Tiago Carneiro Pessoa

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I received my Master's degree in Computer Science from the State University of Ceará (Brazil) and my PhD in Computer Science – with international mobility at INRIA Lille (France) – from the Federal University of Ceará (Brazil). Since 2010, I research different topics related to parallel and distributed computing, mainly the use of heterogeneous architectures for solving combinatorial optimization problems. Currently, I'm a research associate in the Parallel Computing & Optimization Group at the University of Luxembourg. My research is focused on the use of high-productivity languages for the design and implementation of large-scale distributed heterogeneous algorithms.

Research Interests: Parallel and distributed algorithms, GPU and heterogeneous computing, combinatorial optimization, high-productivity languages.

 $\textbf{Google Scholar:} \ https://scholar.google.com/citations?user = aHpFVBMAAAAJq\&hl$

Researchgate: https://www.researchgate.net/profile/Tiago_Pessoa/

Personal website: https://tcarneirop.github.io/

EDUCATION

PhD in Computer Science

2013 - 2017

Federal University of Ceará (UFC). Fortaleza - CE, Brazil

· International mobility: from September 2015 to August 2016 at INRIA Lille - Nord Europe, Dolphin team.

Master's Degree in Computer Science

2010 - 2012

State University of Ceará (UECE). Fortaleza - CE, Brazil

Bachelor's Degree in Computer Science

2004 - 2009

State University of Ceará (UECE). Fortaleza - CE, Brazil

AWARDS

· [2021] The Outstanding Paper Award received in the International Conference on High Performance Computing & Simulation - HPCS 2020 for the work Towards Chapel-based Exascale Tree Search Algorithms: dealing with multiple GPU accelerators.

LANGUAGES

· Portuguese (Native), English (full professional proficiency), and French (working proficiency).

SKILLS

Programming Languages C/C++, Chapel, Fortran, Julia, Java, and Python

Parallel Programming CUDA, OpenCL, Intel MIC, OpenMP, PThreads

MPI, PGAS, Numba, and Vectorization

Certificate Cisco Certified Network Associate (CCNA)

Research associate University of Luxembourg, Luxembourg	Mar 2021 - present
Postdoctoral researcher INRIA Lille - Nord Europe, France.	Nov 2018 - Jun 2020
Postdoctoral researcher Federal Institute of Education, Science and Technology (IFCE). Fortaleza-CE, Brazil.	Mar 2018 - Oct 2018
International mobility INRIA Lille - Nord Europe, France.	Sep 2015 - Aug 2016
PhD student / Research intern Federal University of Ceará (UFC). Fortaleza-CE, Brazil.	Mar 2013 - Dec 2017
Lecturer State University of Ceará (UECE). Fortaleza-CE, Brazil	Aug 2012 - Jul 2014
Lecturer Christus University Center - UniChristus. Fortaleza-CE, Brazil	Aug 2012 - Jul 2013
Master student / Research intern State University of Ceará (UECE). Fortaleza-CE, Brazil	Mar 2010 - Jun 2012
Undergraduate researcher State University of Ceará (UECE). Fortaleza-CE, Brazil.	Mar 2008 - Jul 2009
Trainee software developer State University of Ceará (UECE). Fortaleza-CE. Brazil.	Feb 2007 - Sep 2007

PUBLICATIONS

Table 1: Summary	
International journals	7
International conferences	14
National conferences	5
Accepted for presentation	2
Research reports and publ. under review	3
Software development	2
Total	33

Visit my Google Scholar profile or my full CV for more details.

Selected publications:

- · [1] Carneiro, T.; Melab, N.; Hayashi, A.; Sarkar, V. Towards Chapel-based Exascale Tree Search Algorithms: dealing with multiple GPU accelerators. In: The International Conference on High Performance Computing & Simulation HPCS 2020 held in March 2021. Outstanding Paper Award.
- · [2] Gmys, J.; Carneiro, T.; Melab, N.; Tuyttens, d.; Talbi, E-G. A Comparative Study of High-productivity High-performance Programming Languages for Parallel Metaheuristics. Swarm and Evolutionary Computation, 57:100720 (2020). DOI: 10.1016/j.swevo.2020.100720.
- [3] <u>Carneiro Pessoa</u>, T.; Gmys, J.; de Carvalho Junior, F. H.; Melab, N.; Tuyttens, D. GPU-accelerated Backtracking Using CUDA Dynamic Parallelism. Concurrency and Computation: Practice and Experience, Wiley Online Library, 30(9): e4374 (2018). DOI: 10.1002/cpe.4374.
- [4] Pessoa, T.C.; Gmys, J.; Melab, N.; de Carvalho Junior, F.H.; Tuyttens, D. A GPU-based Backtracking Algorithm for Permutation Combinatorial Problems. In: Algorithms and Architectures for Parallel Processing IC3APP 2016. Lecture notes in computer science, vol. 10048 (310-324), Springer. DOI: 10.1007/978-3-319-49583-5_24.