Email: tzuhan@msu.edu Phone: (515) 441-6303 Web: tzuhancs.github.io LinkedIn: tzuhanhsu GoogleScholar: 31 citations

# Tzu-Han Hsu



### Research Interests

My research is on applications of **formal methods** in program **verification** and **synthesis** for **hyperproperties** including requirements of **information-flow security** and **privacy** analysis.

### EDUCATION

# Ph.D. Student in Computer Science Engineering Michigan State University, East Lansing, MI, USA Advisor: Dr. Borzoo Bonakdarpour GPA: 3.94/4.0 Bachelor of Science in Computer Science Iowa State University, Ames, IA, USA GPA: 3.86/4.0 Bachelor of Music in Piano Performance Iowa State University, Ames, IA, USA GPA: 3.86/4.0, Outstanding Senior Nomination by the Department of Music

### RESEARCH EXPERIENCE

• Research Intern Microsoft Research (MSR) Theorem-Carrying-Transaction: Provable Security for Smart Contracts Mentors: Shuo Chen, Nikolaj Bjørner	Summer 2023
• Applied Science Intern Amazon Web Services Automated Reasoning Group (AWS-ARG) Symbolic Model Checking for Distributed Protocol with Parallelization Mentors: Aman Goel, Michael Whalen	Summer 2022
• Graduate Research Assistant Michigan State University (MSU) Formal Methods, Verification and Synthesis of Hyperproperties, Information-flow, Security and Privacy	2020-Present

• Undergrad Research Assistant Iowa State University

Model checking with Hyperproperties

2019–2020

### Conference Papers

- Raven Beutner, <u>Tzu-Han Hsu</u>, Borzoo Bonakdarpour, and Bernd Finkbeiner, "Syntax-Guided Automated Program Repair For Hyperproperties" In International Conference on Computer Aided Verification (CAV'24), To Appear
- 2. <u>Tzu-Han Hsu</u>, Borzoo Bonakdarpour, Bernd Finkbeiner, and César Sánchez, "Bounded Model Checking for Asynchronous Hyperproperties" In International Conference on Tools and Algorithms for the Construction and Analysis of Systems (TACAS'23), Paris, France.

- 3. <u>Tzu-Han Hsu</u>, César Sánchez, Sarai Sheinvald, and Borzoo Bonakdarpour, "Efficient Loop Conditions for Bounded Model Checking Hyperproperties" In International Conference on Tools and Algorithms for the Construction and Analysis of Systems (TACAS'23), Paris, France.
- 4. <u>Tzu-Han Hsu</u>, Borzoo Bonakdarpour, Eunsuk Kang, and Stavros Tripakis, "Mapping Synthesis for Hyperproperties" In IEEE International Symposium on Computer Security Foundations (CSF'22/FLoC'22), Haifa, Israel.
- 5. <u>Tzu-Han Hsu</u>, César Sánchez, and Borzoo Bonakdarpour, "Bounded Model Checking for Hyperproperties" In International Conference on Tools and Algorithms for the Construction and Analysis of Systems (TACAS'21), Luxembourg, Luxembourg.

### Preprints

- 1. <u>Tzu-Han Hsu</u>, Borzoo Bonakdarpour, and César Sánchez, "HyperQB: A QBF-Based Bounded Model Checker for Hyperproperties" (2021)
- 2. <u>Tzu-Han Hsu</u>, Yu Wang, Borzoo Bonakdarpour, Miroslav Pajic, "Multi-Agent Path Planning with Hyperproperties" (2020)

### Professional Services

• Peer-evaluated Conference Paper Reviews/Sub-reviews:

(CAV'24) Computer Aided Verification

(RV'23) International Conference on Runtime Verification

(TACAS'23) International Conference on Tools and Algorithms for the Construction and Analysis of Systems

(FM'23) International Symposium on Formal Methods

(ICCPS'23) International Conference on Cyber-Physical Systems

(ICCPS'23) International Conference on Cyber-Physical Systems

(VSTTE'23) Verified Software: Theories, Tools, Experiments

(NFM'23) NASA Formal Methods

(DISC'22) International Symposium on Distributed Computing

(CSF'22) Computer Security Foundations Symposium

(ATVA'21) International Symposium on Automated Technology for Verification and Analysis

• Conference Artifact and Code Submission Reviews:

(CAV'24) International Conference on Computer Aided Verification

(CAV'23) International Conference on Computer Aided Verification

• Journal Reviews::

(ACTA'22) Acta Informatica

• Student Volunteer:

(CAV'21) International Conference on Computer Aided Verification

### FELLOWSHIPS

• Michigan State University Graduate Research Fellowship Summer Support for Outstanding Students April 2021 and 2022

• Google Research Fellowship

September 2021

One of the only four nominees selected by Michigan State University Engineering Department

### TEACHING EXPERIENCE

• Graduate Teaching Assistant at Michigan State University  Discrete Structures in Computer Science (CSE 260)	Spring 2020
• Undergrad Teaching Assistant at Iowa State University Object-Oriented Programming (COM S 227)	Spring and Fall 2018
TEACHING EXPERIENCE	
• Graduate Teaching Assistant at Michigan State University  Discrete Structures in Computer Science (CSE 260)	Spring 2020
• Undergrad Teaching Assistant at Iowa State University Object-Oriented Programming (COM S 227)	Spring and Fall 2018
Honors, Awards, and Scholarships	
• Nomination of Departmental Outstanding Senior	2020
• Iowa State University College of Liberal Arts and Sciences Dean's List	2013-2020
• Future Leader Award, Issued by U.S. Ambassador to China Terry Branstad	2018
• Iowa State University International Student Ambassador Gold Level Scholarship Recipient	2013-2018
• Iowa State University Music Department Outstanding Student Scholarship Recipient	2013–2018
Leadership and Volunteer Experiences	
• The Society for Collegiate Leadership & Achievement	2016-2020
• Iowa State University Student Council, Department Representative	2017-2018
• Iowa Education without Borders (non-profit) Volunteer/Event Coordinator	2017-2018
• Iowa Youth Leadership Summer Camp Student Volunteer	2017-2018
• Iowa State University Annual K-12 Computational Thinking Competition	2020
Music Awards	
Soloist Winner, Fort Dodge Orchestra Young Artists Concerto Competition	2015
• 1st Prize Winner, Iowa State University Symphony Orchestra Concerto Competition	2014
• State Winner, Music Teacher National Association (MTNA) Piano Competition	2014
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## INDUSTRIAL EXPERIENCE

### Software Engineer Intern

2019-2020

Worrell Medical Design Inc., Minneapolis, MN

- Developed a Virtual Reality Environment on Oculus Quest for Human Factor Engineering usability testing.
- Programed well-functioning C# scripts in Unity3D engine with desired behaviors and outcomes.
- Analyzed user feedback and debug/adjust/improve the existing versions of the program with HF engineers.