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

Awarded with the highest possible grade: **Summa Cum Laude** (with highest honor)

Nominated as one of 34 candidates from all German, Austrian, and Swiss Universities for the **prize for best dissertation** awarded by the German Informatics Society.

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

Overall grade in computer science: very good (85 %)

Awarded Honours

- 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. This highly prestigious prize is awarded annually by the German Informatics Society (GI).

Awarded Grants

- HiPEAC collaboration grants (2016 and 2013) and HPC-Europa2 visitor grant (2012) in total of approx. €15.000.
- Nvidia GPU Grant Program (2011 and 2016) in total of approx. €12.500.
- Intel Hardware Accelerator Research Program (2016) for privileged access to Intel's upcoming CPU+FPGA hardware.

Research Visits and Collaborations

- 2017 **Hosting of a visiting researcher (2 Month)**, From the University of Münster, Germany. Funded by the HiPEAC Network of Excellence
- 2017 **Hosting of a visiting researcher (2 Month)**, From the University of Münster, Germany. Funded by the EuroLab-4-HPC project
- 2016 Research Collaboration (3 Month), dividiti Ltd., UK.

Funded by the HiPEAC Network of Excellence

- 2016 **Hosting of a visiting researcher (2 Month)**, From the University of Münster, Germany. Funded by the EuroLab-4-HPC project
- 2014 Visiting researcher (3 Month), The University of Edinburgh, UK.
- 2013 **Visiting researcher (4 Month)**, *The University of Edinburgh*, UK. Funded by the HiPEAC Network of Excellence
- 2012 **Visiting researcher (3 Month)**, The University of Edinburgh/EPCC, UK. Funded by the HPC-Europa2 project

Research Community Activities

Memberships and Participation in Research Networks

- Member of ACM and the German Informatics Society (GI: Gesellschaft für Informatik)
- Active member of the Manycore Research, Innovation and Opportunities Network (MaRIONet)
- Active member of the European Network on High Performance and Embedded Architecture and Compilation (HiPEAC)
- Regular participant of the Scottish Programming Language Seminar (SPLS)
- I represented the University of Edinburgh in the EU EuroLab-4-HPC: Open source in high performance computing initiative

Community Activities

- I co-organised the seminar of the Programming Language Research Programme at the School of Informatics in Edinburgh together with James Cheney, an series of talks 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.

Organisation Committees

- Artifact Evaluation Chair of the 16th Int. Symposium on Code Generation and Optimization (CGO 2018)
- Main Organiser of the 7th UK Many-Core Developer Conference, UKMAC 2017

Program Committees

- 10th Int. Symposium on High-Level Parallel Programming and Applications (HLPP 2017)
- 9th Int. Symposium on High-Level Parallel Programming and Applications (HLPP 2016)
- o 16th IEEE Int. Conference on Scalable Computing and Communications (ScalCom 2016)

Artifact Evaluation Committees

- 22th ACM SIGPLAN International Conference on Functional Programming (ICFP 2017)
- 15th Int. Symposium on Code Generation and Optimization (CGO 2017)
- 25th Int. Conference on Parallel Architectures and Compilation Techniques (PACT 2016)

Reviewing

Reviewer for journals:

- ACM Transactions on Architecture and Code Optimization (TACO)
- ACM Computing Surveys (ACM)
- Science of Computer Programming Journal (Elsevier)
- The Journal of Supercomputing (Springer)
- Software: Practice and Experience (Wiley)

External reviewer for conferences:

- International Symposium on Code Generation and Optimization (CGO)
- International Conference on Parallel and Distributed Computing (Euro-Par)
- European MPI Users Group conference (EuroMPI)
- International Symposium on Cluster, Cloud and Grid Computing (CCGrid)
- International Parallel Computing Conference (ParCo)
- Parallel Computing Technologies (PaCT)

Research Collaborations

- Sam Lindley, LFCS, University of Edinburgh
- Alan Gray, EPCC, University of Edinburgh
- Robert Atkey, University of Strathclyde
- Ryan Newton, University of Indiana Bloomington
- Sergei Gorlatch, University of Münster
- Alastair Murray, Codeplay
- Grigori Fursin and Anton Lokhmotov, dividiti Ltd.
- Mario Wolczko and Tim Harris, Oracle Labs
- Robert Hundt, Google

Publications

Journal Articles

- 2014 [J1] 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, Featured article and among top 10 most read articles on www.worldscientific.com.
 - [J2] 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**.
 - [J3] **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.
 - [J4] **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.
- 2013 [J5] 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.

Conference Proceedings

- 2017 [C1] 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 2014 Ranking: B. 2017.
 - [C2] 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 SIG-PLAN/SIGOPS International Conference on Virtual Execution Environments, VEE 2017, Xi'an, China, April 8-9, 2017. CORE 2014 Ranking: A. Xi'an, China: ACM, 2017.*
 - [C3] 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 2014 Ranking: A, Acceptance Rate 22%. Austin, USA: IEEE, 2017.
- **2016** [C4] **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.* **CORE 2014 Ranking: A**. Pittsburgh, USA, 2016.
- 2015 [C5] 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 2014 Ranking: A*, Acceptance Rate 29%, 33 citations on Google Scholar, most cited paper from ICFP 2015 and 3th most downloaded paper from ACM's DL of ICFP 2015. Vancouver, Canada, 2015.
 - [C6] 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 2014 Ranking: C. Melbourne, USA, 2015.
- 2014 [C7] 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 2014 Ranking: B. St. Petersburg, Russia, 2014.
- [C8] 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).* Vol. 18. Procedia Computer Science. CORE 2014 Ranking: A. Barcelona, Spain, 2013.
 - [C9] 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. 26 citations on Google Scholar. St. Petersburg, Russia, 2013.
- **2012** [C10] **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 2014 Ranking: B. 2012.

Workshop Proceedings

- **2017** [W1] 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, April 3, 2017. 2017.*
 - [W2] M. Haidl, **M. Steuwer**, H. Dirks, T. Hummernbrum, and S. Gorlatch. "Towards Composable GPU Programming: Programming GPUs with Eager Actions and Lazy Views". In: *PMAM'17:* Proceedings of the 8th International Workshop on Programming Models and Applications for Multicores and Manycores. Austin, USA: ACM, 2017.
- **2016** [W3] T. Remmelg, T. Lutz, **M. Steuwer**, and C. Dubach. "Performance Portable GPU Code Generation for Matrix Multiplication". In: *GPGPU'16: Proceedings of the 9th ACM Workshop on General Purpose Processing using GPUs*. Barcelona, Spain, 2016.
 - [W4] M. Haidl, **M. Steuwer**, T. Humernbrum, and S. Gorlatch. "Multi-Stage Programming for GPUs in Modern C++ using PACXX". In: *GPGPU'16*: Proceedings of the 9th ACM Workshop on General Purpose Processing using GPUs. Barcelona, Spain, 2016.
 - [W5] A. Harries, **M. Steuwer**, M. Cole, A. Gray, and C. Dubach. "Compositional Compilation for Sparse, Irregular Data Parallelism". In: *HLPGPGPU'16*: Workshop on High-Level Prog. for Heterogeneous and Hierarchical Parallel Systems. Prague, Czech Republic, 2016.
 - [W6] C. Cummins, P. Petoumenos, **M. Steuwer**, and H. Leather. "Towards Collaborative Performance Tuning of Algorithmic Skeletons". In: *HLPGPGPU'16*: Workshop on High-Level Prog. for Heterogeneous and Hierarchical Parallel Systems. Prague, Czech Republic, 2016.
 - [W7] C. Cummins, P. Petoumenos, **M. Steuwer**, and H. Leather. "Autotuning OpenCL Workgroup Size for Stencil Patterns". In: ADAPT'16: Proceedings of the 2016 International Workshop on Adaptive Self-tuning Computing Systems. Prague, Czech Republic, 2016.
- **2014** [W8] J. J. Fumero, **M. Steuwer**, and C. Dubach. "A Composable Array Function Interface for Heterogeneous Computing in Java". In: *ARRAY'14: Proceedings of the 2014 ACM SIGPLAN International Workshop on Libraries, Languages, and Compilers for Array Programming.* Edinburgh, Scotland, 2014.
 - [W9] 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*. Vienna, Austria, 2014.
- **2012** [W10] **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.* **16 citations** on Google Scholar. 2012.
 - [W11] **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*. Lecture Notes in Computer Science. Rhodes Island, Greece, 2012.
 - [W12] 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*. **29 citations** on Google Scholar. 2012.

2011 [W13] **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.* **104 citations** on Google Scholar. 2011.

Thesis

2015 [T1] **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 Chapter

- **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

- 07/2017 Invited Talk:
 - The Lift Project: Performance Portable Parallel Code Generation via Rewrite Rules University of Münster, Germany
- 06/2017 Talk: Towards Composable GPU Programming: Programming GPUs with Eager Actions and Lazy Views
 - Scottish Programming Languages Seminar at the University of the West of Scotland in Paisley, 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.
- O2/2017 Talk: Towards Composable GPU Programming: 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 PENCIL Developer Meeting at 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 ICo8o5 ("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

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

- Fall Term 2015 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 held by James Cheney.
 - Assistance in the tutorials of the Compiling Techniques course held by Christophe Dubach.
- Fall Term 2014 Guest Lecture in the Compiling Techniques course given by Christophe Dubach.
- Summer Term Supervised MSc student project:
 - Design and implementation of a high-level API for programming heterogeneous clus-2014 ters.
 - Winter Term Supervised MSc student project:
 - High-level programming of online games in future generation networks. 2013/2014
- Summer Term Course Design and Lecturer: Introduction to programming with C and C++.
 - 2013 Teaching assistant: Multi-core and GPU: Parallel Programming.

Winter Term

2011/2012

Teaching assistant: Operating Systems.

Summer Term O Supervised MSc student project: High-level programming of heterogeneous systems.

2012 • Teaching assistant: Multi-core and GPU: Parallel Programming.

Winter Term • Teaching assistant: Technical aspects of cloud computing.

2011/2012 • Teaching assistant: Operating Systems.

Summer Term • Supervised UG/MSc student project: Internet- and GPU-based Cloud Computing.

2011 • Course Design and teaching assistant: Multi-core and GPU: Parallel Programming.

Winter Term

o Supervised UG student project: High-level GPU programming.

Supervised Students

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

since 10/2016 PhD studies of Bastian Hagedorn on

Efficient GPU Code Generation for Stencil Computations in Lift

since 06/2015 PhD studies of Ari Rasch on

Parametric Algorithmic Skeletons

since 06/2015 PhD studies of Michael Haidl on

PACXX: A GPU programming model embedded in C++

The following students are co-supervised with Christophe Dubach at the University of Edinburgh.

since 09/2015 PhD studies of Larisa Stoltzfus on

Stencil-based Acoustic Applications

since 10/2014 PhD studies of Adam Harries on

Sparse and Irregular Data-Parallel Applications on GPUs

since 10/2014 PhD studies of Toomas Remmelg on

Automatic Performance Optimisations via Provably Correct Rewrite Rules

since 10/2014 PhD studies of Juan José Fumero on

Heterogeneous Computing in Managed Languages

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 Architec- tures
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