# Yue Jin

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## RESEARCH INTERESTS

Sparse Computing, Graph Computing, Graph Learning, Compiler, DSL.

#### INDUSTRY EXPERIENCE

Ant Group Hangzhou, China Oct. 2018 — Present

Senior Software Engineer

- Developed G-Sparse, a compiler-based GNN accelerator.
- Developed GraphGen, a distributed graph sampling engine.
- Developed Woodpecker, a compiler-based deep learning framework.

Alibaba Group Hangzhou, China Apr. 2015 — Oct. 2018 Software Engineer

- Developed JSNI, the first standardized native Interface for JavaScript and Native C/C++ code interactions, widely adopted by Alibaba Group and other industry companies.
- Enhanced the Multithreaded V8 JavaScript Virtual Machine Project by optimizing its garbage collection module.

# **EDUCATION**

Zhejiang University, Hangzhou, China Master of Engineering in Electrical Engineering

Sep. 2008 — Jun. 2012 Zhejiang University, Hangzhou, China

Bachelor of Engineering in Electronic & Information Engineering

# **PUBLICATIONS**

G-Sparse: compiler-driven acceleration for generalized sparse computation for graph neural networks on modern GPUs.

Y. Jin, C. Huan, H. Zhang, Y. Liu, S. L. Song, R. Zhao, Y. Zhang, C. He, W. Chen. PACT 2023.

TEA+: a novel temporal graph random walk engine with hybrid storage architecture.

C. Huan, Y. Liu, H. Zhang, S. Song, S. Pandey, S. Chen, X. Fang, Y. Jin, B. Lepers, H. Liu, Y. Wu. ACM TACO 2024.

GraphRPM: risk pattern mining on industrial large attributed graphs.

S. Tian, X. Zeng, Y. Hu, B. Wang, Y. Liu, Y. Jin, C. Meng, C. Hong, T. Zhang, W. Wang. ECML PKDD 2024.

GraphGen: a distributed graph sample generation framework on industry-scale graphs.

Y. Jin, S. Tian, Y. Liu, C. Hong.

EuroSys 2024 (poster track).

GPC: compiler-based optimization for sparse computations in graph neural networks.

Y. Jin, Y. Liu.

EuroSys 2023 (poster track).

## SELECTED PROJECTS

# Large Scale Graph Chain of Thought with LLMs - GraphCoT

Hangzhou, China

Sep. 2012 — Mar. 2015

Mar. 2024 — Present

• Led the development of the large-scale GraphCoT engine at Ant Group, integrated with Large Language Models (LLM) to enhance reasoning and decision-making capabilities for graph-based tasks.

Compiler-based GNN Accelerator- G-Sparse

Hangzhou, China

Mar. 2022 — Present

- Led the development of G-Sparse, a GPU-accelerated compiler framework for generalized sparse computations in GNNs, achieving a 2.4× speedup on training and inference and a 1.3× to 4.8× speedup on key operators (g-SpMM and g-SDDMM) over DGL and NVIDIA cuSparse.
- Empowered real-time graph analytics in production systems, bridging cutting-edge compiler techniques with practical deployment.
- Published papers in PACT 2023 and contributed to open-source libraries and frameworks (Halide, TuGraph).
- Business Impact: Enabled GNN training and fraud detection in businesses like Sesame Credit, reducing overdue rates by 11% and doubling recall while maintaining accuracy, contributing to over 40 million in SaaS revenue.

#### Distributed Graph Sampling Engine - GraphGen

Hangzhou, China

Mar. 2022 — Present

- Led the development of GraphGen, a distributed graph sampling engine, achieving 10 million nodes per second performance—20× faster than SQL-based solutions—and significantly improving sample generation for industry-scale graphs.
- Business Impact: Enabled applications across multiple departments, including fraud detection, risk analysis, and credit scoring, improving performance by up to 61×, reducing processing times from days to minutes, and contributing to cost savings of over 31 million, with over 2 billion in criminal-related discoveries.

# Compiler-based Deep Learning Framework - Woodpecker

Hangzhou, China

Oct. 2018 — Mar. 2022

- Developed a domain-specific language (DSL) compiler (based on Halide) and ML-based cost model, reducing auto-tuning time from minutes to seconds.
- Achieved 1.2× to 1.7× speedup on DNN and GNN models such as ResNet-50, DeepFM, Transformer, GAT, GCN and GraphSage, based on compiler optimization and auto-fusion techniques.
- Business Impact: Improved end-to-end performance of Ant Financial's facial recognition business by 1.3× to 2.1×, significantly enhancing transaction processing speed and user experience.

## **TALKS**

G-Sparse: Compiler-driven acceleration for generalized sparse computation for graph neural networks on modern GPUs. *PACT Conference 2023*.

Model-based cost estimation and its application in deep learning operation optimizations.

GPU Technology Conference 2020 (GTC 2020), China.

# **AWARDS**

## Most Innovative Spirit Award

Hangzhou, China

Excellent Engineer: Most Innovative Spirit Award, Ant Group.

2021

# **ENGLISH**

TOEFL (iBT): 102 (overall score)

Test date: Oct. 2024

## SKILLS

- Programming Languages: C/C++, CUDA, Python, JavaScript
- Frameworks/Tools: Halide, PyTorch, TensorFlow, DGL, Triton, TVM, MLIR
- Systems: Node.js/V8, Linux/GNU, ARM/x86