

Muhammed Fatih Balin

PH.D. STUDENT · HPC AND ML PRACTITIONER

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“Strive always to excel in virtue and truth.”

Areas of Interest

- Large scale deep learning on graphs via graph neural networks and its variants
- Parallel algorithms for CPUs and GPUs, distributed algorithms for clusters of computers
- Applying deep learning to discrete optimization problems

Education

Georgia Institute of Technology

Atlanta, GA, USA

PH.D IN COMPUTATIONAL SCIENCE AND ENGINEERING

Aug. 2019 - PRESENT

- Focusing on High Performance Computing and Machine Learning advised by Umit V. Catalyurek.

Bogazici University

Istanbul, Turkey

B.S. IN COMPUTER ENGINEERING AND MATHEMATICS, (DOUBLE MAJOR), GPA: 3.94/4.00

Sep. 2015 - Jun 2019

- Rank of 1 in department, 3 in the college among 400 engineering students.

Columbia University in the City of New York

New York, NY, USA

NON-DEGREE EXCHANGE STUDENT IN COMPUTER SCIENCE, GPA: 4.07/4.33

Jan. 2018 - May. 2018

- Rank of 4 among 250 students in a graduate level theory-heavy machine learning course.

Honors & Awards

2019	Summa Cum Laude , Bogazici University	Istanbul, Turkey
2018	Dean's List , Columbia University in the City of New York	New York, NY, USA
2017	57th place , Google Hashcode	Online
2017	7th place , ACM-ICPC SEERC Coding Competition	Vinnytsia, Ukraine
2016	2nd place , Istanbul Technical University - IEEE Coding Competition	Istanbul, Turkey

Publications

Under Review

- Vaibhav Sharma, Abhinav Nagpal, **M. F. Balin**, "SIRD: Symbolic Integration Rules Dataset".
- **M. F. Balin**, Dominique LaSalle, U. V. Catalyurek, "Cooperative Minibatching in Graph Neural Networks".
- Kaan Sancak, Zhigang Hua, Jin Fang, Yan Xie, Bo Long, Andrey Malevich, **M. F. Balin**, U. V. Catalyurek, "A Fast and Effective Alternative to Graph Transformers".

Published

- **M. F. Balin**, U. V. Catalyurek, "Layer-Neighbor Sampling – Defusing Neighborhood Explosion in GNNs", Neural Information Processing Systems (NeurIPS), Dec 2023.
- **M. F. Balin**, X. An, A. Yasar, U. V. Catalyurek, "A Novel Subgradient-based Method for d-Dimensional Rectilinear Partitioning", Technical Report, Oct 2023.
- **M. F. Balin**, K. Sancak, U. V. Catalyurek, "MG-GCN: Scalable Multi-GPU GCN Training Framework", International Conference on Parallel Processing (ICPP), Aug 2022.
- A. Yasar, **M. F. Balin**, X. An, K. Sancak, U. V. Catalyurek, "On Symmetric Rectilinear Matrix Partitioning", Journal of Experimental Algorithmics (JEA).
- M. Y. Ozkaya, **M. F. Balin**, A. Pinar, U. V. Catalyurek, "A scalable graph generation algorithm to sample over a given shell distribution", IEEE International Parallel and Distributed Processing Symposium Workshops (IPDPSW), Workshop on Graphs, Architectures, Programming, and Learning, May 2020.
- **M. F. Balin**, A. Abid, J. Zou, "Concrete Autoencoders for Differentiable Feature Selection and Reconstruction", International Conference on Machine Learning (ICML), June 2019.

Talks

The Platform for Advanced Scientific Computing (PASC) Conference

Basel, Switzerland

PRESENTER FOR MG-GCN: SCALABLE MULTI-GPU GCN TRAINING FRAMEWORK

Jun. 2022

- Presented our paper on scalable GNN training in the High-Performance ML: Scale and Performance Minisymposium

International Conference on Machine Learning 2019

Los Angeles, CA, USA

PRESENTER FOR CONCRETE AUTOENCODERS FOR DIFFERENTIABLE FEATURE SELECTION AND RECONSTRUCTION

Jun. 2019

- Presented our paper on unsupervised feature selection in the unsupervised learning session

Research Experience

Fatima Fellowship

Atlanta, GA, USA

MENTOR

Apr. 2021 - PRESENT

- Designing novel algorithms for GNN training with two mentees from underrepresented parts of the world.
- Tackling symbolic integration of functions powered by A.I. to speed up the search process with two other mentees.

TDAlab, Georgia Institute of Technology

Atlanta, GA, USA

GRADUATE RESEARCH ASSISTANT

Aug. 2019 - PRESENT

- Working on speeding up Stochastic Gradient Descent on GNNs, by coming up with new sampling algorithms and taking advantage of the GNN batch dynamics. Currently multiple manuscripts are under review.
- Scaled Graph Convolutional Network Training to multi-GPU, accepted by ICPP 2022
- Proposed subgradient optimization for rectilinear partitioning of sparse matrices and point datasets
- Devised and implemented a shared memory code and a hybrid version with MPI using C++11 threads, lock-free data structures and fine-grained parallelism to generate random graphs given a k-core structure, accepted at IPDPSW 2020
- Implemented a 2D sparse prefix sum data structure using persistent Binary Indexed Trees to speed up the prefix sum queries in matrix partitioning algorithms, proposed sparsification idea to make queries much faster and proposed more efficient heuristics for the symmetric rectilinear partitioning problem, accepted at JEA 2021

Bogazici University & Stanford University

Istanbul, Turkey & Stanford, CA, USA

UNDERGRADUATE REMOTE COLLABORATOR

Sep. 2018 - Mar. 2019

- Introduced a new scalable unsupervised feature selection algorithm called Concrete Autoencoders based on the Concrete Distribution and Autoencoders.
- Published and presented our work at ICML 2019 as a first author, paper is available at arXiv:1901.09346, talk is available on slideslive.

Creative Machines Lab, Columbia University

New York, NY, USA

UNDERGRADUATE RESEARCH ASSISTANT

Jan. 2018 - May. 2018

- Devised and implemented a topology optimization algorithm in C++ via simulated annealing and a simulation approach.
- Implemented a visualization tool in C++ and OpenGL for the optimization and simulation algorithm.

Teaching Experience

Georgia Institute of Technology

Atlanta, GA, USA

TEACHING ASSISTANT FOR CSE6740 - COMPUTATIONAL DATA ANALYTICS

Aug. 2020 - Dec. 2020

- Held office hours, graded assignments and prepared exams.

Georgia Institute of Technology

Atlanta, GA, USA

TEACHING ASSISTANTSHIPS FOR CSE6010 - COMPUTATIONAL PROBLEM SOLVING

Aug. 2019 - Dec. 2019

- Gave 3 of the lectures, held office hours and graded programming assignments.

TUBITAK

Afyon, Turkey

ADVISOR & INSTRUCTOR FOR OLYMPIADS IN INFORMATICS

Sep. 2017 & Sep 2018

- Gave lectures on discrete mathematics, advanced data structures and algorithms.
- Mentored high school students in better preparing for the Olympiads in Informatics.

Work Experience

Deep Graph Library (DGL)

Remote

INDIVIDUAL CONTRIBUTOR

Aug. 2022 - PRESENT

- Contributed CPU and optimized CUDA implementation of Layer-Neighbor Sampling algorithm for Graph Neural Networks.
- Exploring Cooperative Minibatching for GNNs for multi-GPU systems.
- Contributed GPU Embedding cache into the core library.
- Miscellaneous improvements and optimizations in general.

NVIDIA

Santa Clara, CA

DEVELOPER TECHNOLOGY INTERN - AI

May. 2023 - Aug. 2023

- Implemented fused fine-grained FP8 quantization kernels in TensorRT-LLM for Hopper GPUs. It is almost as fast as static quantization while requiring no calibration, enabling quantizing any LLM model on the fly.

NVIDIA

Santa Clara, CA

DEVELOPER TECHNOLOGY INTERN - AI

May. 2022 - Aug. 2022

- Worked on developing a system based on DGL for Cooperative GNN training. Also developed a vertex cache embedding system to speedup embedding transfers from CPU to GPU.
- Continued to develop a new GNN sampling algorithm called LABOR, aiming to contribute to the DGL framework.

Pacific Northwest National Laboratory

Richland, WA

RESEARCH INTERN

May. 2021 - Aug. 2021

- Developed distributed data structures and algorithms on the open source distributed programming framework SHAD.

Icron Technologies

Istanbul, Turkey

RESEARCH ENGINEERING INTERN

Jul. 2017 - Aug. 2017

- Learned about applications of optimization techniques such as mixed integer programming in industry.
- Learned Icron, a fully functional visual programming language developed and being used at Icron Technologies.

Baykar Technologies

Istanbul, Turkey

SOFTWARE ENGINEERING INTERN

Jul. 2016 - Sep. 2016

- Implemented a library using suffix arrays to handle search queries efficiently for a GUI application.
- Implemented a tool to convert simple C header and source files to C#.
- Implemented a line of sight algorithm to determine where a Unmanned Aerial Vehicle can go without losing line of contact with a receiver.

Baykar Technologies

Istanbul, Turkey

SOFTWARE ENGINEERING INTERN

Jun. 2015 - Aug. 2015

- Worked on a GUI application that monitors and controls an Unmanned Aerial Vehicle's state to add new features and fix bugs.
- Found bottlenecks in code processing post-flight data to get a 50x of speedup.

Skills

- **Spoken Languages:** English (TOEFL 111), German (Abitur), Turkish
- **Technology:** C++23, MPI, Python, Tensorflow, Pytorch, DGL, OpenCV, Java, Matlab, SyCL, CUDA, Parallel Programming
- **Certificates:** Entrepreneurship Seminar Series - BIC Angels, Istanbul, Turkey, 2016