

YUEWEN HOU

+1(734) 596-7863 \diamond Ann Arbor, MI
isaachyw@umich.edu \diamond [Personal website](#)

OBJECTIVE

A self-motivated undergraduate student applying for the Quantum computing architecture, system, and compiler optimization Ph.D. program.

EDUCATION

Bachelor of Engineering in Computer Science, University of Michigan, Ann Arbor Expected 2024
GPA:3.96/4.00

Minor in Mathematics

Bachelor of Science in Electrical Computer Engineering, Shanghai Jiao Tong University Expected 2024

RESEARCH EXPERIENCE

University of Michigan, CSE, CAFQA Lab Aug 2023 - Present

Advisor: [Gokul Subramanian Ravi](#)

Quantum Resource allocation & fidelity estimation

- Improve quantum cloud computer fidelity estimation and scheduling.
- Convert the quantum circuits into Clifford circuits to predict the circuit's fidelity on NISQ machines as a key metric to manage the source allocation.
- Maintain fairness and high efficiency for resource allocation for variational quantum algorithm workload with different resources including fidelity, circuit topology, and device noise.

University of Michigan CSE, ESEF lab

Feb 2023 - Present

Advisor: [Baris Kasikci](#)

Data center processor front end BTB and Branch Predictor Codesign

- Lead the project and find the bottleneck of state-of-art BTB design on modern data center workload with analysis on Reorder Buffer occupancy analysis, branch prediction accuracy and branch reuse distance, etc.
- Design novel branch target buffer coupled with selective victim buffer as well as branch direction predictor and implement the architecture design on ChampSim trace-based simulator.
- Gain a IPC(Instruction Per Cycle) incresement of 4% percent by greatly decrease processor's front stall.

Practical Upperbound analysis tool development for novel general cache system

- Innovating algorithm for solving the optimal general caching problem with variational size for non-blocking cache by reducing the problem to a min-flow problem and implementing with CPLEX linear solver.
- Implement the algorithm as well as a variant version on modern cache system workload and gain a hugh increase on minimizing the cache latency cost inlcuding micro operation cache and CDN(content distributed network).

University of Michigan, Nuclear Engineering & Radiological Sciences, NuRAM Lab

Apr 2023 - Aug 2023

Advisor: [Brendan Kochunas](#)

University of Michigan Unstructured Mesh Code

- Using numerical methods and parallel algorithms for high-fidelity computational reactor physics. Help to implement a C++ library to simulate the reactor in unstructured meshes by ray tracing.
- Implement ray tracing for poly mesh. Rewrite essential C++ standard library container and algorithm to support GPU programming

TEACHING EXPERIENCE

Teaching Assistant For Quantum Information Science and Engineering

May 2023 - August 2023

Instructor: [L Jay Guo](#)

- Assisted in answering students' questions, enabling the instructor to complete the teaching plan on time.
- Teaching quantum computing on weekly discussion.

Teaching Assistant For Introduction to Engineering (Software engineering track) May 2022 - August 2022

Instructor: [Manuel Charlemagne](#)

- Instructed basic algorithm and functional programming on weekly labs.
- Design assignments for students based on course material, helping them to learn game development and advanced feature of [Elm](#).

COURSE PROJECTS

Implementation of R10K style Out of Order CPU [EECS470 Computer Architecture]

Lead a group to build an fully synthesizable R10K style of 3-way superscalar Out-of-Order CPU using SystemVerilog with advanced feature of non-blocking cache, gshare branch predictor and multiport icache dcache.

Scalability of Neutral Atom Control Architecture [EECS598 Quantum Computer Architecture]

Architecting full stack neutral atom control architecture with xSFQ technology and delay-line memory to leverage the long coherence-time of neutral atom qubits and ability to maintain entanglement while being physically seperated in the spatial domain.

Memoria [ENGR100J Introduction to Engineering]

Build a well-documented high quality webpage based game using pure functional language Elm. Apply the agile development strategy during the full development process. ([Github Repo](#))

SKILLS

Programming language	C/C++, SystemVerilog ,Rust ,Python, Prolog, Ocaml, Scheme, RISCV-Assembly
Software toolkit	Qiskit, Q# , IBM CPLEX, CUDA

COURSE WORK

Quantum foundation: Linear Algebra, Abstract Algebra, Differential Equation, Electromagnetism, Quantum Information Science

Computer Architecture and System: Computer Architecture, Compiler Construction, Web System, Operation System, Quantum Computer Architecture and System