Mohammad Sonji

Computer Science PhD Candidate

Research Interest

I am broadly interested in Systems, especially: High-Performance Computing and Architecture. Within these fields, I have a strong interest in sub-fields such as:

- Parallel/Heterogeneous/Cloud Computing
- Performance Variability and Performance Modeling

Education

2024 - 2029: Doctor of Philosophy, Computer Science, University of Virginia

Advisor: Dr. Adwait Jog, Assistant Professor, Department of Computer Science, UVA

2022 - 2023: Master of Science, Computer Science, American University of Beirut

CGPA: 3.78, Thesis title: Predicting If Executing Applications Are Near Completion

Advisor: Dr. Izzat El Hajj, Assistant Professor, Department of Computer Science, AUB

2018 - 2021: Bachelor of Science, Computer Science, Beirut Arab University

CGPA: 3.76, Class rank: 3rd, Graduated with honors.

I was awarded scholarships for outstanding academic performance every semester.

Experience

Research

August, 2024 - Research Assistant, University of Virginia, UVA

present: I joined Dr. Adwait Jog's Insight Computer Architecture Lab as a research assistant.

June, 2022 - Research Assistant, American University of Beirut, AUB & Hewlett Packard Labs, HPE

July,2024: I joined *Dr. Izzat El Hajj's* team in collaboration with Hewlett Packard Labs (HPE) led by *Dr. Dejan Milojicic* and his team.

Teaching

Teaching Assistant, American University of Beirut, AUB

Fall 23-24: CMPS221: Computer Organization & Design

Spring 22-23: CMPS202: Intermediate Programming with Data Structures

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Fall 22-23: CMPS224/CMPS396AA: GPU Computing

Spring 21-22: CMPS200: Introduction to Programming

CMPS212: Intermediate Programming with Data Structures

Selected Academic Projects

2022: **GPU Computing**

I designed a CUDA application in C/C++ for computing the Jaccard similarity among vertices in a graph, implementing four distinct versions of the code, each integrating one or more novel optimizations. I was able to achieve the fastest execution time among my classmates.

2022: Compiler Construction

Using the LLVM compiler and its Clang frontend, I implemented the following tasks in C++:

- o Source-to-source compiler as a recursive AST visitor in Clang
- Code generator as a non-recursive AST visitor in Clang
- Aggressive Dead Code Elimination optimization.

Publications

I have multiple works with HPE/AUB under submission.

Awards

2023-2024 Henri Qais Naccache Best Thesis Award

Technical skills

Parallel, Distributed, & GPGPU Programming: CUDA, MPI, Pthreads Imperative Programming Languages: C, C++, Python, JAVA, Bash

Logic Programming Languages: Prolog

Functional Programming Languages: Scheme

Assembly: MIPS, RISC-V

Operating Systems: Linux/Unix, Windows

Cloud: Docker, Kubernetes, Knative Nvidia GPUs Partitioning features

Compilers

Serverless Computing

Deep Learning Version Control

Certificates

2022: Physical Science Responsible Conduct of Research, AUB, CITI PROGRAM

2022: Attendance of multiple graduate workshops, AUB, Graduate Council

2020: Lebanese Collegiate Programming Contest, ACM, LCPC

2020: Internet and Computing Core Certification (IC3), Certiport Inc.

2019: Lebanese Collegiate Programming Contest, ACM, LCPC

Extracurricular Activities

2018 - 2020: Volunteer, Red Cross youth sector