

# Yuxuan Zhang

Last update on May 12, 2024

zyuxuan@seas.upenn.edu • 734-846-1069 • Levine 561, 3330 Walnut Street, Philadelphia, PA (19104)

## Education

**University of Pennsylvania**, Philadelphia, PA

*PhD in Computer Science, 2019 -*

*Advisor: [Sebastian Angel](#)*

*GPA: 4.0/4.0*

**University of Michigan**, Ann Arbor, MI

*MS in Electrical Engineering, 2015 - 2017*

**Harbin Institute of Technology**, Harbin, China

*BS in Electrical Engineering, 2008 - 2012*

## Employment History

**VMWare Corp.**, Boston, MA

*Software Engineer Intern, May 2022 - Aug 2022*

**Microsoft Research Asia**, Beijing, China

*Research Intern, Jan 2018 - July 2019*

*Mentor: [Yongqiang Xiong](#)*

**NVIDIA Corporation**, Beijing, China

*Software Engineer Intern, May 2017 - Sep 2017*

## Publications

**OCOLOS: Online CODE Layout OptimizationS.**

Y. Zhang, T. A. Khan, G. Pokam, B. Kasikci, H. Litz, J. Devietti.

*Proc. International Symposium on Microarchitecture (MICRO)*, Oct. 2022.

**Online CODE Layout OptimizationS via Ocolos.**

Y. Zhang, T. A. Khan, G. Pokam, B. Kasikci, H. Litz, J. Devietti.

*IEEE Micro Volume 43, Issue 4, "Top Picks From the 2022 Computer Architecture Conferences"*, July. 2023.

**RPG2: Robust Profile-Guided Runtime Prefetch Generation.**

Y. Zhang, N. Sobotka, S. Park, S. Jamilan, T. A. Khan, B. Kasikci, G. Pokam, H. Litz, J. Devietti.

*International Conference on Architectural Support for Programming Languages and Operating Systems (ASPLOS)*, May. 2024.

## Honor & Awards

**Paper selected for IEEE Micro Top Picks in Computer Architecture from 2023**

**Outstanding Graduates Awards**, Harbin Institute of Technology, 2012

**Fuji Xerox Scholarship**, Harbin Institute of Technology, 2011

Undergraduate GPA ranking top 1 for one academic year

**Suzhou Industry Park Scholarship**, Harbin Institute of Technology, 2010

Undergraduate GPA ranking top 2 for one academic year

## Talks

**OCOLOS: Online CODE Layouy OptimizationS.** Oct. 2022

International Symposium on Microarchitecture (MICRO), Chicago, IL.

**RPG<sup>2</sup>: Robust Profile-Guided Runtime Prefetch Generation.** May. 2024

International Conference on Architectural Support for Programming Languages and Operating Systems (ASPLOS), San Diego, CA.

## Professional Service

### Journal Reviewer

IEEE Transactions on Computers (TOC), 2023

## Teaching

Teaching Assistant for CIS505 Software Systems, University of Pennsylvania, Fall 2020, Fall 2021

## Projects

### Merging Serverless Functions

*Distributed System Lab, University of Pennsylvania*

Building a feedback-driven serverless runtime that can merge caller-callee serverless functions based on the call graph generated from distributed tracing, in order to reduce the overhead of RPCs.

### RPG<sup>2</sup>: Robust Profile-Guided Runtime Prefetch Generation

*Architecture+Compilers group, University of Pennsylvania*

Built an online data cache prefetching system that can profile and analyze the behavior of data memory accesses and then make the decision of whether and where to insert the prefetch instructions into the running process. After prefetches inserted, RPG<sup>2</sup> can monitor and tune the prefetches to maximize performance. RPG2 can provide speedup up to 2.15 $\times$  across all graph inputs from Stanford Network Analysis Platform on CRONO workloads.

### OCOLOS: Online CODE Layout Optimization System

*Architecture+Compilers group, University of Pennsylvania*

Built a code layout optimization tool that can optimize the code layout of datacenter applications at runtime by first profiling and analyzing the application, then producing an optimized binary and finally inserting the machine code from the optimized binary to the target application process. OCOLOS is written in C++ and utilizes the functionality provided by Meta's post-link optimizer BOLT. OCOLOS can accelerate complex datacenter workloads like MySQL and MongoDB by up to 1.41 $\times$ .

### Build Accelerator

*Architecture+Compilers group, University of Pennsylvania*

Built a system to accelerate large software builds by optimizing the code layout of the compiler binary as the build progresses. The Build Accelerator is written in Rust and also is based on Meta's BOLT. Build Accelerator can provide a 1.14 $\times$  speedup, without any changes to the source code or build scripts.

### Glance on GPU

*Networking Research Group, Microsoft Research Asia*

Built a Linux module that can expose an NVIDIA GPU's physical memory for direct data transfer via C++, and a hardware stack in System Verilog for GPUs in a device-centric cluster to buffer and transfer data. Prototyped CUDA code to perform GPU computation and data transfer in parallel without host CPU involvement.

### Pre-validation during pre-copy on VMotion

*Monitor team, VMWare Corp.*

Offloaded the pre-validation of the destination virtual machine (VM)'s page table from Virtual Machine Monitor (VMM) to ESXi (VMKernel, the hypervisor) after a VM is migrated from source to destination (VMotion), in order to reduce the contention of updating page tables in different VMs. Built pre-validation during the pre-copy of memory pages during VMotion to reduce the time spent on pre-validation. On the tested self-VMotion machine, the results showed that offloading pre-validation from VMM to VMKernel achieves a 2 $\times$  speedup.

## Skills

**Programming:** C/C++, Python, JavaScript, Rust, System Verilog

**Language:** Chinese (native), English (professional working proficiency), Japanese (intermediate level)