University of Glasgow

Michel Steuwer

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Professional Experience

since Aug. 2017 **Lecturer (Assistant Professor)**, *University of Glasgow*, UK.

2014–2017 **Postdoctoral Research Associate**, *The University of Edinburgh*, UK.

2010–2014 **Research Associate**, *University of Münster*, Germany.

University Education

2010–2015 **PhD degree in computer science**, *University of Münster*, Germany.
Supervisor: Prof. Sergei Gorlatch

Thesis: *Improving Programmability and Performance Portability on Many-Core Processors*

2005–2010 **Diploma degree in computer science with a minor in mathematics**,
(equivalent to a combined MSc and UG degree) University of Münster, Germany.

Thesis: *SkelCL — A Portable Multi-GPU Skeleton Library*

Honours and Achievements

- **Best Paper Award Winner** at ACM **CGO 2018**.
- **HiPEAC Paper Award Winner** for our paper at **ASPLOS 2018**.
- **Most cited papers** at **ICFP 2015**, **CGO 2017**, and **2018**.
- **PhD thesis** honoured with the highest possible grade **Summa cum laude**
  Nominated as one of 34 candidates for the **prize for best dissertation** completed in 2015 in Informatics at a German, Austrian, or Swiss University.

Research Projects and Grants

- Collaborator on a project funded as part of the Software Defined Hardware (SDH) programme by DARPA. I am part of the software team, lead by Michael O'Boyle and Murray Cole at the University of Edinburgh with collaborators at the University of Michigan and Arizona State in the US. Individual contribution of £50.000.
- Nvidia GPU Grant Program (2011, 2016, and 2017) in total of approx. £13.500.
- Personal HiPEAC collaboration grants (2016 and 2013) and HPC-Europa2 visitor grant (2012) in total of approx. €15.000.

Research Community Activities

Program Committees, Artifact Evaluation Committees & Reviewing

- **Program Committee Member** of ACM CGO 2020, 2019, ACM CC 2020, ACM GPCE 2019, ACM LCTES 2019, 2018, ICPP 2020, HLPP 2019, 2018, 2017, 2016, OMASE Workshop 2019, DHPCC++ Workshop 2019, 2018, and IEEE ScalCom 2016.
- **Artifact Evaluation Committees** of ACM ICFP 2017, ACM CGO 2017, and ACM PACT 2016.

- **External reviewer for journals**: Communications of the ACM, ACM TODS, ACM TACO, ACM Computing Surveys, Science of Computer Programming Journal (Elsevier), The Journal of Supercomputing (Springer), and Software: Practice and Experience (Wiley).
- **External reviewer for conferences**: CC, CGO, Euro-Par, EuroMPI, CCGrid, and ParCo.

Organisation Committees

- **Artifact Evaluation Chair** of CGO 2020, 2019, 2018, CC 2020, and LCTES 2019, 2018.
- **Local Organisation Co-Chair** of HiPEAC Computer Systems Week in April 2019, Scottish Programming Language Seminar in March 2018, October 2019, and UK Many-Core Developer Conference UKMAC in May 2016.
- **Web & Publicity Chair** of CC 2018.

Memberships in Research Networks

- Member of ACM, the German Informatics Society (GI: Gesellschaft für Informatik), the UK Many-core Research, Innovation and Opportunities Network (MaRIONet), the European Network on High Performance and Embedded Architecture and Compilation (HiPEAC) (Academic Member), the Glasgow System Section (GLASS), the Glasgow Parallelism Group (GPG), the Programming Languages at Glasgow (PLUG) Group, the Compiler and Architecture Design (CArD) Group at the University of Edinburgh (Visiting Member), and regular participant of the Scottish Programming Language Seminars (SPLS).

Local Community Activities

- I am the research student committee convener of the School of Computing Science at the University of Glasgow. Overseeing the academic progression of over 100 PhD students.
- I organise Upwards, a seminar series in Glasgow discussing all aspects of research life to facilitate knowledge sharing among academics and providing career advices.
- I co-organised the Programming Language Research Programme at the School of Informatics in Edinburgh together with James Cheney, including a seminar series covering a broad range of topics related to programming languages.
- I organised the Humble C++ Programmer Group, a group discussing practical programming topics in C++ targeted at PhD students to improve their coding skills.

Supervised PhD Students

Currently Active PhD Students

since 10/2019	Rongxiao Fu at the University of Glasgow	Main Supervisor, second supervisor Ornela Dardha
since 10/2019	Johannes Lenfers at the University of Münster	Main Supervisor together with Sergei Gorlatch
since 09/2019	Martin Lücke at the University of Edinburgh	Shared supervision together with Aaron Smith
since 11/2018	Thomas Koehler at the University of Glasgow	Main Supervisor, second supervisor Phil Trinder
since 10/2018	Bastian Köpcke at the University of Münster	Main Supervisor together with Sergei Gorlatch
since 10/2016	Bastian Hagedorn at the University of Münster	Main Supervisor together with Sergei Gorlatch

Only european receipient of the NVIDIA Graduate Fellowship 2019 worth 50.000$.
Selected as participant of the Heidelberg Laureate Forum 2019.

since 09/2016	Federico Pizzuti at the University of Edinburgh	Second Supervisor together with Christophe Dubach
since 09/2015	Larisa Stoltzfus at the University of Edinburgh	Second Supervisor together with Christophe Dubach

Graduated PhD Students

2014 - 2019 Toomas Remmelg at the University of Edinburgh — Second Supervisor together with Christophe Dubach
Winner of the Estonian *national contest for university students* awarded for his doctoral thesis
Now Senior Graphics Software Engineer at ARM

2015 - 2018 Michael Haidl at the University of Münster — Second Supervisor together with Sergei Gorlatch
Now Senior Compiler Engineer at NVIDIA

2013 - 2017 Juan José Fumero at the University of Edinburgh — Second Supervisor together with Christophe Dubach
Now Postdoctoral Research Associate at the University of Manchester

Research Visits

- Visiting researcher at the University of Edinburgh, Scotland, UK 2012 (3 month, funded by HPC-Europa2), 2013 (4 month, funded by HiPEAC), and 2014 (4 month).
- Visiting researcher at dividiti Ltd. in Cambridge, UK 2016 (3 month, funded by HiPEAC).
- Hosting visiting researchers from the University of Münster, Germany 2016 (2 month, funded by EuroLab-4-HPC), 2017 (4 month, funded by EuroLab-4-HPC), 2018 (4 month, funded by HPC-Europa3), 2019 (4 month, funded by HPC-Europa3 and EuroLab-4-HPC), and 2020 (3 month, funded by EuroLab-4-HPC).

Publications

In my research communities publications in highly regarded conferences are much higher valued than journal publications. I list – where known to me – the acceptance rate of the conferences and their ranking using the well established CORE 2018 ranking of computer science conferences.

Citation Statistics

Overall citations: 667, **h-index: 15**, **i-index: 19** (from Google Scholar 2nd February 2020)

Journal Articles

2020 [J1] L. Stoltzfus, B. Hagedorn, **M. Steuwer**, S. Gorlatch, and C. Dubach. “Tiling Optimizations for Stencil Computations Using Rewrite Rules in Lift”. In: *TACO* 16.4 (2020). SJR Ranking: Q3, CORE 2010 **Ranking: A**, 52:1–52:25.

2014 [J2] **M. Steuwer**, M. Haidl, S. Breuer, and S. Gorlatch. “High-Level Programming of Stencil Computations on Multi-GPU Systems Using the SkelCL Library”. In: *Parallel Processing Letters* 24.3 (2014). SJR Ranking: Q3, 15 citations on Google Scholar.

[J3] M. Olejnik, **M. Steuwer**, J. N. Dybowski, S. Gorlatch, and D. Heider. “gCUP: Rapid GPU-based HIV-1 Coreceptor Usage Prediction for Next-Generation Sequencing”. In: *Bioinformatics* 30.22 (2014). SJR **Ranking: Q1**, 10 citations on Google Scholar.

[J4] **M. Steuwer** and S. Gorlatch. “SkelCL: A High-Level Extension of OpenCL for Multi-GPU Systems”. In: *The Journal of Supercomputing* 69.1 (2014). SJR Ranking: Q3, 15 citations on Google Scholar.

[J5] **M. Steuwer**, M. Friese, S. Albers, and S. Gorlatch. “Introducing and Implementing the Allpairs Skeleton for GPU Systems”. In: *Int. Journal of Parallel Programming* 42.4 (2014). SJR Ranking: Q3, 10 citations on Google Scholar.

2013 [J6] P. Kegel, **M. Steuwer**, and S. Gorlatch. "dOpenCL: Towards uniform programming of distributed heterogeneous multi-/many-core systems". In: *Journal of Parallel and Distributed Computing* 73.12 (2013). SJR Ranking: Q2, 11 citations on Google Scholar.

Conference Papers

2020 [C1] F. Pizzuti, **M. Steuwer**, and C. Dubach. "Generating Fast Sparse Matrix Vector Multiplication from a High Level Generic Functional IR". In: *Proceedings of the ACM SIGPLAN 2020 International Conference on Compiler Construction, CC 2020, San Diego, CA, USA, February 22-23, 2020*. CORE 2018 **Ranking: A**. San Diego, CA, USA: ACM, 2020.

2018 [C2] P. Ginsbach, T. Remmelg, **M. Steuwer**, B. Bodin, C. Dubach, and M. F. P. O'Boyle. "Automatic matching of legacy code to heterogeneous APIs: An idiomatic approach". In: *Proceedings of the 23rd International Conference on Architectural Support for Programming Languages and Operating Systems, ASPLOS 2018, Williamsburg, VA, USA, March 24-28, 2018*. CORE 2018 **Ranking: A***, **Acceptance Rate 17.5%**, **HiPEAC Paper Award**. Williamsburg, VA, USA: ACM, 2018.

[C3] B. Hagedorn, L. Stoltzfus, **M. Steuwer**, S. Gorlatch, and C. Dubach. "High Performance Stencil Code Generation with Lift". In: *Proceedings of the 2018 International Symposium on Code Generation and Optimization, CGO 2018, Vienna, Austria, February 24-28, 2018*. CORE 2018 **Ranking: A**, **Acceptance Rate 29%**, **Best Paper Award Winner**, **30 citations** on Google Scholar, **most cited paper of CGO 2018**. Vienna, Austria: ACM, 2018.

2017 [C4] B. Hagedorn, **M. Steuwer**, and S. Gorlatch. "A Transformation-Based Approach to Developing High-Performance GPU Programs". In: *Perspectives of System Informatics - 11th International Ershov Informatics Conference, PSI 2017, Moscow, Russia, June 26-29, 2017.* Ed. by A. Voronkov and A. K. Petrenko. CORE 2018 Ranking: B. 2017.

[C5] J. Fumero, **M. Steuwer**, L. Stadler, and C. Dubach. "Just-In-Time GPU Compilation for Interpreted Languages with Partial Evaluation". In: *Proceedings of the 13th ACM SIGPLAN/SIGOPS International Conference on Virtual Execution Environments, VEE 2017, Xi'an, China, April 8-9, 2017*. CORE 2018 **Ranking: A**, 18 citations on Google Scholar. Xi'an, China: ACM, 2017.

[C6] **M. Steuwer**, T. Remmelg, and C. Dubach. "Lift: A Functional Data-Parallel IR for High-Performance GPU Code Generation". In: *Proceedings of the 2017 International Symposium on Code Generation and Optimization, CGO 2017, Austin, TX, USA, February 4-8, 2017*. CORE 2018 **Ranking: A**, **Acceptance Rate 22%**, **70 citations** on Google Scholar, **most cited paper of CGO 2017**. Austin, USA: IEEE, 2017.

2016 [C7] **M. Steuwer**, T. Remmelg, and C. Dubach. "Matrix Multiplication Beyond Auto-Tuning: Rewrite-based GPU Code Generation". In: *Proceedings of the 2016 International Conference on Compilers, Architecture, and Synthesis of Embedded Systems, CASES 2016*. CORE 2018 **Ranking: A**, 13 citations on Google Scholar. Pittsburgh, USA, 2016.

2015 [C8] **M. Steuwer**, C. Fensch, S. Lindley, and C. Dubach. "Generating Performance Portable Code using Rewrite Rules: From High-Level Functional Expressions to High-Performance OpenCL Code". In: *Proceedings of the 20th ACM SIGPLAN International Conference on Functional Programming, ICFP 2015*. CORE 2018 **Ranking: A***, **Acceptance Rate 29%**, **95 citations** on Google Scholar, **most cited paper of ICFP 2015**. Vancouver, Canada, 2015.

[C9] J. J. Fumero, T. Remmelg, **M. Steuwer**, and C. Dubach. "Runtime Code Generation and Data Management for Heterogeneous Computing in Java". In: *Proceedings of the Principles and Practices of Programming on the Java Platform, PPPJ 2015*. CORE 2018 Ranking: C, 16 citations on Google Scholar. Melbourne, USA, 2015.

2014 [C10] S. Gorlatch and **M. Steuwer**. "Towards High-Level Programming for Systems with Many Cores". In: *Perspectives of Systems Informatics 9th International Andrei Ershov Memorial Conference (PSI 2014)*. CORE 2018 Ranking: B. St. Petersburg, Russia, 2014.

2013 [C11] **M. Steuwer** and S. Gorlatch. "High-Level Programming for Medical Imaging on Multi-GPU Systems using the SkelCL Library". In: *Proc. of the Int. Conference on Computational Science, (ICCS 2013)*. Vol. 18. Procedia Computer Science. CORE 2018 **Ranking: A**. Barcelona, Spain, 2013.

[C12] **M. Steuwer** and S. Gorlatch. "SkelCL: Enhancing OpenCL for High-Level Programming of Multi-GPU Systems". In: *Parallel Computing Technologies 2013*. Lecture Notes in Computer Science. **32 citations** on Google Scholar. St. Petersburg, Russia, 2013.

2012 [C13] **M. Steuwer**, P. Kegel, and S. Gorlatch. "A High-Level Programming Approach for Distributed Systems with Accelerators". In: *New Trends in Software Methodologies, Tools and Techniques – Proceedings of the 11th SoMeT'12*. CORE 2018 Ranking: B. 2012.

Workshop Papers

2020 [W1] T. Remmelg, B. Hagedorn, L. Li, **M. Steuwer**, S. Gorlatch, and C. Dubach. "High-Level Hardware Feature Extraction for GPU Performance Prediction of Stencils". In: *Proceedings of the 13th ACM Workshop on General Purpose Processing using GPUs, GPGPU@PPoPP 2020*. San Diego, CA, USA, 2020.

[W2] M. Lücke, **M. Steuwer**, and A. Smith. "A functional pattern-based language in MLIR". In: *Procedding of the workshop on Accelerated Machine Learning, AccML@HiPEAC 2020*. Bologna, Italy, 2020.

2019 [W3] B. Köpcke, **M. Steuwer**, and S. Gorlatch. "Generating efficient FFT GPU code with Lift". In: *Proceedings of the 8th ACM SIGPLAN International Workshop on Functional High-Performance and Numerical Computing, FHPNC@ICFP 2019*. Berlin, Germany, 2019.

[W4] F. Pizzuti, **M. Steuwer**, and C. Dubach. "Position-dependent arrays and their application for high performance code generation". In: *Proceedings of the 8th ACM SIGPLAN International Workshop on Functional High-Performance and Numerical Computing, FHPNC@ICFP 2019*. Berlin, Germany, 2019.

[W5] B. Köpke, **M. Steuwer**, and S. Gorlatch. "Generating Fast FFT Code for GPU from High-Level, Pattern-Based Abstractions". In: *Proceedings of the International Symposium on High-Level Parallel Programming and Applications, HLPP 2019*. Linköping, Sweden, 2019.

[W6] M. Kristien, B. Bodin, **M. Steuwer**, and C. Dubach. "High-level synthesis of functional patterns with Lift". In: *Proceedings of the 6th ACM SIGPLAN International Workshop on Libraries, Languages and Compilers for Array Programming, ARRAY@PLDI 2019*. Phoenix, AZ, USA, 2019.

[W7] N. Mogers, A. Smith, D. Vytiniotis, **M. Steuwer**, C. Dubach, and R. Tomioka. "Towards Mapping Lift to Deep Neural Network Accelerators". In: *Proceedings of the Workshop on Emerging Deep Learning Accelerators, EDLA@HiPEAC 2019*. Valencia, Spain, 2019.

2018 [W8] G. Brown, C. D. Bella, M. Haidl, T. Remmelg, R. Reyes, and **M. Steuwer**. "Introducing Parallelism to the Ranges TS". In: *Proceedings of the International Workshop on OpenCL, IWOCL 2018*. Oxford, United Kingdom, 2018.

2017 [W9] L. Stoltzfus, C. Dubach, **M. Steuwer**, A. Gray, and S. Bilbao. "A Modular Approach to Performance, Portability and Productivity for 3D Wave Models". In: *Proceedings of the Seventh International Workshop on Domain-Specific Languages and High-Level Frameworks for High Performance Computing, WOLFHPC@SC 2017*. Denver, CO, USA, 2017.

[W10] J. Fumero, **M. Steuwer**, L. Stadler, and C. Dubach. "OpenCL JIT Compilation for Dynamic Programming Languages". In: *Proceedings of the 2017 Workshop on Modern Language Runtimes, Ecosystems, and VMs, MoreVMs@<Programming> 2017*. Brussels, Belgium, 2017.

[W11] M. Haidl, **M. Steuwer**, H. Dirks, T. Hummernbrum, and S. Gorlatch. "Towards Composable GPU Programming: Programming GPUs with Eager Actions and Lazy Views". In: *Proceedings of the 8th International Workshop on Programming Models and Applications for Multicores and Manycores, PMAM@PPoPP 2017*. Austin, USA: ACM, 2017.

2016 [W12] T. Remmelg, T. Lutz, **M. Steuwer**, and C. Dubach. "Performance Portable GPU Code Generation for Matrix Multiplication". In: *Proceedings of the 9th ACM Workshop on General Purpose Processing using GPUs, GPGPU@PPoPP 2016*. **21 citations** on Google Scholar. Barcelona, Spain, 2016.

[W13] M. Haidl, **M. Steuwer**, T. Humernbrum, and S. Gorlatch. "Multi-Stage Programming for GPUs in Modern C++ using PACXX". In: *Proceedings of the 9th ACM Workshop on General Purpose Processing using GPUs, GPGPU@PPoPP 2016*. Barcelona, Spain, 2016.

[W14] A. Harries, **M. Steuwer**, M. Cole, A. Gray, and C. Dubach. "Compositional Compilation for Sparse, Irregular Data Parallelism". In: *Workshop on High-Level Prog. for Heterogeneous and Hierarchical Parallel Systems, HLPGPGPU@HiPEAC 2016*. Prague, Czech Republic, 2016.

[W15] C. Cummins, P. Petoumenos, **M. Steuwer**, and H. Leather. "Towards Collaborative Performance Tuning of Algorithmic Skeletons". In: *Workshop on High-Level Prog. for Heterogeneous and Hierarchical Parallel Systems, HLPGPGPU@HiPEAC 2016*. Prague, Czech Republic, 2016.

[W16] C. Cummins, P. Petoumenos, **M. Steuwer**, and H. Leather. "Autotuning OpenCL Workgroup Size for Stencil Patterns". In: *Proceedings of the 2016 International Workshop on Adaptive Self-tuning Computing Systems, ADAPT@HiPEAC 2016*. 20 citations on Google Scholar. Prague, Czech Republic, 2016.

2014 [W17] J. J. Fumero, **M. Steuwer**, and C. Dubach. "A Composable Array Function Interface for Heterogeneous Computing in Java". In: *Proceedings of the 2014 ACM SIGPLAN International Workshop on Libraries, Languages, and Compilers for Array Programming, ARRAY@PLDI 2014*. **21 citations** on Google Scholar. Edinburgh, Scotland, 2014.

[W18] S. Breuer, **M. Steuwer**, and S. Gorlatch. "Extending the SkelCL Skeleton Library for Stencil Computations on Multi-GPU Systems". In: *Proceedings of the 1st International Workshop on High-Performance Stencil Computations, HiStencils@HiPEAC 2014*. 15 citations on Google Scholar. Vienna, Austria, 2014.

2012 [W19] **M. Steuwer**, P. Kegel, and S. Gorlatch. "Towards High-Level Programming of Multi-GPU Systems Using the SkelCL Library". In: *IEEE International Symposium on Parallel and Distributed Processing Workshops, Accelerators and Hybrid Exascale Systems, ASHES@IPDPS 2012*. 18 citations on Google Scholar. 2012.

[W20] **M. Steuwer**, S. Gorlatch, M. Buß, and S. Breuer. "Using the SkelCL Library for High-Level GPU Programming of 2D Applications". In: *Euro-Par 2012: Parallel Processing Workshops, Paraphrase@EuroPar 2012*. Lecture Notes in Computer Science. Rhodes Island, Greece, 2012.

[W21] P. Kegel, **M. Steuwer**, and S. Gorlatch. "dOpenCL: Towards a Uniform Programming Approach for Distributed Heterogeneous Multi-/Many-Core Systems". In: *IEEE International Symposium on Parallel and Distributed Processing Workshops, Heterogeneity in Computing Workshop, HCW@IPDPS 2012*. **39 citations** on Google Scholar. 2012.

2011 [W22] **M. Steuwer**, P. Kegel, and S. Gorlatch. "SkelCL - A Portable Skeleton Library for High-Level GPU Programming". In: *IEEE International Symposium on Parallel and Distributed Processing Workshops, Workshop on High-Level Parallel Programming Models & Supportive Environments, HIPS@IPDPS 2011*. **146 citations** on Google Scholar. 2011.

Technical Reports

2018 [T1] G. Brown, C. D. Bella, M. Haidl, T. Remmelg, R. Reyes, **M. Steuwer**, and M. Wong. *P0836R0 Introduce Parallelism to the Ranges TS*. C++ Standards Committee Papers. 2018.

2017 [T2] R. Atkey, **M. Steuwer**, S. Lindley, and C. Dubach. *Strategy Preserving Compilation for Parallel Functional Code*. 2017.

Thesis

2015 [TH1] **M. Steuwer**. "Improving Programmability and Performance Portability on Many-Core Processors". Grade: *Summa Cum Laude*, Supervied by Prof. Sergei Gorlatch, **Nominated** for the **prize for best dissertation** awarded by the German Informatics Society. PhD thesis. University of Münster, 2015.

Book Chapters

2016 [B1] **M. Steuwer**. "Verbesserung der Programmierbarkeit und Performance-Portabilität von Manycore-Prozessoren (Improving Programmability and Performance Portability on Many-Core Processors)". In: *Ausgezeichnete Informatikdissertationen 2015 (Distinguished Dissertations in Informatics 2015)*. Ed. by S. Hölldobler. Lecture Notes in Informatics. German Informatics Society, 2016.

2014 [B2] C. Kessler, S. Gorlatch, J. Emmyren, U. Dastgeer, **M. Steuwer**, and P. Kegel. "Skeleton Programming for Portable Many-Core Computing". In: *Programming Multi-core and Many-core Computing Systems*. Wiley, 2014.

2013 [B3] P. Kegel, **M. Steuwer**, and S. Gorlatch. "Uniform High-Level Programming of Many-Core and Multi-GPU Systems". In: *Transition of HPC Towards Exascale Computing*. Vol. 24. Advances in Parallel Computing. IOS Press, 2013.

Talks and Presentations

09/2019 **Invited Talk**: *ELEVATE: a language to write composable program optimizations*
Google DeepMind, London, UK.

02/2019 **Invited Talk**: *Lift: Generating High Performance Code with Rewrite Rules*
Programming Languages and Software Engineering Group, **University of Washington in Seattle**, US.

02/2019 **Invited Talk**: *Lift: Generating High Performance Code with Rewrite Rules*
Microsoft Research in Redmond, US.

12/2018 Talk: *Implementing lambda calculus in Python and C++*
Programming Languages at Glasgow (PLUG), University of Glasgow, UK.

11/2018 Talk: *High-level Features – Low-level Performance: GPU Performance Prediction of Stencils*
System Seminar, University of Glasgow, UK.

09/2018 **Invited Talk**: *Generating Performance Portable Code with Lift*
Shonan Meeting No.134: Advances in Heterogeneous Computing from Hardware to Software, Japan.

03/2018 **Invited Talk**: *Lift: Code Generation by Rewriting Algorithmic Skeletons*
Dagstuhl Seminar 18111 on Loop Optimizations, Schloss Dagstuhl, Germany.

02/2018 **Invited Talk**:
Programming GPUs with Eager Actions and Lazy Views
Compiler and Architecture Design Group Seminar, University of Edinburgh, UK.

02/2018 Talk: *The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules*
Formal Analysis, Theory and Algorithms Seminar, University of Glasgow, UK.

11/2017 Talk: *Programming GPUs with Eager Actions and Lazy Views*
System Seminar, University of Glasgow, UK.

10/2017 Talk: *The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules*
System Seminar, University of Glasgow, UK.

10/2017 **Invited Talk**: *The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules*
Microsoft Research Labs in Cambridge, UK.

09/2017 **Invited Talk**:
The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules
University of Hull HPC Symposium 2017 at the University of Hull, UK.

07/2017 **Invited Talk**:
The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules
University of Münster, Germany.

06/2017 Talk: *Programming GPUs with Eager Actions and Lazy Views*
Scottish Programming Languages Seminar at the University of the West of Scotland in Paisley, UK.

04/2017 Talk: *Programming GPUs with Eager Actions and Lazy Views*
C++ Edinburgh Meetup in Edinburgh, UK.

02/2017 Talk: *Lift: A Functional Data-Parallel IR for High-Performance GPU Code Generation*
International Symposium on Code Generation and Optimization (CGO) 2017 in Austin, USA.

02/2017 Talk: *Programming GPUs with Eager Actions and Lazy Views*
International Workshop on Programming Models and Applications for Multicores and Manycores (PMAM) 2017 in Austin, USA.

12/2016 **Invited Talk**: *The Lift Project: Performance Portable GPU Code Generation via Rewrite Rules*
Computer Laboratory Systems Research Group Seminar, **University of Cambridge**, UK.

08/2016 **Invited Talk**:
Structured Parallel Programming — From High-Level Functional Expressions to High-Performance OpenCL Code
Center for Advanced Electornics Dresden, Dresden University of Technology, Germany.

05/2016 **Invited Talk**:
Improving Programmability and Performance Portability on Many-Core Processors
Colloquium of candidates nominated for the *prize for best dissertation* awarded by the German Informatics Society, Schloss Dagstuhl, Germany.

04/2016 **Invited Talk**: *The lift Project: Performance Portability via Rewrite Rules*
Saarland University, Germany.

01/2016 **Invited Talk**: *Performance Portable GPU Code Generation*
Imperial College London, UK.

12/2015 Talk: *Functional Programming in C++*
Programming Language Interest Group at Edinburgh University, UK.

10/2015 **Invited Talk**: *Generating Performance Portable Code using Rewrite Rules*
Imperial College London, UK.

09/2015 Talk: *Generating Performance Portable Code using Rewrite Rules: From High-Level Functional Expressions to High-Performance OpenCL Code*
International Conference on Functional Programming (ICFP) 2015 in Vancouver, Canada.

06/2015 Talk: *Generating Performance Portable Code using Rewrite Rules*
Scottish Programming Languages Seminar in St. Andrews, UK.

05/2014 **Invited Talk**: *SkelCL: High-Level Programming of Multi-GPU Systems*
Institute for Computational and Applied Mathematics, University of Münster, Germany.

05/2014 **Invited Talk**: *SkelCL: High-Level Programming of Multi-GPU Systems*
Workshop on Fast Data Processing on GPUs in Dresden, Germany.

01/2014 Talk: *Extending the SkelCL Library for Stencil Computations on Multi-GPU Systems*
HiStencils 2014 workshop in Vienna, Austria.

12/2013 **Invited Talk**: *SkelCL: High-Level Programming of Multi-GPU Systems*
Research group on elementary particle physics, University of Wuppertal, Germany.

07/2013 Talk: *Introducing and Implementing the Allpairs Skeleton for GPU Systems*
HLPP 2013 workshop in Paris, France.

06/2013 Talk:*High-Level Programming for Medical Imaging on Multi-GPU Systems using the SkelCL Library*
ICCS 2013 conference in Barcelona, Spain.

08/2012 Talk: *Using the SkelCL Library for High-Level GPU Programming of 2D Applications*
ParaPhrase 2012 workshop held in conjunction with Euro-Par 2012 in Rhodes, Greece.

06/2012 Talk: *High-Level Programming for Heterogeneous Systems with Accelerators*
PDESoft 2012 workshop in Münster, Germany.

05/2012 Talk:*Towards High-Level Programming of Multi-GPU Systems Using the SkelCL Library*
AsHES 2012 workshop held in conjunction with IPDPS 2012 in Shanghai, China.

04/2012 **Invited talk**: *A Skeleton Library for Heterogeneous Multi-/Many-Core Systems*
NAIS workshop in Edinburgh, UK.

01/2012 Talk: *Towards a High-Level Approach for Programming Distributed Systems with GPUs*
COST Action IC0805 (“ComplexHPC”) meeting in Timisoara, Romania.

12/2011 **Invited talk**: *SkelCL — A High-Level Programming Library for GPU Programming*
Jülich Supercomputing Centre (JSC), Germany.

05/2011 Talk: *SkelCL — A Portable Skeleton Library for High-Level GPU Programming*
HIPS 2011 workshop held in conjunction with IPDPS 2011 in Anchorange, Alaska, USA.

09/2008 **Invited talk**: *Development of an Online Game as a Student Project*
ITSoftTEAM workshop in Chernihiv, Ukraine.

Teaching Experience

As a Lecturer at the University of Glasgow.

2019 - 2020
- *Systems Programming*, undergraduate course (Level H/M). About 200 students.
- *Professional Software Development Team Project*, undergraduate course (Level H/M), together with Tim Storer (Course Coordinator), Craig Macdonald, Iadh Ounis, and Lito Michala. About 200 students.

2018 - 2019
- *Systems Programming*, undergraduate course (Level H/M). About 180 students.
- *Professional Software Development Team Project*, undergraduate course (Level H/M), together with Tim Storer (Course Coordinator), Inah Omoronyia, and Jeff Dalton. About 180 students.

2017 - 2018
- *Operating Systems*, undergraduate course (Level H/M), together with Wim Vanderbauwhede. About 80 students.
- *Professional Software Development Team Project*, undergraduate course (Level H/M), together with Tim Storer (Course Coordinator), Inah Omoronyia, and Joemon Jose. About 160 students.
- *MSc CS+ Team Project*, topic: *Developing a visual tool for exploring rewriting*. 6 Students.

As a postdoctoral researcher at the University of Edinburgh.

2016 - 2017
- Guest Lecture on *DSLs and rewrite-based optimizations for performance-portable parallel programming* in the *Elements of Programming Languages* course given by James Cheney.
- Guest Lecture in the *Compiling Techniques* course given by Christophe Dubach.
- Assistance in the tutorials of the *Compiling Techniques* course given by Christophe Dubach.

2015 - 2016
- Organiser and Lecturer of the C++ programming course *The Humble C++ Programmer* aiming to improve PhD students coding skills.
- Guest Lecture on *DSLs and rewrite-based optimizations for performance-portable parallel programming* in the *Elements of Programming Languages* course given by James Cheney.
- Assistance in the tutorials of the *Compiling Techniques* course given by Christophe Dubach.

2014 - 2015
- Guest Lecture in the *Compiling Techniques* course given by Christophe Dubach.

As a research associate at the University of Münster.

2013 - 2014
- Supervised MSc student project: *Design and implementation of a high-level API for programming heterogeneous clusters*.
- Supervised MSc student project: *High-level programming of online games in future generation networks*.

2012 - 2013
- Course Design and Lecturer: *Introduction to programming with C and C++*.
- Teaching assistant: *Multi-core and GPU: Parallel Programming*.
- Teaching assistant: *Operating Systems*.

2011 - 2012
- Supervised MSc student project: *High-level programming of heterogeneous systems*.
- Teaching assistant: *Multi-core and GPU: Parallel Programming*.
- Teaching assistant: *Technical aspects of cloud computing* seminar.
- Teaching assistant: *Operating Systems*.

2010 - 2011
- Supervised UG/MSc student project: *Internet- and GPU-based Cloud Computing*.
- Course Design and teaching assistant: *Multi-core and GPU: Parallel Programming*.
- Supervised UG student project: *High-level GPU programming*.

Supervised Undergraduate and Master Students

As a Lecturer at the University of Glasgow.

09/2019 - 03/2020 Final year project of Xueying Qin on *Proving the correcness of rewrite rules in Agda*

09/2019 - 03/2020 Final year project of Sarah Ashworth on *Implementation of pattern-based computations on an FPGA*

09/2019 - 03/2020 Final year project of Euan Mcgrevey on *Optimizing image processing applications by rewriting*

09/2019 - 03/2020 Final year project of Darius Darulis on *Predicting the performance of rewritten program variations*

09/2019 - 03/2020 Final year project of David Wood on *Optimizing the compilation time of the Rust compiler*

06/2018 - 09/2019 Final year project of Ryan Maloney on *UFC Fight Prediction Web App*

06/2018 - 09/2019 Final year project of Stuart Rawlinson on *Scansion: A Poetry Analysis Web Application*

06/2018 - 09/2019 Final year project of Junjie Shentu on *Development of Ordering Application in Restaurants*

06/2018 - 09/2019 Final year project of Liam James on *Developing an Android Food Rating Application for Armature Chefs*

09/2018 - 03/2019 Final year project of Hansheng Zhang on *Multi-Level Parallel Applications with the C++ Parallel STL*

09/2018 - 03/2019 Final year project of Dimitar Borisov on *Exploiting specialised hardware for general purpose computing*

09/2017 - 03/2018 Final year project of Domantas Jurkus on *Computer Vision Applications with the Parallel STL*

09/2017 - 03/2018 Final year project of Matthew Cornetto on *Sorting Algorithms on GPUs*

The following students have been co-supervised with Sergei Gorlatch at the University of Münster.

09/2016 MSc thesis of Bastian Hagedorn on *Efficient GPU Code Generation for Stencil Computations via Parallel Patterns*

07/2014 Bachelor thesis of André Lüers on *Evaluation of the Skeleton Library FastFlow*

07/2014 Bachelor thesis of Lars Klein on *A Parallel Implementation of the T-CUP Software using the SkelCL Library*

01/2014 Master thesis of Michael Olejnik on *A GPU-based Classification Framework for HIV Resistance Prediction*

01/2014 Master thesis of Stefan Breuer on
Extending the SkelCL Library for Stencil Computations

11/2013 Diploma thesis of Wadim Hamm on
Development of a Divide & Conquer Skeleton for SkelCL

07/2013 Bachelor thesis of Matthias Droste on
Evaluation of the Skeleton Library SkePU

06/2013 Bachelor thesis of Kai Kientopf on
Implementation of the Needleman-Wunsch Algorithm and the Breath-First-Search with SkelCL

06/2013 Master thesis of Florian Quinkert on
A Model for Predicting Work Distribution in Heterogeneous Systems and its Implementation in SkelCL

03/2013 Master thesis of Malte Friese on
Extending the Skeleton Library SkelCL with a Skeleton for Allpairs Computations

03/2013 Bachelor thesis of Sebastian Mißbach on
Implementing the LU-Decomposition and the Mersenne-Twister with the SkelCL Library

03/2013 Bachelor thesis of Patrick Schiffler on
Performance Analysis of SkelCL using B+ Tree Traversal and 3D Jacobi Stencil Computation

01/2013 Diploma thesis of Markus Blank-Burian on
Simulation and Analysis of Two-Dimensional Turbulences on Parallel Computer Architectures

06/2012 Diploma thesis of Matthias Buß on
Adding Multidimensional Data Types to the Multi-GPU Skeleton Library SkelCL

09/2011 Bachelor thesis of Michael Olejnik on
Investigating the Use of GPUs for Radix Sort

09/2011 Bachelor thesis of Jan Gerd Tenberge on
Extending the SkelCL Library with Iterators

08/2011 Bachelor thesis of Stefan Breuer on
Enhancing SkelCL's MapOverlap Skeleton

08/2011 Bachelor thesis of Tobias Günnewig on
Developing a Library for Manipulating Source Code of C-based Languages