Junlin Chen

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Giraffe.github.io

EDUCATION

Beihang University

Beijing, China

Bachelor of Computer Science

Sept. 2021 - Jun. 2025(Expected)

- ♦ GPA: 3.70/4
- ♦ Second Class Innovation and Entrepreneurship Scholarship, 2022-2023
- ♦ Second Class Outstanding Social Work Scholarship, 2022-2023
- \diamond Outstanding Student Cadre, 2022-2023

University of Macau

Macau, China

Exchange Program

Aug. 2024 - Dec. 2024(Expected)

RESEARCH INTERESTS

Performance Optimization, Machine Learning System and Distributed Heterogeneous System.

RESEARCH PUBLICATIONS

Junlin Chen*, Chaojing Liu*, Zhongzhi Luan, Ming Gong, Qingfeng Li, Depei Qian, "Large-Scale Parallelization and Optimization of Lattice QCD on Tianhe New Generation Supercomputer", The 25th IEEE High Performance Computing and Communications (HPCC 2023), Dec. 13-15, 2023, Melbourne, Australia.

RESEARCH EXPERIENCE

Research Intern

Research Intern Mar. 2024 – Present

Cloud and Distributed Systems Lab, University of Macau

Macau, China

Beijing, China

- Conducted research on LLM inference system optimization and efficient scheduling under the guidance of Prof. Huanle Xu.
- Supplemented relevant cutting-edge knowledge, including existing LLM parallel inference methods, LLM serving system and efficient scheduling for mlsys.
- ♦ Engaged in a research project of LLM serving system(in progress).
- ♦ Familiar with the vLLM related code and made further modifications to it.

Sept. 2022 – Feb. 2024

Sino-German Joint Software Institute, Beihang University

- ♦ Conducted research on performance optimization under the guidance of Prof. Zhongzhi Luan.
- ♦ Collaboratively completed a research project utilizing Tianhe new generation supercomputer to accelerate scientific computations, including parallel mode design and hardware optimization.
- Participated in the design of parallel computing patterns, experimentation, paper writing, scientific visualization and oral presentation.

A LLM serving system(In Progress) | Pytorch

Jun. 2024 – Present

- ♦ Modified the scheduler logic of vLLM to support more task features.
- ♦ Modified the inference execution framework of vLLM to better utilize system resources.

BattleByte: Online Programming Battle Platform | Spring Boot

Feb. 2024 – Jun. 2024

- Analyzed product requirements, designed in-game mechanics, authored product documentation and coordinated team efforts as a Product Manager.
- ♦ Designed and developed the backend WebSocket real-time communication component.

CME 213 Module(Finished 1,2,3) | OpenMP, MPI, CUDA

Oct. 2023 – Feb. 2024

♦ Studied the basic utilization of OpenMP, MPI, and CUDA.

Online Flea Market Platform | Python, Flask

Sept. 2023 - Dec. 2023

- Utilized the Flask framework to complete the backend code for user center and flea market functionalities.
- ♦ Integrated the backend with databases using GaussDB for MYSQL and MYSQL.

SysY-to-LLVM Compiler Project | C++

Sept. 2023 - Dec. 2023

♦ Developed a compiler that translates SysY language into LLVM language, encompassing lexical analysis, syntax analysis, semantic analysis, LLVM intermediate code generation, and error handling.

Accelerating Lattice QCD on Supercomputer | C, OpenMP, MPI

Dec. 2022 – Dec. 2023

- Accelerated communication between two computational processes through Global Shared Memory and Array Memory.
- ♦ Accelerated vectorized calculations through the MT-3000 processor's Acceleration Array.
- Conducted performance analysis on global reductions, identifying bottlenecks and proposing adaptive strategies to optimize reduction frequency.

Multi-threaded Elevator Scheduling System | Java

Feb. 2023 – Jun. 2023

- ♦ Developed a multi-threaded elevator scheduling system supporting elevator maintenance and elevator accessibility.
- Developed a local greedy approach to handle the addition of elevators and maintenance requests.
- ♦ Completed the development using the principles of object-oriented programming.

MIPS Pipeline Processor with Exception Handling Support | Verilog

Sept. 2022 – Dec. 2022

- ♦ Implemented a MIPS five-stage pipeline CPU that supports branch prediction and hazard handling.
- External instruction memory and data memory are implemented, and CP0, Bridge, and Timer are introduced to support interrupt and exception handling.

Other Information

Language Proficiency: English, Mandarin, Cantonese

Programming Languages: C++, Python, Java, Spring Boot, Verilog, LLVM IR, MIPS Assembly Language, LaTex

Frameworks and Tools: OpenMP, MPI, CUDA, PyTorch, Ray

Familiar Project Code: vLLM

Further personal skills are showcased on my personal notes website.