Long Gong

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Objective

Internship position in the field of networking (with special interest in software defined networking and data center networking), scheduling in switches and software engineering. Available: May - Aug 2018

Education

Georgia Institute of Technology, Atlanta, GA, USA
Ph.D. Candidate in Computer Science (GPA: 4.0/4.0) 2015.8 - Present

University of Science and Technology of China, Hefei, Anhui, China
M.Eng. in Communication and Information Systems (GPA: 3.81/4.3) 2012.9 - 2015.6
B.Eng. in Electronic Information Engineering (GPA: 3.75/4.3) 2008.9 - 2012.6

Intern Experience

AT&T Labs Research, Bedminster, NJ, USA 2016.5 - 2016.7
Research Intern Mentor: He Yan and Zihui Ge
Developed tools to automate the dynamics analysis in services supported by virtualized environment.

Projects

Crossbar Scheduling 2016.2 - Present

• Designed a simple yet effective "add-on" crossbar scheduling algorithm for input-queued switches, which can boost the performance (switch throughput or delay or both) of existing crossbar scheduling algorithms (*e.g.*, iSLIP and SERENA) with almost "no" computational overhead. (SIGMETRICS 2017)

• Built an efficient and flexible simulator for crossbar scheduling in input-queued switches.

Time Capsule for Online Social Activities 2015.9 - Present

• Designed a hybrid streaming-sampling algorithm for high accurate measurements of Online Social Networking (OSN) cascade statistics, using limited memory, which decreased the errors (measured in ℓ_2) by more than one order of magnitude. (ICCCN 2017)

Selected Publications [Google Scholar]

1. **Long Gong**, Lanxi Huang, Paul Tune, Jinyoung Han, Chen-Nee Chuah, Matthew Roughan, and Jun Xu. Foreststream: Accurate measurement of cascades in online social networks. **accepted to** ICCCN 2017, 2017 (**invited**)
2. Long Gong, Paul Tune, Liang Liu, Sen Yang, and Jun (Jim) Xu. Queue-proportional sampling: A better approach to crossbar scheduling for input-queued switches. *Proc. ACM Meas. Anal. Comput. Syst.*, 1(1):3:1–3:33, June 2017

Professional Skills

Programming Languages: C++ (proficient), Python (fluent), Java (prior experience)

Professional Service

Reviewer: IEEE INFOCOM 2016, IEEE Communication Letters, IEEE Transactions on Parallel and Distributed Systems