, Yakun Sophia Shao
International Symposium on Performance Analysis of Systems and Software (ISPASS), May 2022

HONORS

Master's Scholarship in Integrated Systems – University of California, Berkeley Apple	2021
High Honors at Graduation – University of California, Berkeley	2021
EECS 151 Design Award – University of California, Berkeley Apple	2019
Eta Kappa Nu Honor Society – IEEE	2018

EXPERIENCE

University of California, Berkeley <i>Undergraduate/Graduate Student Researcher</i> <ul style="list-style-type: none">Researcher at ADEPT and SLICE computer architecture labs, advised by Professor Sophia ShaoAreas of focus include deep learning accelerators, hardware/software co-design, and ML for systems (see publications and projects for details)	June 2020 – Present Berkeley, CA
University of California, Berkeley <i>Undergraduate/Graduate Student Instructor</i> <ul style="list-style-type: none">Six-time (U)GSI for CS 61A (programming fundamentals), CS 61C (computer architecture), and EECS 151 (digital design, FPGAs)	August 2018 – Present Berkeley, CA
Intel Labs <i>Research Intern</i> <ul style="list-style-type: none">Investigating methods for ML/DL-based accelerator design space exploration	May 2022 - December 2022 Hillsboro, OR
Apple <i>Hardware Technology Intern</i> <ul style="list-style-type: none">Developed CPU Emulation Flow 2.0, which enhances support for internal emulation users, increases test throughput, and reduces runtime of common queries	May 2021 – August 2021 Cupertino, CA
NVIDIA <i>System Architect Intern</i> <ul style="list-style-type: none">Applied machine learning to CPU networking workload analysis, predicting costs to within 15% accuracy	May 2020 – August 2020 Santa Clara, CA
NVIDIA <i>System Architect Intern</i> <ul style="list-style-type: none">Modeled power data of SoC use cases based on task scheduling and per-IP workload parametersStill in use as of following internship	May 2019 – August 2019 Santa Clara, CA
Oski Technology <i>Formal Verification Intern</i> <ul style="list-style-type: none">Verified an interconnect bridge design and prototyped Chisel FV flow	June 2018 – August 2018 San Jose, CA

PROJECTS

Modeling DNN Layer Performance Across Accelerators (Paper) (Poster)	2021
<ul style="list-style-type: none">• Compares accuracy and interpretability of learned models for layer schedule performance• Presented at <i>ACM Student Research Competition, MICRO 2021</i>	
Fast Thread Migration in a Heterogeneous ISA System (Paper) (Poster)	2021
<ul style="list-style-type: none">• Devises a mechanism for automatic firmware-level migration of programs to appropriate heterogeneous core	
Enhancing Yelp Rating Predictions (Paper)	2021
<ul style="list-style-type: none">• Applies novel ensembling and multi-head approaches to improve the classification accuracy of BERT	
Monte Carlo Tree Search for Query Optimization	2020
<ul style="list-style-type: none">• Implements database join order optimization using Monte Carlo tree search and reinforcement learning	
A Chippyard Comparison of NVDLA and Gemmini (Paper)	2020
<ul style="list-style-type: none">• Integrates NVDLA into RISC-V SoC environment and compares its performance to Gemmini's	

TECHNICAL SKILLS

Languages: Python, C/C++, RISC-V, Verilog, Chisel, Java, Golang, HTML/CSS, JavaScript, SQL
Developer Tools: Git, Perforce, SVN
Python/ML Libraries: PyTorch, TensorFlow/Keras, NumPy, Pandas, Matplotlib, Hugging Face, W&B
Parallel Programming Libraries: CUDA, OpenMP/MPI
CAD Tools: Vivado, Quartus, JasperGold

VOLUNTEERING

Pioneers in Engineering	September 2017 – Present
<i>Advisor, Director of Engineering, Project Manager, Software Developer</i>	<i>Berkeley, CA</i>
<ul style="list-style-type: none">• Various roles helping run robotics competition for local underserved high schools• Two years as project manager; one year as engineering director, managing 30+• Lead developer of robot simulator web app (pimulator.pierobotics.org)	