.: Andrew Blinn

October 5, 2023

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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
See also the extended Paperclip Calculus edition which formalizes suggestion sensibility

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 (DRAFT)

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, Toronto, Eugene, St.Louis, Empire Builder*

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*

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

Teaching Assistance · *University of Toronto*

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.