



Alex Sanchez-Stern

Curriculum Vitae

Education

- 2018–present **Doctor of Philosophy, Computer Science**, *University of California, San Diego*.
In Progress
- 2016–2018 **Candidate of Philosophy, Computer Science**, *University of California, San Diego*.
- 2015–2016 **Masters of Science, Computer Science**, *The University of Washington*.
Honors
- 2012–2015 **Bachelors of Science, Computer Science**, *The University of Washington*.
Honors

PhD Thesis (in progress)

- Title *Hybrid-Neural Synthesis of Machine-Checkable Software Correctness Proofs*
- Supervisor Professor Sorin Lerner
- Description The correctness of large software artifacts has important impact on many aspects of the modern world. Machine-checkable software correctness proofs provide a guarantee that a piece of software adheres to some logical specification, however producing such proofs is labor-intensive, taking in some cases 23 person-years of highly skilled labor to prove properties of 10,000 line programs. This thesis work uses a hybrid-approach of machine learning and proof assistant search procedures to produce proofs of correctness for a large variety of software automatically or semi-automatically.

Masters Thesis

- Title *Dynamic Analysis of Floating Point Errors with Herbgrind*
- Supervisor Professor Zachary Tatlock
- Description Numerical computation using floating point numbers is notoriously difficult to reason about, even in idealized environments. This thesis presents the development of a tool which can analyze the runtime behavior of programs written in a variety of environments and languages, and extract inaccurate floating point computation for improvement.

Bachelors Thesis

Title *Algebraic Simplification for the Herbie Project*

Supervisor Professor Zachary Tatlock

Description The ability to simplify arbitrary mathematical expressions is extremely useful in many applications, including the Herbie numerical synthesis tool, but is exponential in general. This thesis presents a set of data structures and heuristics that allow thousands of expressions to be simplified every second.

Experience

Vocational

September 2016–present **Research Assistant**, UNIVERSITY OF CALIFORNIA, SAN DIEGO, San Diego.
Continued work begun at the University of Washington on the Herbgrind project for automatically diagnosing the causes of floating-point error in large numerical software, and began work on neural synthesis of machine-checkable proofs of program correctness.

Detailed achievements:

- Worked with collaborators at UCSD to produce Proverbot9001, a tool for neural proof synthesis.
 - Implemented in Python using PyTorch and Rust
 - Can find proofs for almost a quarter of all theorem statements in CompCert (a verified C compiler).
 - Published and presented as “Generating Correctness Proofs with Neural Networks” at MAPL 2020
 - Pre-print of the paper available at <http://proverbot9001.ucsd.edu/papers/proverbot9001.pdf>
 - Talk is available as part of MAPL proceedings at <https://youtu.be/rwBbYh0AnPo?t=11540>
- Worked with Collaborators in the Systems & Security groups to produce Caravan, an in-progress project to make data migrations safer.
- Worked with collaborators at the UW as well as Sorin Lerner at UCSD to complete work on the Herbgrind tool and paper.
 - Implemented in 20,000 lines of code (C, python, and bash scripts).
 - Analyses programs up to 50,000 lines of code.
 - Published and presented “Finding Root Causes of Floating Point Error” at PLDI 2018
 - Pre-print of the paper available at <http://herbgrind.ucsd.edu/herbgrind-pldi18.pdf>
 - Talk slides available at <http://herbgrind.ucsd.edu/pldi18-talk/>
 - Talk video available at https://www.youtube.com/watch?time_continue=1&v=bFL6PaPrz8Y
- Continuing maintenance of the Herbie project with collaborators at the UW.

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- December 2013– **Research Assistant**, UNIVERSITY OF WASHINGTON, Seattle.
September 2016 Worked with another research assistant to develop the Herbie system for automatically improving the accuracy of floating point code
- Detailed achievements:
- Worked with Pavel Panchekha and Zachary Tatlock in developing the high level design of the system over the course of two years.
 - Worked closely with Pavel Panchekha to write the implementation of the system, including specifically:
 - Independently developing the algebraic simplification system
 - Writing the top level code which controls the various subsystems
 - Developed the experimental loop variant of Herbie to continue the work described in the paper.
 - Authored a paper on our work together with Pavel Panchekha, Zachary Tatlock, and James Wilcox.
 - Our paper was published at the Programming Languages Design and Implementation 2015 conference.
 - Paper and talk available at <http://herbie.uwplse.org/pldi15.html>
 - Authored a second paper with Pavel Panchekha, Zachary Tatlock, Chen Qiu, and international collaborators Nasrine Damouche and Matthieu Martel on a new format and benchmark suite for cross-tool floating point benchmarks.
 - Began work on a third project, Herbgrind, which I continued at UCSD
- June 2013– **College Tech**, SEATTLE SCHOOLS DISTRICT, Seattle.
September 2013 Maintained existing educational and teacher machines, and set up and installed new machines, at a variety of schools in the Seattle Schools District.
- September 2011– **Assistant Operations Engineer**, CASA LATINA, Seattle.
2011–January 2013 Wrote tests and data aggregation and display code for the Machete job registration system, under James Carter.
- July 2011– **Intern**, BENSUSSEN DEUTSCH & ASSOCIATES, INC, Woodinville.
September 2011 Performed market research, handled product returns, and managed product testing.

Awards

- 2015 Marygates Research Scholarship
2015 Distinguished Paper – PLDI 2015