

Yusuke Suzuki

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Research Interests	System software, Web browsers, JIT compilers, Operating systems, Virtual machine technology, Distributed/Parallel systems and Graphic Processing Units (GPUs)
Education	<p>Ph.D. of Engineering in Information and Computer Science <i>Apr. 2015 – Sept. 2018</i> Supervisor: Prof. Kenji Kono Keio University Ph.D. Thesis: <i>Making GPUs First-Class Citizen Computing Resources in Multi-Tenant Cloud Environments</i></p> <ul style="list-style-type: none">• Scheduled GPGPU applications on shared GPUs in the cloud. <p>M.E. in Information and Computer Science <i>Apr. 2013 – Mar. 2015</i> Supervisor: Prof. Kenji Kono Keio University Master Thesis: <i>Design and Implementation of GPU Virtualization at the Hypervisor</i></p> <ul style="list-style-type: none">• Designed open architecture of GPU virtualization using Xen. Built a prototype of fully virtualized GPUs and multiplexed virtualized GPUs. <p>B.E. in Information and Computer Science <i>Mar. 2013</i> Supervisor: Prof. Kenji Kono Keio University Bachelor Thesis: <i>GPU Virtualization for General-purpose computing</i></p> <ul style="list-style-type: none">• Investigated GPU internals and interactions between GPUs and OS.
Awards and Honors	<p>Yamashita SIG Research Award <i>Mar. 2015</i> Information Processing Society of Japan</p> <p>Best Student Presentation Award <i>Dec. 2013</i> SIGOS, Information Processing Society of Japan</p> <p>Yamauchi Prize for Encouragement <i>Jan. 2013</i> Information Processing Society of Japan</p> <p>Nakanishi Award <i>Mar. 2013</i> Keio University</p>
Teaching Experience	<p>Teaching Assistant <i>Apr. – Sept. 2013 – 2018</i> PROGRAMMING 1, COMPUTER SCIENCE Keio University</p> <ul style="list-style-type: none">• Supported for teaching C programming.• Helped students with programming.• Graded their reports.
Work Experience	<p>Research Fellowships of the Japan Society for the Promotion of Science for Young Scientists; DC1 <i>Apr. 2015 – Mar. 2018</i></p>

- CEO** *Dec. 2016 – Present*
Secure Engine Inc.
- Research specific venture at Keio University, the University of Tokyo, and TUAT. Working on research topics which are related to GPUs in the cloud.
- Research Assistant** *Apr. 2018 – Sept. 2018*
Keio University, JST CREST
- Researcher. Working on research topics which are related to GPUs in the cloud.
- Software Engineering Intern** *Aug. 2016 – Nov. 2016*
Apple Inc.
- At WebKit architecture team, accelerated DOM operations by handling them in JavaScriptCore JIT tiers.
 - Implemented and shipped ES6 Modules in the production browser, then Safari becomes the first browser shipping ES6 modules by default.
 - Optimized ES6 generators which become the basis of critical feature of ES7, async and await. Details are described in the WebKit Blog <https://webkit.org/blog/7536/>.
- Software Engineering Intern** *July 2015 – Sept. 2015*
Apple Inc.
- At WebKit architecture team, developed ECMAScript 6th Modules including loading and execution semantics.
 - Enhanced the other features of ES6 like the Reflect module.
- Software Engineering Intern** *Aug. 2013 – Sept. 2013*
Google Japan Inc.
- At Google Chrome team, developed ECMAScript 6th Promises in the browser side.
 - Optimized XMLHttpRequest Blob transferring.
 - Created 30~ patches and became a Chromium committer.
- Cybozu Labs Youth Fellowships** *Apr. 2011 – Mar. 2012*
Cybozu Labs Inc.
- Worked on implementing ECMAScript engine which conforms the spec tests completely.
 - Figured out and reported spec issues.
- Part-time Programmer** *Oct. 2010 - July 2013*
Cloudstudy Inc.
- Developed iOS application by using Objective-C. And implemented JavaScript modules used on their web service.

Activities

WebKit
Reviewer

- Contributed to WebKit CSS JIT, that just-in-time compiles CSS selector to machine code to make matching against elements faster. Mainly focused on more intelligent backtracking.
- Implemented bunch of ES6 features like generators, Symbols etc. into JavaScriptCore.
- Very active WebKit reviewer and maintainer of Linux WebKit JavaScriptCore.

Chromium

Committer

- Worked on Google Chrome and Blink as software engineering intern as yusukesuzuki@chromium.org.
- Improved Blob data handling in XMLHttpRequest.
- Landed the initial implementation of ES6 Promises in the Blink side.

iv/iv5

Building ECMAScript engine from scratch <https://github.com/Constellation/iv>

- Built the new ECMAScript engine that conforms ECMA262 5.1th spec.
- Found and reported many bugs in the spec and Test262 conformance suite.
- Implemented baseline JIT compiler for x86_64 environment including Inline Caching (IC).

Escodegen, Esmangle, Estraverse etc.

ECMAScript language tools <https://github.com/estools/escodegen>

- Built an infrastructure of ECMAScript tools using Mozilla JavaScript AST.

Computer Skills

Languages: ECMAScript, Python, CSS Selectors, C, C++,
x86, x86_64 assembly language
Platforms: Linux, OSX

Blog Posts

Barati, S., **Suzuki, Y.**, Pizlo, F. JSC loves ES6. *WebKit blog*, <https://webkit.org/blog/7536/>, June 2017.

Invited Talk

Suzuki, Y. Talk about "GLoop: An Event-driven Runtime for Consolidating GPGPU Applications". In *29th Computer System Symposium (ComSys '17)*, Dec. 2017.

Suzuki, Y. Response to "Full Virtualization for GPUs Reconsidered". In *14th Annual Workshop on Duplicating, Deconstructing and Debunking (WDDD '17)*, <https://constellation.github.io/slides/response.pdf>, June 2017.

Publications

Refereed Papers

Suzuki, Y., Yamada, H., Kato, S., and Kono, K. CPUs as Co-processors of GPUs: Running GPGPU Applications at the Full Speed with PullKernels. In *the 8th Workshop on Systems for Multi-core and Heterogeneous Architectures (SFMA '18)*, Apr. 2018.

Suzuki, Y., Yamada, H., Kato, S., and Kono, K. GLoop: An Event-driven Runtime for Consolidating GPGPU Applications. In *Proceedings of the 8th ACM Symposium on Cloud Computing (SoCC '17)*, pp. 80–93, Sept. 2017.

Suzuki, Y., Yamada, H., Kato, S., and Kono, K. Towards Multi-tenant GPGPU: Event-driven Programming Model for System-wide Scheduling on Shared GPUs. In *the 2016 Workshop on Multicore and Rack-scale Systems (MaRS '16)*, Apr. 2016.

Suzuki, Y., Kato, S., Yamada, H., and Kono, K. GPUvm: Why Not Virtualizing GPUs at the Hypervisor?. In *Proceedings of the 2014 USENIX Annual Technical Conference (USENIX ATC '14)*, pp. 109–120, June 2014.

**Refereed Journal
Papers**

Suzuki, Y., Kato, S., Yamada, H., and Kono, K. GPUvm: GPU Virtualization at the Hypervisor. *IEEE Transactions on Computers*, vol. 65, no. 9, pp. 2752–2766, Sept. 2016.

**Non-Refereed
Papers**

Suzuki, Y., Kato, S., Yamada, H., and Kono, K. GPU の完全仮想化. Summer United Workshops on Parallel, Distributed and Cooperative Processing (SWoPP '13), pp. 195–202, July 2013.

Suzuki, Y. Escodegen and Esmangle: Using Mozilla JavaScript AST as an IR. Industry Track of Aspect-Oriented Software Development (AOSD '13), Mar. 2013.

**Non-Refereed
Posters**

Suzuki, Y., Kato, S., Yamada, H., and Kono, K. Design and Implementation of GPU Virtualization at the Hypervisor. JSSST Dependable System Workshop (DSW '14), Mar. 2014.

Suzuki, Y., Kato, S., Yamada, H., and Kono, K. GPUvm: ハイパーバイザによる GPU の完全仮想化手法. JSSST Dependable System Workshop (DSW '13), Dec. 2013.

Suzuki, Y. Building modern JavaScript Engine. 2012 IPSJ Programming Symposium, Jan. 2012.

Books

Ryoma S., **Suzuki, Y.**, Takada K. 正規表現技術入門 最新エンジン実装と理論的背景. 技術評論社, Apr. 2015.

Last updated September 26, 2018.