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🇳🇴 Norwegian, English, some very basic German and French.

Employment

2010: Research scientist, Department of Applied Mathematics, SINTEF ICT, NO.
2014 (fall): Senior lecturer* (nor: Førstelektor), Department of Informatics, University of Oslo, NO.
2013 (fall): Senior lecturer* (nor: Førstelektor), Department of Informatics, University of Oslo, NO.
2010 – 2013: Associate professor* (nor: Førsteamanuensis), Norwegian School of Information Technology, NO.
2010 – 2010: Visiting researcher**, National Center for Computational Hydroscience and Engineering, US.
2007 – 2010: Advisor*, Department of Applied Mathematics, SINTEF ICT, NO.
2007 – 2007: Developer*, Norwegian Meteorological Institute, NO.

* Part time position. ** Three month research visit.

Education

2007 – 2010: Ph.D. from the University of Oslo, Department of Informatics.
Advisors: T. Dokken, K.-A. Lie, and K. M. Mørken.
Title: Scientific Computing on Heterogeneous Architectures [O3].
2002 – 2007: M.Sc. from the University of Oslo, Department of Informatics.
Advisors: K.-A. Lie and T. Hagen.
Title: A MATLAB Interface to the GPU [O4].

Relevant Experience

- Over thirteen peer reviewed articles, including eight in international journals.
- Cited over 400 times, h-index of 10, i10-index of 10¹.
- Over 35 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.
- Rated 5.1 – 5.5 of 6 in student surveys as a skilled lecturer at the Norwegian School of Information Technology.
- Organizer of eVita Winter Schools (Research council project no. 203376) since 2011.
- Reviewer for several international journals.

2016: Guest lecturer for parallel computing course, University of Granada, Spain.
Project leader for several industry projects.
SINTEF representative at the University of Oslo career day both spring and fall.
Organizer of the Geilo Winter School in eScience on scientific visualization.

2015: Guest lecturer for parallel computing course, University of Granada, Spain.
News article on Equelle, a high-level programming language for finite volume methods.
Organizer of the Geilo Winter School in eScience on uncertainty quantification for physical phenomena.

2014: Opponent for Ph.D. thesis of Mattia Natali, “Sketch-based Modelling and Conceptual Visualization of Geomorphological Processes for Interactive Scientific Communication”.
News article on EVITA webpages and in “Tilfeldig Gang” on Geilo Winter School.
Tutorial with Christian Schulz on using GPUs for optimization at VeRoLog 2014 conference.
Guest lecturer for parallel computing course, University of Granada, Spain.
Organizer of the Geilo Winter School in eScience on big data challenges to modern statistics.

2013: Guest lecturer for parallel computing course, University of Granada, Spain.
Invited Seminar on GPU-accelerated simulation, University of Granada, Spain.

¹According to Google scholar

- International Program Committee member for APMM 2013.
 Contributor to “Setting the Default to Reproducible” (ICERM Workshop report), V. Stodden et al.
 Organizer and lecturer at the Geilo Winter School in eScience on reproducible research.
 Reviewer of “The CUDA Handbook: A Comprehensive Guide to GPU Programming”, Addison-Wesley.
- 2012:** News article on GPU-accelerated simulation in *Computer Power User*, USA.
 Keynote at tsunami seminar, Universidad Tecnica Federico Santa María, Valparaíso, Chile.
 Special session organizer for CMWR together with Wen-Mei Hwu, Univ. of Illinois at UC, USA.
 TV appearance on Norwegian popular science program (Schrödingers katt).
 Invited speaker on GPU-accelerated simulation FEniCS’12, Oslo, Norway.
 Invited lecture on GPU computing, University of Bergen, Bergen, Norway.
 News article on GPU-accelerated simulation in *Materials World*, United Kingdom.
 Co-organizer of the Geilo Winter School in eScience on continuum mechanics.
- 2011:** Work on GPU-accelerated simulation highlighted in “CUDA Spotlight”.
 Co-organizer of the Geilo Winter School in eScience on multiscale methods.
- 2010:** Invited seminar on GPU computing, University of Mississippi, Oxford, Mississippi, USA.
 Invited seminar on GPU-accelerated simulation, University of Mississippi, Oxford, Mississippi, USA.
- 2009:** Guest lecturer for parallel computing course, University of Oslo, Norway.
- 2008:** Guest lecturer for parallel computing course, University of Oslo, Norway.
 Lecturer at the Second National Winter School in eScience on parallel computing, Geilo, Norway.

Supervision

- 2016:** **Roman Bohne***, Conservation laws on GPUs. Joint with Knut-Andreas Lie.
- 2015:** **Jens Kristoffer Reitan Markussen**, High-performance simulation on many-core computers. 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, 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. University of Oslo. Joint with Knut-Andreas Lie and Knut M. Mørken. **Elisabeth Prestegård**, GPU accelerated simulation of CO₂ storage. Norwegian University of Science and Technology. Joint with Halvor Møll Nilsen and Helge Holden. **Gard Skevik**, Auto-tuning flood simulations on CPUs and GPUs. University of Oslo. Joint with Franz G. Fuchs and Martin Reimers. **Gorm Skevik**, Load-balancing techniques for multi-GPU flood simulations. University of Oslo. Joint with Franz G. Fuchs and Martin Reimers. **André Amundsen**, Auto-tuning techniques for Flood Simulations on the GPU. 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. Norwegian University of Science and Technology. Joint with Knut-Andreas Lie and Helge Holden.

* In progress.

Journal Papers²

- [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.

²Preprints of publications are available from <http://babrodtk.at.ifi.uio.no/>

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

Conference Papers

- [C1] 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.
- [C2] 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.
- [C3] **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.
- [C4] 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.
- [C5] **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.
- [C6] **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. 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.
- [O2] **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.
- [O3] **A.R. Brodtkorb**. *Scientific Computing on Heterogeneous Architectures*. PhD thesis, University of Oslo, 2010. ISSN. 1501-7710, No. 1031.
- [O4] **A.R. Brodtkorb**. A MATLAB interface to the GPU. Master’s thesis, University of Oslo, 2007.
- [O5] **A.R. Brodtkorb**, T. Fladby, and M.L. Sætra. PLU factorization on a cluster of GPUs using fast ethernet. [technical report], 2007.
- [O6] **A.R. Brodtkorb**. Matrix-matrix multiplication in MATLAB using the GPU. [technical report], 2006.