# STEFFAN SØLVSTEN

## PhD Student of Computer Science at Aarhus University

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Aarhus, Denmark

in /steffan-soelvsten



Technophobic computer scientist, climber, dancer, psychology and philosophy interested and board game playing hippie. My PhD research is at the intersection between the areas of *formal methods*, *algorithms*, and *complexity theory*.

# PROFESSIONAL EXPERIENCE

## **Academic Experience**

## PhD Student

#### **Aarhus University**

Movember 2019 - August 2024

Aarhus, Denmark

Research in the field of Formal Verification in collaboration with Prof. Jaco van de Pol as my supervisor. The aim of this project is to design I/O-efficient variants of the algorithms and data structures used in the field of Verification; this way we hope to scale our current techniques to encompass more real-life pieces of software and hardware.

#### Products of my research:

</> Adiar: External Memory Decision Diagrams

A fully-fleshed BDD library implemented in C++ allowing one to construct and manipulate Decision Diagrams, even when these vastly outgrow the memory available.

**git** : github.com/ssoelvsten/adiar/ ☐ : ssoelvsten.github.io/adiar/

## **Industry Experience**

# Student Programmer SCALGO

May 2019 - October 2019

Aarhus, Denmark

SCALGO brings cutting-edge massive terrain data-processing technology to market, build on more than two decades of research on I/O-efficient and geometric algorithms.

As a student developer my responsibilities was to improve and maintain the frontend of the SCALGO Live platform.

# Software Developer

#### IT Minds

march 2018 - April 2019

Aarhus, Denmark

Consultant providing IT solutions, that improve and automate the client's workflow. Among my clients have been *LEGO*, where I was working full stack and was the main architect on the frontend Angular application.

I was the lead architect on the frontend of an internal project, where I successfully mentored the new interns, providing feedback on their approaches to solutions and code quality.

## **EDUCATION**

# BSc in Computer Science Aarhus University, Denmark

August 2015 - June 2018

Course Average: 11.42 (A). Bachelor's Project: 12 (A+).

# MSc in Computer Science Aarhus University, Denmark

## August 2019 - August 2022

Master's degree obtained as part of an integrated PhD. My choice of courses focused on algorithmics and formal verification.

Course Average: 12.00 (A+).

# **SKILLS**

Interpersonal Skills
Teaching Public speaking
Technologies
C++ Rust SML / OCaml Java / C#
Python Git SQL
Spring Boot Twisted TypeScript Angular React
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Theoretical Computer Science
Model Checking Formal Verification Logic
Functional Programming I/O Model Algorithms
Game Theory Complexity Theory
Proof Assistants   Concurrency   Distributed systems
Mathematics
Linear Algebra Algebra Mathematical Modelling
Mathematical Analysis

# **TEACHING**

## **Teaching Assistant**

#### **Aarhus University**

March 2017 - August 2023

Aarhus, Denmark

For a group of students I corrected their weekly assingments and organized their weekly face-to-face lessons that follow the exercises provided by the course coordinator of the following courses.

Computability and Logic

Algorithms and Datastructures

Regularity and Automata

Software Design using C++

## Supervisor

## **Aarhus University**

Aarhus, Denmark

I have had the pleasure to supervise the following students.

• Anna Blume Jakobsen and Mathias Weller Berg Thomasen

Talent-Track Project

Implementation of the prototype that was to become the Adiar project.

• Anders Benjamin Clausen and Kent Nielsen

**Spring 2022** 

**BSc Project** 

Investigation of whether a prior space-efficient algorithm for BDD variable reordering could be made I/O-efficient.

• Erik Funder Carstensen

## Fall 2023

MSc Course Project

Investigation of using BDDs in the context of Boolean Optimisation.

I have also managed the following student programmer.

Anna Blume Jakobsen

₩ Spring 2022

# **INTERNATIONAL ACTIVITIES**

### **Talks at International Events**

• **2024** SPIN [1] ( October, 2023 )

• **2023** ATVA [2] ( October, 2023 ) NFM [3] ( May, 2023 )

• **2022** TACAS [4] ( April, 2022 ) MOVEP ( June, 2022 )

• **2020** MFCS [5] ( August, 2020 )

### **Research Visits**

Twente University

October 2021

**◊** Netherlands

Collaboration with Tom van Dijk, mapping out what to be done to integrate *Adiar* with *LTSMin*.

Carnegie Mellon University

🛗 August - December 2023

United States

Collaboration with Marijn Heule and Randal E. Bryant to explore applications of I/O-efficient BDDs and designing I/O-efficient LRAT proof checking.

# **LANGUAGES**

English

Fluent - IELTS Academic: 8.0 (2019)

**Danish** 

Native

••••

German

Native



# **REFERENCES**

#### Jaco van de Pol

@ Aarhus University

jaco@cs.au.dk

PhD Supervisor

#### Kristoffer Arnsfelt Hansen

@ Aarhus University

Supervisor of small project in game theory

# **GRANTS**

• STIBOFONDEN (IT-Rejsestipendie)

February 2022

1 40.000 DKK

# **PUBLICATIONS**

In order of publication (newest to oldest).

## **Published**

1. Steffan Christ Sølvsten, Casper Moldrup Rysgaard, and Jaco van de Pol.

"Random Access on Narrow Decision Diagrams in External Memory".

In: International Symposium on Model Checking Software (SPIN). Lecture Notes in Computer Science (LNCS). 2024.

2. Steffan Christ Sølvsten and Jaco van de Pol.

"Predicting Memory Demands of BDD Operations using Maximum Graph Cuts".

In: Automated Technology for Verification and Analysis. Lecture Notes in Computer Science (LNCS). 2023. doi:10.1007/978-3-031-45332-8\_4

3. Steffan Christ Sølvsten and Jaco van de Pol.

"Adiar 1.1: Zero-suppressed Decision Diagrams in External Memory".

In: NASA Formal Methods. Lecture Notes in Computer Science (LNCS). Vol. 13903. 2023. doi:10.1007/978-3-031-33170-1 28

4. Steffan Christ Sølvsten, Jaco van de Pol, Anna Blume Jakobsen, and Mathias Weller Berg Thomasen.

"Adiar: Binary Decision Diagrams in External Memory".

In: Tools and Algorithms for the Construction and Analysis of Systems. Lecture Notes in Computer Science (LNCS), Vol. 13244. 2022. doi:10.1007/978-3-030-99527-0\_16.

5. Kristoffer Arnsfelt Hansen and Steffan Christ Sølvsten.

"∃R-Completeness of Stationary Nash Equilibria in Perfect Information Stochastic Games".

In: Mathematical Foundations of Computer Science. Leibniz International Proceedings in Informatics (LIPIcs), Vol. 170. 2020. doi:10.4230/LIPIcs.MFCS.2020.45.

Pre-recorded Talk: youtu.be/CXC2UMi6hg0.