







Emmanuel Hermellin

PH.D. - LECTURER AND RESEARCH ASSISTANT, UNIVERSITY OF MONTPELLIER

The Montpellier Laboratory of Informatics, Robotics and Microelectronics (LIRMM)

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Research topics

My research works focus on using high performance computing in multi-agent systems. More precisely, these works address the need to find new simulation models (for multi-agent systems) more adapted to the many specificities of massively parallel architectures and its associated programming model.

Keywords :

- Artificial intelligence : Multi-Agent Systems (MAS), cognitive modeling;
- Computer architecture : Processors, multi-processors, graphics card;
- High Performance Computing (HPC) : Parallel architectures;
- Modeling and Simulation tools for complex and distributed systems.

Position

Lecturer and Research Assistant

LIRMM - UNIVERSITY OF MONTPELLIER

October 2016 - August 2017

Montpellier, France

Ph.D. Student with teaching responsibility

LIRMM - UNIVERSITY OF MONTPELLIER

October 2013 - September 2016

Montpellier, France

Education

Ph.D. in Informatics (computer science and artificial intelligence)

THE MONTPELLIER LABORATORY OF INFORMATICS, ROBOTICS AND MICROELECTRONICS (LIRMM)

October 2013 - November 2016

Montpellier, France

Title Modeling and implementing multi-agents based simulations on massively parallel architectures

M.Sc in Physics and Computer Science

UNIVERSITY OF MONTPELLIER

September 2010 - September 2012

Montpellier, France

Internship

ONERA, The French aerospace lab

Realization of a graphic rendering solution (Raytracing, Pathtracing, Photon Mapping) using GPGPU (C, CUDA, Perl)

LUPM, Universe and Particle Laboratory

Picture and Astrophysical Spectra Reduction, software development (Java)

B.Sc in fundamental and applied Physics

UNIVERSITY OF AVIGNON

September 2008 - June 2009

Avignon, France

Two years intensive program

UNIVERSITY OF AVIGNON

September 2006 - June 2008

Avignon, France

Description Two years intensive program preparing for the national competitive exam for entry to engineering schools

French "Baccalauréat" (High-School Degree)

JEAN COCTEAU HIGH-SCHOOL

September 2003 - June 2006

Miramas, France

Teaching experience

Teaching assistant FACULTY OF SCIENCE, COMPUTER SCIENCE DEPARTMENT - UNIVERSITY OF MONTPELLIER

October 2013 - August 2017

Taught for the four-year undergraduate computer science and informatics courses (about 96 hours).

Montpellier, France

Organized lectures, exams and held recitation classes in *Agent Oriented Programming*.

Taught for the first and the second-year undergraduate computer science and informatics courses (about 196 hours).

Organized lectures, exams and held recitation classes in *Programming Paradigms, Algorithmic and Computer Science Basics*.

Teaching assistant POLYTECH ENGINEER SCHOOL - UNIVERSITY OF MONTPELLIER

October 2013 - December 2016

Taught for the first-year undergraduate computer science and informatics courses (about 90 hours).

Montpellier, France

Organized lectures, exams and held recitation classes in *Algorithmic and Programming Introduction*.

Tutor ACADOMIA, A PRIVATE EDUCATION COMPANY

January 2010 - June 2013

Teaching in Mathematics, Physics and Computer Science for High-School and University students (about 250 hours).

Montpellier, France

Administrative and associative experience

Elected representative of Ph.D. students

SCIENTIFIC AND ACADEMIC COUNCIL - UNIVERSITY OF MONTPELLIER

Objective : To represent the Ph.D. students of the doctoral school I2S in the scientific and academic councils of the University of Montpellier

May 2014 - December 2016

Montpellier, France

Organizer

SEMINDOC (SCIENTIFIC ASSOCIATION) - LIRMM

Organization of seminars dedicated to the Ph.D. students and popular-scientific lectures

September 2014 - June 2015

Montpellier, France

Animator and teacher

D'CLIC (PHOTOGRAPHY ASSOCIATION) - UNIVERSITY OF MONTPELLIER

Photography courses and workshops are offered to students and staff of the University

September 2013 - June 2015

Montpellier, France

Publications

ARTICLE, INTERNATIONAL AUDIENCE WITH EDITORIAL COMMITTEE

Computer Science Review (CSR)

- A survey on Multi-Agent Based Simulations using General-Purpose computing on Graphics Processing Units, *Emmanuel Hermellin, Fabien Michel and Jacques Ferber*, submitted

ARTICLE, NATIONAL AUDIENCE WITH EDITORIAL COMMITTEE

Revue d'Intelligence Artificielle (RIA)

- Expérimentation du principe de délégation GPU pour la simulation multiagent : les boids de Reynolds comme cas d'étude, *Emmanuel Hermellin and Fabien Michel*, pages 109–132 (vol.30 num 1-2), Lavoisier 2016

- État de l'art sur les simulations multi-agents et le GPGPU, *Emmanuel Hermellin, Fabien Michel and Jacques Ferber*, pages 425–451 (vol.29 num 3-4), Lavoisier 2015

INTERNATIONAL CONFERENCES, INTERNATIONAL AUDIENCE WITH EDITORIAL COMMITTEE

Conference on Autonomous Agents and Multiagent Systems (AAMAS, A* ACM conference) (Acceptance rate 20 %)

- GPU Delegation : Toward a Generic Approach for Developing MABS using GPU Programming, *Emmanuel Hermellin and Fabien Michel*, Proceedings of the 15th International Conference on Autonomous Agents and Multiagent Systems, pages 1249–1258 ACM, *Singapore 2016*

Multi-Agent-Based Simulation (AAMAS - MABS) (Acceptance rate 40 %)

- Defining a Methodology Based on GPU Delegation for Developing MABS using GPGPU, *Emmanuel Hermellin and Fabien Michel*, Revised Selected Papers of Multi-Agent Based Simulation XVII : International Workshop, Springer LNCS to be published, *Singapore 2016*

- GPU Environmental Delegation of Agent Perceptions : Application to Reynolds's Boids, *Emmanuel Hermellin and Fabien Michel*, Revised Selected Papers of Multi-Agent Based Simulation XVI : International Workshop, Springer LNCS pages 71–86 (vol.9568), *Istanbul Turkey 2015*

NATIONAL CONFERENCES, NATIONAL AUDIENCE WITH EDITORIAL COMMITTEE

Journées Francophones sur les Systèmes Multi-Agents (JFSMA) (Acceptance rate 30 %)

- Méthodologie pour la modélisation et l'implémentation de simulations multi-agents utilisant le GPGPU, *Emmanuel Hermellin and Fabien Michel*, pages 107–116, Cépaduès Éditions, *Saint Martin du Vivier France 2016*

- Délégation GPU des perceptions agents : application aux Boids de Reynolds, *Emmanuel Hermellin and Fabien Michel*, pages 185–194, Cépaduès Éditions, *Rennes France 2015*

- Systèmes multi-agents et GPGPU : état des lieux et directions pour l'avenir, *Emmanuel Hermellin, Fabien Michel and Jacques Ferber*, pages 97–106, Cépaduès Éditions, *Loriol-sur-Drôme France 2014*

Additional training and skills

COMPUTER SCIENCE Programming skills, Softwares, Environment, ...

Object Oriented Programming	C++, Java, Python
Agent Oriented Programming	Java, Logo
High Performance Computing	CUDA, Optix, MPI
Graphic Programming	Java, OpenGL
OS / Scripting	Windows, Linux / Bash, Perl, Python
Collaborative Programming	Git, SVN
Others	Database (SQL, Access), Scientific Computation Software (Matlab, Scilab, Octave)

COMPLEMENTARY SKILLS

Office Software skills	LaTeX, MS Office
Web Programming	HTML, CSS, CMS (Wordpress, ...)
Language skills	French (native), English (professional)
Photography and Graphics skills	Photoshop, Illustrator, DxO Optics Pro, After Effect, Premiere, 3DSmax, Vue

HOBBIES

Sciences, Photography, Travel (*Turkey, Italy, Spain, Netherland, Canada, Singapore*), Reading, Piano, Sports