# ANDREW BLINN

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#### VISION III

I use programming language theory to explore, explain, and engineer compositional interfaces, trying to make engagement with algebraic abstractions more fluid, tangible, and fun

#### Focuses $\equiv$

Programming Languages + Liveness + Learning · Human-Computer Interaction

## Papers 4

Statically Contextualizing Large Language Models with Typed Holes · OOPSLA · 2024 Andrew Blinn, Kevin Li, June Hyung Kim, Cyrus Omar

Program sketch refinement via collaboration between language models & language servers

Total Type Error Localization and Recovery with Holes · POPL · 2024

Eric Zhao, Raef Maroof, Anand Dukkipati, Andrew Blinn, Zoe Pan, Cyrus Omar

A formal account of static error localization & recovery as applied to editor semantic services

Gradual Structure Editing with Obligations • VLHCC • 2023

David Moon, Andrew Blinn, Cyrus Omar

Generalizing program holes to syntactic obligations allows more text-like structured editing

An Integrative Human-Centered Architecture for Interactive Programming Assistants · VLHCC · 2022 Andrew Blinn, David Moon, Eric Griffis, Cyrus Omar

A syncretic account of programming assistants including a formalization of suggestion generalization sensibility

Filling Typed Holes with Live GUIs · PLDI · 2021

Cyrus Omar, David Moon, Andrew Blinn, Ian Voysey, Nick Collins, Ravi Chugh Livelits embed persistent user-defined GUIs in code, enabling live inline graphical feedback

#### Workshop Papers (S)



Toward a Live, Rich, Composable, and Collaborative Planetary Compute Engine · PROPL · 2024 Alexander Bandukwala, Andrew Blinn, Cyrus Omar

A concept sketch for a graphical programming environment for climate science applications

Tylr - A Tiny Tile-based Structure Editor · TyDe · 2022

David Moon, Andrew Blinn, Cyrus Omar

Tylr combines traditional and structured editing approaches via a novel destructuring mechanism

### School $\Delta$

University of Michigan · Ph.D Candidate, Computer Science · Now

Contextualizing coding with types, interfaces, & language models with Cyrus Omar @ FPLab

University of Michigan • Master's of Science, Computer Science • 2023

Coursework in PL theory, program synthesis, category theory, HCI, & the psychology of learning

University of Toronto · H.B.Sc, Mathematics & Computer Science · 2019

Graduate coursework in abstract algebra, compilers, & graphics. Advised by Gary Baumgartner

## INDUSTRY &

**TODAQ Toronto** • Full-stack development in Clojure • 2019 - 2020

Built novel front-end interfaces to sharpen the materiality of distributed digital assets. Implemented core back-end features for a decentralized digital asset management protocol

# Conferences 1 **Programming Committee Member** • Pasadena 2024: Onward! • HATRA • LIVE Invited speaker at RacketCon · 2019 · Salt Lake City · Recorded Talk · Slides Introduced Fructure, a prototype structured interaction engine for edit-time term-rewriting Accepted speaker at Midwest PL Summit • 2023 • Ann Arbor • Slides Progress report on type-directed prompt construction for LLM-powered code completion Accepted speaker at VL/HCC · 2022 · Rome · Recorded Talk · Slides Presented an integrative human-centered architecture for interactive programming assistants Guest Lecturer · 2023 & 2022 · Ann Arbor Introduction to metaprogramming featuring Racket for EECS 490 - Programming Languages **Student Volunteer** • Chicago 2021: SPLASH/OOPSLA **Seat Filler** • Rome, Chicago, Salt Lake City, Galiano, Toronto, Eugene, St.Louis, Empire Builder 2023: MWPLS, Local First Unconf, Fission TrainJam, Strange Loop, Gradient Retreat, Causal Islands 2020 - 2022: VL/HCC, Gradient Retreat, SPLASH/OOPSLA, HATRA, LIVE 2018 - 2019: Racket Summer School, Clojure North, OPLSS, ICFP, Strange Loop, RacketCon

# TEACHING 2

Course Development · 2022 - Now · University of Michigan

Wrote assignments and software infrastructure for EECS 490 - Programming Languages

Implemented Hazel Exercises, an educational editor integration providing progressive live feedback

**Course Development** • Summer 2018 • University of Toronto

Designed course materials for CSC 324 - Principles of Programming Languages including an algebraic stepper illustrating non-determinism, and a little language demonstrating pattern matching

Teaching Assistantship · 2018 - Now · Universities of Michigan & Toronto

2023, 2022, 2021 University of Michigan EECS 490 - Programming Languages
2019, 2018<sup>2</sup>, 2017 University of Toronto CSC 324 - Principles of Programming

2019, 2018<sup>2</sup>, 2017 University of Toronto CSC 324 - Principles of Programming Languages
2018 University of Toronto CSC 104 - Introduction to Computational Thinking

## MENTORSHIP Q

**June (Jacob) Kim: LLM type-directed Hole-filing in TypeScript** • 2024 - *Now* Extracting semantic information from the TypeScript language server to inform prompt construction

**Xiang (Kevin) Li: Type-constrained LLM Code Completion via token masking** • 2023 - *Now* Researching modifying local language model decoding to ensure semantic as well as syntactic invariants

**Zachary Eichenberger & Eric Fan: Deep reinforcement learning for code completion** • 2021 - 2023 Applications of typed structured editing for RL-based completion. Co-mentorship with Ethan Brooks

Yash Gaitonde: Interfaces for live feedback in teaching IDEs · 2021 - 2022
Implementing live test feedback in the Hazel IDE, deployed to a class of 100 undergraduates

# Projects 📮

**IDE Design, Implementation, Deployment, and Analytics with Cyrus Omar** • 2020 - *Now* Led a ground-up rewrite of the Hazel IDE, deployed to 100 undergraduates

**Investigations in Dynamic, Interactive Algebraic User Interfaces** • 2022 - *Now* Exploring tangibility and explorability in expository math and meta-math with nool and furl

Variability-aware Data Structures with Marsha Chechik & Ramy Shanin · 2018 - 2019 · Slides
Research in variational analysis of SPLs including building SpyShare, a Haskell tool using Graphviz to visualize structure sharing, and designing + formally modelling rewrite-rule based optimizations

**Independent Study in Structured Editing in Racket with Gary Baumgartner** • Summer 2017 Self-directed studies in languages tooling resulting in Fructure and Containment Patterns