

✉ André Rigland Brodtkorb, Ph.D., M.Sc., Age: 34
☎ (+47) 456 19 070
@ Andre.Brodtkorb@ifi.uio.no
🌐 <http://babrodtk.at.ifi.uio.no/>
🇳🇴 Norwegian (native), English, some very basic German and French.

I am currently a researcher at SINTEF Digital and an Associate Professor at OsloMet (20% position). My main research field is within scientific software development and applied mathematics, and I focus on developing efficient algorithms, parallel computing software, and numerical simulation. I have been teaching both small and large groups of students on bachelor, master and PhD level, and I also enjoy supervision of students. I have organized the Geilo Winter Schools in eScience since 2011 on a varied set of topics including reproducible research, uncertainty quantification, big data, machine learning, and scientific visualization. The week-long school attracts 30–130 PhD-level students each year.

Relevant Experience

- Over thirteen peer reviewed articles, including eight in international journals.
- Cited over 800 times, h-index of 10, i10-index of 11 (According to Google scholar).
- Over 50 lectures, talks and posters, including one keynote and five invited talks (see web page for details).
- Over 150.000 views of research videos published on Youtube.
- Organizer and PI of Geilo Winter Schools in eScience since 2011 (30–130 participants annually).
- PI for several research projects at SINTEF Digital.
- Reviewer for several international journals and international research applications.
- Tutorial on GPU Computing in Discrete Optimization together with Christian Schulz at VeRoLog 2014.
- TV appearance on Norwegian popular science program (Schrödingers katt, 2012).

Employment

2010: Research scientist, Department of Mathematics and Cybernetics, SINTEF Digital.

2017: Associate Professor (Førsteamanuensis), OsloMet - Oslo Metropolitan University.

2013 – 2014: Senior lecturer* (Førstelektor), Department of Informatics, University of Oslo.

2010 – 2013: Associate professor* (Førsteamanuensis), Norwegian School of Information Technology.

2010 – 2010: Visiting researcher**, National Center for Computational Hydroscience and Engineering, USA.

2007 – 2010: Advisor*, Department of Applied Mathematics, SINTEF ICT.

2007 – 2007: Developer*, Norwegian Meteorological Institute.

* Part time position.

** Three month research visit.

Education

2007 – 2010: Ph.D. from the University of Oslo, Department of Informatics.

Title: Scientific Computing on Heterogeneous Architectures [O6].

Advisors: T. Dokken, K.-A. Lie, and K. M. Mørken.

2002 – 2007: M.Sc. from the University of Oslo, Department of Informatics.

Title: A MATLAB Interface to the GPU [O7].

Advisors: K.-A. Lie and T. Hagen.

Organization of scientific meetings

- 2011** – Organizer of the Geilo Winter School in eScience since 2011. The school targets PhD-level students, but is open to the most brilliant bachelor and master students as well as experienced researchers. It attracts an average of 63 participants for each year, and topics have been Practical Artificial Intelligence (2018, 80 participants); Machine Learning, Deep Learning, and Data Analytics (2017, 127 participants); Scientific Visualization (2016, 53 participants); Uncertainty Quantification for Physical Phenomena (2015, 44 participants); Big Data Challenges to Modern Statistics (2014, 72 participants); Reproducible Research and Modern Scientific Software (2013, 42 participants); Introduction to Continuum Mechanics (2012, 35 participants); Mathematical and Numerical Methods for Multiscale Problems (2011, 53 participants).
- 2012:** Special session organizer together with Wen-Mei Hwu, “Advances in Heterogeneous Computing for Water Resources”, CMWR (Computational Methods in Water Resources), Univ. of Illinois at UC, USA.
- 2011:** Minisymposium organizer, “Shallow Water Simulations on Graphics Processing Units”, SIAM Conference on Mathematical & Computational Issues in the Geosciences, Long Beach, California, USA.

Commissions of trust

- 2017** Keynote speaker at Finite Volume for Complex Applications (FVCA8), Lille, France.
- 2014** Ph.D. committee member for thesis by Mattia Natali, “Sketch-based Modelling and Conceptual Visualization of Geomorphological Processes for Interactive Scientific Communication”, University of Bergen, Norway
- 2013** Reviewer, “The Cuda Handbook: A Comprehensive Guide to GPU Programming”, Nicholas Wilt, Addison-Wesley Professional
- 2013** International program committee member, 3rd International Workshop on New Algorithms and Programming Models for the Manycore Era (APMM 2013), Finland
- 2010** – External examiner for master theses at the Department of Mathematics and the Department of Informatics, University of Oslo, Norway.

Teaching

- 2018: Short course on hyperbolic conservation laws on GPUs.** Politecnico di Milano. Around 30 master and PhD students from Politecnico di Milano and Marie Skłodowska-Curie Action exchange programs. 18 hours of lectures and tutorials prepared and held over three days.
- 2018: Algorithms and data structures (ITPE2300).** OsloMet - Oslo Metropolitan University. Around 200 students in their third semester. Developed new teaching material (code examples, lecture notes). Rated 4.85 of 5 as skilled communicator and lecturer in student evaluation.
- 2018: Differential equations and linear algebra (DAFE1000).** OsloMet - Oslo Metropolitan University. Around 80 students in their second semester. Assisted students with solving exercises and mandatory assignments during lab sessions.
- 2017: Multivariate calculus (DAVE3700).** OsloMet - Oslo Metropolitan University. Around 300 students in their fifth semester. Updated course to use new text book, and developed new teaching material (lecture notes, videos, solution guides). Rated 4.7 of 5 as skilled communicator and lecturer in student evaluation.
- 2017: Algorithms and data structures (ITPE2300).** OsloMet - Oslo Metropolitan University. 210 students in their third semester. Developed new teaching material (code examples, lecture notes). Rated 4.7 of 5 as skilled communicator and lecturer in student evaluation.
- 2017: Short course on GPU computing with Python.** University of Valladolid, Spain. Around 30 Ph.D. students.
- 2013 – 2017: Short course on GPU Computing.** University of Granada, Spain. Around 10-20 bachelor and master students.
- 2013 – 2014: Computer graphics and geometric modeling (INF3320).** University of Oslo. Around 30 students in their fifth semester. Updated course material (lecture notes).
- 2010 – 2013: Introduction to computer graphics (PG430).** Norwegian School of Information Technology. Roughly 20 students in their fourth semester. Developed completely new course (lecture notes, slides, mandatory assignments, etc.) based on existing curriculum description. Rated 5.4 of 6 in student surveys as skilled communicator and lecturer.
- 2010 – 2013: Advanced computer graphics (PG612).** Norwegian School of Information Technology. Roughly 20 students in their fifth semester. Developed completely new course (lecture notes, slides, mandatory

assignments, etc.) based on existing curriculum description. Rated 5.2 of 6 in student surveys as skilled communicator and lecturer.

Supervision

I have supervised the following students on bachelor, master, and PhD level.

- 2018:** **Kristian Hasli Johnsen***, Optimizing the compiler for the Equelle domain specific Language. Master thesis at the University of Oslo. **Erik Snartland**, Error resilience in distributed computing. Master thesis at the University of Oslo. **Aviral Bhandari**, A monitoring system for the Alto cloud system. Master thesis at the University of Oslo. **Skjalg Gustav Eriksen, Michael Dzhabarov Kardzhilov**, Air pollution in Oslo. Bachelor thesis at OsloMet - Oslo Metropolitan University. **Daniel Dysjeland, Kristine Helle, Knut Åge Hofseth and Espen Tønnessen Nordli**, Gamification of Yelpi.no. OsloMet - Oslo Metropolitan University. **Andreas Danielsen, Sondre Haldar-Iversen, Leif Niklas Lundberg and Aleksander Kløve Strengel-srud** 99X service desk app for smart phones. Bachelorthesis at OsloMet - Oslo Metropolitan University. **Andreas Stenseng Bjørnrud, Even Tsai Hansen, Sergio Jon Rye, Katarzyna Anna Zubowicz**, Photogram app for smart phones. Bachelorthesis at OsloMet - Oslo Metropolitan University. **Julie Katrine Høvik, Jesper Sannes Nylend, Trygve Nybakk Vang**, Sponsor app for smart phones (fadderordning). Bachelorthesis at OsloMet - Oslo Metropolitan University.
- 2017:** **Håvard Heitlo Holm***, Massively parallel ensemble simulations with nonlinear data assimilation. PhD thesis at the Norwegian University of Science and Technology. Joint with Knut-Andreas Lie and Martin L. Sætra. **Kristian Hasli Johnsen***, Domain Specific Languages for High-performance numerical simulation. Master thesis at the University of Oslo. Joint with Atgeirr Flø Rasmussen and Arne Jørgen Berre. **Anders Voldsund**, A mathematical framework for computing river hydrographs based on high-resolution digital elevation models. Master thesis at the University of Oslo. Joint with Knut-Andreas Lie and Odd Andersen.
- 2015:** **Jens Kristoffer Reitan Markussen**, High-performance simulation on many-core computers. Master thesis at the University of Oslo. Joint with Knut-Andreas Lie and Xing Cai. **Guro Seternes**, A GPU simulator for geologic storage of CO₂ using vertical numeric integration, Master thesis at the Norwegian University of Science and Technology. Joint with Knut-Andreas Lie and Helge Holden.
- 2014** **Tor Garman Nærland**, High resolution conservation laws on many-core computers. Master thesis at the University of Oslo. Joint with Knut-Andreas Lie and Knut M. Mørken. **Elisabeth Prestegård**, GPU accelerated simulation of CO₂ storage. Master thesis at the Norwegian University of Science and Technology. Joint with Halvor Møll Nilsen and Helge Holden. **Gard Skevik**, Auto-tuning flood simulations on CPUs and GPUs. Master thesis at the University of Oslo. Joint with Franz G. Fuchs and Martin Reimers. **Gorm Skevik**, Load-balancing techniques for multi-GPU flood simulations. Master thesis at the University of Oslo. Joint with Franz G. Fuchs and Martin Reimers. **André Amundsen**, Auto-tuning techniques for Flood Simulations on the GPU. Master thesis at the University of Oslo. Joint with Franz G. Fuchs and Martin Reimers.
- 2013:** **Espen Graff Berglie**. High-Order Schemes for the Shallow Water Equations on GPUs. Master thesis at the Norwegian University of Science and Technology. Joint with Knut-Andreas Lie and Helge Holden.

* In progress.

Journal Papers

- [J1] M.L. Sætra, **A.R. Brodtkorb**, and K.-A. Lie. Efficient GPU-implementation of adaptive mesh refinement for the shallow-water equations. *Journal of Scientific Computing*, 2014.
- [J2] **A.R. Brodtkorb**, T.R. Hagen, C. Schulz, and G. Hasle. GPU computing in discrete optimization part i: Introduction to the GPU. *EURO Journal on Transportation and Logistics*, 2:129–157, 2013.
- [J3] C. Schulz, G. Hasle, **A.R. Brodtkorb**, and T.R. Hagen. GPU computing in discrete optimization part ii: Survey focused on routing problems. *EURO Journal on Transportation and Logistics*, 2:159–186, 2013.
- [J4] **A.R. Brodtkorb**, M.L. Sætra, and T.R. Hagen. GPU programming strategies and trends in GPU computing. *Journal of Parallel and Distributed Computing*, 73:4–13, 2012.
- [J5] **A.R. Brodtkorb**, T.R. Hagen, K.-A. Lie, and J. Natvig. Simulation and visualization of the Saint-Venant system using GPUs. *Computing and Visualization in Science*, 13(7):1–13, 2011.
- [J6] **A.R. Brodtkorb**, M.L. Sætra, and M. Altinakar. Efficient shallow water simulations on GPUs: Implementation, visualization, verification, and validation. *Computers & Fluids*, 55:1–12, 2011.
- [J7] **A.R. Brodtkorb**, C. Dyken, T.R. Hagen, J.M. Hjelmervik, and O. Storaasli. State-of-the-art in heterogeneous computing. *Scientific Programming*, 18(1):1 – 33, May 2010.

- [J8] **A.R. Brodtkorb**. An asynchronous API for numerical linear algebra. *Scalable Computing: Practice and Experience*, 9(3):153–163, 2008.

Conference Papers

- [C1] **A.R. Brodtkorb**. Simplified ocean models the GPU. In *Norsk Informatikkonferanse*, 2018.
- [C2] T. Gierlinger, **A.R. Brodtkorb**, A. Stumpf, M. Weilera, and F. Michel. Visualization of marine sand dune displacements utilizing modern GPU techniques. In *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, 2015.
- [C3] T.A. Haufmann, A. Berge, **A.R. Brodtkorb**, K. Kaspersen, and A. Kim. Real-time online camera synchronization for volume carving on GPU. In *IEEE International Conference on Advanced Video and Signal-Based Surveillance (AVSS)*, 2013.
- [C4] **A.R. Brodtkorb** and M.L. Sætra. Explicit shallow water simulations on GPUs: Guidelines and best practices. In *Proceedings of the XIX International Conference on Computational Methods for Water Resources*, 2012.
- [C5] M.L. Sætra and **A.R. Brodtkorb**. Shallow water simulations on multiple GPUs. In *Proceedings of the Para 2010 Conference*, pages 56–66, . Springer Berlin / Heidelberg, 2011.
- [C6] **A.R. Brodtkorb** and T.R. Hagen. A comparison of three commodity-level parallel architectures: Multi-core CPU, the Cell BE and the GPU. In *Mathematical Methods for Curves and Surfaces*, pages 70–80, . Springer Berlin / Heidelberg, February 2010.
- [C7] **A.R. Brodtkorb**. The graphics processor as a mathematical coprocessor in matlab. In *Complex, Intelligent and Software Intensive Systems, International Conference*, volume 0, pages 822–827, Los Alamitos, CA, USA, 2008. IEEE Computer Society.

Other Publications

- [O1] **A.R. Brodtkorb**. Using planning boards for supervision, 2018. in preparation, 2018.
- [O2] **A.R. Brodtkorb**, H.H. Holm, and M.L. Sætra. Gpu computing with python: A review of using pyopencl and pycuda for high performance computing, 2018. In review.
- [O3] H.H. Holm, **A.R. Brodtkorb**, G. Broström, K.H. Christensen, and M.L. Sætra. Test cases for rotational shallow-water systems, 2018. In review.
- [O4] A. Berge, **A.R. Brodtkorb**, T.A. Haufmann, K. Kaspersen, and A. Kim. Recommendations and guidelines for image processing on heterogenous hardware. Technical report, EU FP7 project ADABTS, 2013.
- [O5] **A.R. Brodtkorb**, T.R. Hagen, and L.P. Røed. One-layer shallow water models on the GPU. Technical report 27, Norwegian Meteorological Institute Oslo, 2013.
- [O6] **A.R. Brodtkorb**. *Scientific Computing on Heterogeneous Architectures*. PhD thesis, University of Oslo, 2010. ISSN. 1501-7710, No. 1031.
- [O7] **A.R. Brodtkorb**. A MATLAB interface to the GPU. Master’s thesis, University of Oslo, 2007.
- [O8] **A.R. Brodtkorb**, T. Fladby, and M.L. Sætra. PLU factorization on a cluster of GPUs using fast ethernet. [technical report], 2007.
- [O9] **A.R. Brodtkorb**. Matrix-matrix multiplication in MATLAB using the GPU. [technical report], 2006.