

Zhongrui Chen

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Education

Ph.D. Computer Science

University of North Carolina at Chapel Hill

Advisor: Benjamin Berg

2022–present

B.S. Computer Science, B.S. Mathematics

University of North Carolina at Chapel Hill

2018–2022

Research Interests

Stochastic Modeling, Queueing Theory, Scheduling, Caching

Publications

Improving Multiresource Job Scheduling with Markovian Service Rate Policies

Accepted to ACM SIGMETRICS 2025

12.2024

Zhongrui Chen, Isaac Grosf, Benjamin Berg

Simple Policies for Multiresource Job Scheduling

MAMA. ACM SIGMETRICS Performance Evaluations Review 2024

04.2024

Zhongrui Chen, Isaac Grosf, Benjamin Berg

Talks

INFORMS APS

A New Class of Policies for Multiresource Job Scheduling

Atlanta, GA, United States

06.2025

Northwestern University

A New Class of Policies for Multiresource Job Scheduling

Evanston, IL, United States

04.2025

INFORMS

Simple Policies for Multiresource Job Scheduling

Seattle, WA, United States

10.2024

SIGMETRICS MAMA Workshop

Simple Policies for Multiresource Job Scheduling

Venice, Italy

06.2024

Awards

SIGMETRICS 2024 Student Travel Grant

\$1750

05.2024

Academic Service

ACM SIGMETRICS 2025 (Fall)

Reviewer

ACM SIGMETRICS 2025 (Summer, Winter), WWW 2024

Ad-Hoc Reviewer

Research Experience

Graduate Research Assistant

advised by Benjamin Berg

08.2022–Present

- Develop a class of low-complexity, low-latency, and throughput-optimal policies — Markovian Service Rate (MSR) policies for multiresource job scheduling.
- Extend the MSR to support jobs that are preemptible, non-preemptible, or preemptible with setup costs.
- Analyze the mean response time of MSR policies.
- Validate the performance of MSR policies using traces from Google Borg.
- Create discrete event simulations to evaluate throughput and delay under various scheduling policies.
- Study resource allocation in open-source ClickHouse database.

Undergraduate Honors Thesis

advised by Praneeth Chakravarthula

08.2021–05.2022

- Implemented numerical methods to reason dynamical systems from limited observations.
- Experimented with physics-aware video interpolation and extrapolation.
- Coded physical simulators to generate dataset for learning.

Undergraduate Research Assistant

advised by Henry Fuchs under UNC Graphics & VR Group

01.2021–06.2021

- Worked on reconstructing novel views from a single facial image input.
- Implemented differentiable renderer and mesh fitting with PyTorch3d.
- Contributed a variational autoencoder and texture decoder to reconstruct texture maps for novel views.
- Identified the bottleneck, optimized the training pipeline, and fixed memory leaks. Prebuilt and prefetched the dataset and made training 10x faster.

Mentored Research

advised by Jasleen Kaur

08.2020–12.2020

Congestion Control: Past, Present and Future (Final Report)

- Generalized the limitations and contributions of the congestion control algorithms.
- Dived into the theory that converts congestion control into a socially concave game.
- Researched fairness and scavenger protocol in congestion control.

Teaching Experience

Undergraduate Teaching Assistant: COMP 572 Computational Photography, COMP 524 Programming Languages, COMP 521 Databases and COMP 411 Computer Organization.

Class Projects

COMP 524 Programming Languages

Lisp Interpreter

08.2020–12.2020

- Coded a lisp interpreter in Java.
- Implemented basic S-expression primitives, lists, atoms, logical operators and conditionals.
- Implemented lambda function expressions, recursions, curry, and stringify.

COMP 790 OS Implementation

64-bit JOS Kernel

01.2020–05.2020

- Adapted from MIT 6.828, but in 64-bit version.
- Implemented page translation, context switch, trap handler.
- Implemented cooperative multitasking, Copy on Write (CoW), and Inter-Process Communication (IPC).
- Supported pipe, redirection and basic shell functions.
- Coded a network driver based on the Intel 82540EM chip.

COMP 533 Distributed Systems

Distributed Systems

01.2020–05.2020

- Used Java RMI, asynchronous RPC library, and NIO to enable process communication across multiple computers.
- Implemented Paxos consensus algorithm to ensure consistency.
- Connected to GUI to showcase state synchronization.

COMP 475 Computer Graphics

Basic Graphics Engine

08.2019–12.2019

- Implemented a C++ library that provides efficient APIs for geometric primitives, scan conversion, clipping, transformations, compositing, texture sampling, gradients, antialiasing, filtering, parametric curves, and geometric stroking.
- Used Intel MMX features to accelerate vector operations.

Programming Languages

Imperative: C/C++, Rust, Java

Functional: Haskell, Lisp

Scripting: Python, JavaScript, Shell (and variants)

Others: \LaTeX , HTML5/CSS3, Matlab, Mathematica