

STEFFAN SØLVSTEN

PhD Student of Computer Science at Aarhus University

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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

📅 November 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 succesfully 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

Graduating from Denmark's most theoretical computer science bachelor's degree.

🎓 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 \LaTeX SML / OCaml Java / C#
Python Git SQL
Spring Boot Twisted TypeScript Angular React

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 assignments 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.

- **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.

- **Anna Blume Jakobsen and Mathias Weller Berg Thomasen**

📅 Summer 2020

🎓 Talent-Track Project

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

I have also hired the following talented student programmer.

- **Anna Blume Jakobsen**

📅 Spring 2022

INTERNATIONAL ACTIVITIES

Talks at International Events

- **2023** NFM [1] (📅 May, 2023)

- **2022** TACAS [2] (📅 April, 2022) MOVEP (📅 June, 2022)

- **2020** MFCS [3] (📅 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, where we will try to implement an I/O-efficient DRAT proof checker.

LANGUAGES

English

Fluent – IELTS Academic: 8.0 (2019)

Danish

Native

German

Native

REFERENCES

Prof. Jaco van de Pol

@ Aarhus University

✉ jaco@cs.au.dk

PhD Supervisor

Ass. Prof. Kristoffer Arnsfelt Hansen

@ Aarhus University

✉ arnsfelt@cs.au.dk

Supervisor of small project in game theory

GRANTS

- **STIBOFONDEN** (IT-Rejsestipendie)

📅 February 2022

💰 40.000 DKK

PUBLICATIONS

In order of publication (newest to oldest).

Published

1. 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.
2. 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: doi:10.1007/978-3-030-99527-0_16.
3. Kristoffer Arnsfelt Hansen and Steffan Christ Sølvsten.
“ **\exists 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: doi:10.4230/LIPIcs.MFCS.2020.45.

Pre-recorded Talk: youtu.be/CXC2UMi6hg0.

In Submission

- Steffan Christ Sølvsten and Jaco van de Pol.
“**Predicting Memory Demands of BDD Operations using Maximum Graph Cuts**”.
Sent To: *Automated Technology for Verification and Analysis*. Lecture Notes in Computer Science (LNCS). 2023.