# .: Andrew Blinn

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## Research Interests

Programming Languages · Programming Environments · Human-Computer Interaction · CSEd

## Publications

**An Integrative Human-Centered Architecture for Interactive Programming Assistants** · **VLHCC** · *2022*
**Andrew Blinn, David Moon, Eric Griffis, Cyrus Omar**
A conceptual architecture for programming assistants addressing integrative design challenges, instantiated through OCaml prototypes for type-and-example-based interactive program synthesis

**Total Type Error Localization and Recovery with Holes** · **POPL** · *2024 - forthcoming*
**Eric Zhao, Raef Maroof, Anand Dukkipati, Andrew Blinn, Zoe Pan, Cyrus Omar**
Type systems typically treat ill-typed expressions as meaningless, but effective editors must provide semantic services even downstream of errors. Our marked lambda calculus addresses this via a comprehensive formal account of total error localization and recovery

**Gradual Structure Editing with Obligations** · **VLHCC** · *2023*
**David Moon, Andrew Blinn, Cyrus Omar**
Structured editors struggle to preserve syntax while permitting linear text-like editing. Our approach guides temporary disassembly via *syntactic obligations* that, once discharged, guarantee proper reassembly

**Tylr - A Tiny Tile-based Structure Editor** · **TyDe** · *2022*
**David Moon, Andrew Blinn, Cyrus Omar**
Tylr marries hierarchically structured and linear editing paradigms via a novel destructuring mechanism

**Filling typed holes with live GUIs** · **PLDI** · *2021*
**Cyrus Omar, David Moon, Andrew Blinn, Ian Voysey, Nick Collins, Ravi Chugh**
Livelits allow users to fill program holes by directly manipulating user-defined GUIs embedded persistently into code, providing continuous graphical feedback

## Education

**University of Michigan** · **Ph.D Candidate, Computer Science** · *Current*
Building intelligent, multi-modal programming interfaces combining LLMs, responsive design, and type-directed formal methods at Cyrus Omar's FP Lab

**University of Michigan** · **Master's of Science, Computer Science** · *2023*
Coursework in Programming Language Theory, Category Theory, Program Synthesis, Human-Computer Interaction, & How People Learn

**University of Toronto** · **H.B.Sc, Math & Computer Science** · *2019*
Graduate coursework in abstract algebra, compilers, & graphics

## Industry Experience

**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

## Conference Participation

**Invited speaker at RacketCon** · *2019* · *Salt Lake City*
Introduced Fructure, a prototype structured interaction editor for on edit-time term-rewriting
· Recorded Talk · Fructure Slides

**Invited speaker at Midwest PL Summit** · *2023* · *Ann Arbor*
Progress report on Type-directed Prompt Construction for LLM-powered Code Completion
· MWPLS Slides

**Invited speaker at VL/HCC** · *2022* · *Rome*
Presented an Integrative Human-Centered Architecture for Interactive Programming Assistants
· Recorded Talk · VLHCC Slides

**Seat Filler** · *Rome, Chicago, Salt Lake City, Galiano Island, Toronto, Eugene, St.Louis*
2023: Local First Unconf, Fission TrainJam, Strange Loop, Gradient Retreat, Causal Islands
2022, 2021, 2020: VL/HCC, Gradient Retreat, SPLASH/OOPSLA
2019: Racket's How to Design Languages Summer School, Clojure North.
2018: Oregon Programming Languages Summer School, ICFP, Strange Loop, RacketCon

## Research Projects

**Hazel: Experimental IDE Design, Implementation, and At-Scale Deployment** · *2020 - Current*
Led a ground-up rewrite of the Hazel IDE, extending David Moon's tylr restructuring engine into a full-fledged editor, language server, and educational tool which was deployed to 100 undergraduates. Designed & implemented novel bidirectional type system features. More about the Hazel project

**Techniques in Variability-aware Data Structures with Marsha Chechik** · *2018 - 2019*
Built & profiled Haskell data structures supporting variational analysis of software product lines. Designed & built SpyShare, a Graphviz-based tool to visually inspect data sharing. Created and modelled a system of GHC rewrite-rules using PLT Redex: Report · Slides

**Independent Study in Structured Editing in Racket with Gary Baumgartner** · *Summer 2017*
Self-initiated study of existing refactoring, live programming & direct manipulation tooling. Began work on Fructure, a Racket-based polyglot structure editor, and Containment Patterns, which extend pattern matching to capture contexts as composable continuations.

## Teaching

**Course Development** · *Summer 2022* · *University of Michigan*
Designed software infrastructure and assignments for EECS490 - Programming Language Theory
Led implementation on Hazel School Mode, an editor integration providing progressive live feedback to students. Features an Instructor Mode facilitating construction of new exercises

**Course Development** · *Summer 2018* · *University of Toronto*
Designed assignments and course materials for CSC324 - Principles of Programming Languages.
Specified and built Ductile, a toy language demonstrating exhaustive pattern matching on ADTs.
Implemented an algebraic stepper to illustrate continuations and non-determinism in Scheme.

**Teaching Assistance** · *University of Michigan*

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| 2023 | EECS490 Programming Languages |
| 2022 | EECS490 Programming Languages |
| 2021 | EECS490 Programming Languages |

**Teaching Assistance** · *University of Toronto*

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| 2019, 2018 | CSC324 Principles of Programming Languages |
| 2018 | CSC104 Introduction to Computational Thinking |
| 2018, 2017 | CSC324 Principles of Programming Languages |

## Mentorship

**LLM Token-masking for Type-correct Code Completion** · *2023 Summer - Current*
Mentoring an undergraduate by guiding experiments around modifying local language models to ensure per-token generation respects semantic as well as syntactic invariants

**PL x Deep Reinforcement Learning for Code Completion** · *2021 Fall - Current*
ML/PL collaboration: Mentoring two undergraduates, providing design and architecture guidance for a specialized version of the Hazel editor used for reinforcement-learning-based code completion research.

**Interfaces for Live testing in online IDEs** · *2021 - 2022*
Mentored an undergraduate who helped implement live testing features of the Hazel language and IDE, successfully deployed to a class of 100 undergraduate students for a course in Fall 2022.