Jaehong Kim

Contact

Ph.D Candidate

School of Electrical Engineering, KAIST

Phone: (+82)10-4105-7379

Email: jaehong950305@gmail.com Webpage: https://jaykim305.github.io/

Kim Byung Ho IT Building (N1) #817 KAIST, 291 Daehak-ro, Yuseong-gu, Daejeon 305-701, Republic of Korea

RESEARCH **INTERESTS** High Performance Networked Systems, Deep Learning based Video Delivery, Video Analytics

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)

Ph.D., in School of Electrical Engineering (Advisor: Prof. Dongsu Han)

Korea Advanced Institute of Science and Technology (KAIST) Aug. 2018 \sim Feb. 2020

M.S., in School of Electrical Engineering (Advisor: Prof. Dongsu Han)

Korea Advanced Institute of Science and Technology (KAIST) Feb. 2014 \sim Aug. 2018

B.S., in School of Electrical Engineering (Cum Laude)

Publications

Conference (* denotes equal contribution.)

 Co-optimizing for Flow Completion Time in Radio Access Network Jaehong Kim, Yunheon Lee, Hwijoon Lim, Youngmok Jung, Song Min Kim, and Dongsu Han ACM CONEXT 2022 (Acceptance Rate 29/151: 19.2%)

• NeuroScaler: Neural Video Enhancement at Scale Hyunho Yeo, Hwijoon Lim, Jaehong Kim, Yongmok Jung, Juncheol Ye and Dongsu Han **ACM SIGCOMM 2022** (Acceptance Rate 55/279: 19.7%)

 Neural-Enhanced Live Streaming: Improving Live Video Ingest via Online Learning Jaehong Kim*, Youngmok Jung*, Hyunho Yeo, Juncheol Ye and Dongsu Han **ACM SIGCOMM 2020** (Acceptance Rate 53/250: 21.2%)

· Neural Adaptive Content-aware Internet Video Delivery Hyunho Yeo, Youngmok Jung, Jaehong Kim, Jinwoo Shin and Dongsu Han **USENIX OSDI 2018** (Acceptance Rate 47/257: 18.2%)

Honors and Awards

· 28th Samsung Humantech Paper Award Gold Prize (Co-author), Communication & Networks. KAIST Breakthroughs of the Year 2021 Spring

Donghwa Industry Moon Daewon AI Research Scholarship

USENIX OSDI Student Grant

Samsung Electronics, Feb. 2022

KAIST, 2021 **KAIST, 2020**

Feb. 2020 \sim Present

USENIX, 2018

RESEARCH **PROJECTS**

• Direct Volume Render Streaming

Apr. $2022 \sim \text{July.}\ 2022$ Implemented a DICOM 3D visualization app prototype for Oculus Quest2 using Nvidia CloudXR and Unity. Funded by INUCreative Inc. Demo video link (CloudXR), Demo video link (Unity)

· Neural Video Enhancement at Scale

Ост. 2021 \sim DEC. 2021

· Optimizing downlink scheduling in Radio Access Networks Aug. 2020 \sim Present Designed a practical flow scheduler for LTE/5G xNodeBs that achieves low-latency for Interactive traffic. Implemented the system on top of srsRAN (i.e., open-source LTE/5G software radio suite) and NS-3. The scheduler can reduce webpage load time of Android phones up to 34%. Funded by Samsung Electronics Co., Ltd. Modem S/W R&D Group.

 Deploying Credit-based Proactive Transport for Datacenter Networks July. $2020 \sim \text{Jan}$. 2021

 Neural-enhanced Live Streaming (LiveNAS) Nov. 2018 \sim July. 2020 Designed a new live ingest system that enhances the origin live stream's quality with online-trained super-resolution DNNs at the ingest server. The system delivers up to 69% QoE improvement. Implemented client, server with WebRTC, PyTorch and ffmpeg. Led the project as a team leader.

• Neural-enhanced Adaptive Streaming (NAS)

Nov. 2017 \sim Oct. 2018

Designed a new video delivery system that integrates super-resolution DNNs with adaptive streaming. Implemented **dash.js** that handles DNN integrated ABR and super-resolution on MPEG video chunks.

Invited Talks • Neural-Enhanced Live Streaming: Improving Live Video Ingest via Online Learning Conference talk at SIGCOMM, Aug., 2020. 10 min talk video link, 20 min talk video link

• Neural Adaptive Content-aware Internet Video Delivery Poster & Demo Session at OSDI, Oct., 2018. Demo video link

TEACHING EXPERIENCE **Teaching Assistant**

Advanced Computer Networking and Cloud Computing (EE618)

Spring 2021

• Network Programming (EE324)

 $Fall\ 2020,\ Fall\ 2021$

• SK Hynix ASK Program

Aug. 2020

• Systems and Applications of Artificial Intelligence and Machine Learning (EE793) Spring 2020

• Programming Structures for Electrical Engineering (EE209) SPRING&FALL 2019, SPRING&FALL 2022

Proficient Skills Programming Languages: C, C++, Python, UNIX shell scripting, Latex, JavaScript Tools & Frameworks: dash.js, ffmpeg, NS-3 Simulator, srsRAN, Docker, Azure Kinect

Deep Learning Frameworks: Tensorflow, PyTorch

Languages: Korean (native), English (IBT TOEFL 106, test date: 2015.08.22)