

Job Application Materials

Harrison Goldstein

March 15, 2025

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Education

Ph.D. in Computer Science
University of Pennsylvania

M.Eng. in Computer Science
Cornell University

B.S. in Computer Science
Cornell University

Teaching

Penn CIS 552
Head TA 2020-2021

Penn CIS 810
Head TA 2021

Cornell CS 3110
Head TA 2017

Cornell Eng. Leadership
Head TA 2017

Cornell CS 2112
TA 2016

Awards and Honors

Victor Basili Postdoctoral
Fellowship
University of Maryland

Certificate in Engineering
Leadership
Cornell ECLP

Harrison Goldstein

Postdoctoral Fellow

I am a postdoc working with Leo Lampropoulos and Benjamin Pierce. My work combines programming languages, software engineering, and human-computer interaction to improve the tools that developers use to build software. The bulk of my work so far has focused on *property-based testing*.

Selected Publications

Property-Based Testing for the People
Dissertation

Tyche: Making Sense of Property-Based Testing Effectiveness
UIST 2024 Research Paper

Property-Based Testing in Practice **DISTINGUISHED PAPER**
ICSE 2024 Research Paper

Reflecting on Random Generation **DISTINGUISHED PAPER**
ICFP 2023 Research Paper

Parsing Randomness
OOPSLA 2022 Research Paper

Grants

NSF #2402449 SHF: Medium: Usable Property-Based Testing
National Science Foundation

TYCHE: An IDE for Property-Based Testing
Amazon Research Award 2023

Employment

University of Maryland, College Park
Victor Basili Postdoctoral Fellow 2024-

Galois, Inc.
Research Intern 2023

Amazon Web Services
Research Intern 2020

Selected Service Roles

Steering Committee Member
NJPLS Ongoing

Research Mentor
DeepSpec REU

Speaker
PLMW (POPL'24, ICFP'24)

Organizer
NJPLS 2023

Research Mentor
REPL REU 2023, 2024

Social Chair
POPL 2021

PC Member
HATRA 2023

A/V Coordinator
ICFP 2021

Harrison Goldstein

Postdoctoral Fellow

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Publications, Talks, and Grants

Dissertation

Property-Based Testing for the People **Harrison Goldstein**

advised by Benjamin C. Pierce

approved by Stephanie Weirich (committee chair), Andrew Head, Mayur Naik, Hila Peleg

Defended May 24, 2024

Refereed Conference Publications

- OOPSLA'25 **QED in Context: An Observation Study of Proof Assistant Users**
Jessica Shi, Cassia Torczon, **Harrison Goldstein**, Benjamin C. Pierce, Andrew Head
Obj.-Oriented Programming, Sys., Langs., and Apps. (OOPSLA) 2025. 25 pages.
- UIST'24 **Tyche: Making Sense of Property-Based Testing Effectiveness**
Harrison Goldstein, Jeffrey Tao, Zac Hatfield-Dodds, Benjamin C. Pierce, Andrew Head
User Interface Software and Technology (UIST) 2024. 13 pages.
- PLDI'24 **Stream Types**
J. W. Cutler, C. Watson, E. Nkurumeh, P. Hilliard, **H. Goldstein**, C. Stanford, B. C. Pierce
Programming Language Design and Impl. (PLDI) 2024. 24 pages.
- PLDI'24 **Daedalus: Safer Document Parsing**
I. Diatchki, M. Dodds, **H. Goldstein**, B. Harris, D. Holland, B. Razet, C. Schlesinger, S. Winwood
Programming Language Design and Implementation (PLDI) 2024. 24 pages.
- ICSE'24
Distinguished **Property-Based Testing in Practice**
Harrison Goldstein, Joseph W. Cutler, Daniel Dickstein, Benjamin C. Pierce, Andrew Head
International Conference on Software Engineering (ICSE) 2024. 23 pages.
- ICFP'23
Distinguished **Reflecting on Random Generation**
Harrison Goldstein, Samantha Frohlich, Meng Wang, Benjamin C. Pierce
International Conference on Functional Programming (ICFP) 2023. 34 pages.
- OOPSLA'22 **Parsing Randomness**
Harrison Goldstein, Benjamin C. Pierce
Obj.-Oriented Programming, Sys., Langs., and Apps. (OOPSLA) 2022. 25 pages.
- ESOP'21 **Do Judge a Test by its Cover: Combining Combinatorial and Property-Based Testing**
Harrison Goldstein, John Hughes, Leonidas Lampropoulos, Benjamin C. Pierce
European Symposium on Programming (ESOP) 2021. 27 pages.

Workshop Papers and Experience Reports

- PLATEAU'25 **Designing Proof Deautomation in Rocq**
Jessica Shi, Cassia Torczon, **Harrison Goldstein**, Benjamin C. Pierce, Andrew Head
PLATEAU Workshop 2025. 12 pages.
- OCaml'24 **Mica: Automated Differential Testing for OCaml Modules**
Ernest Ng, **Harrison Goldstein**, Benjamin C. Pierce
OCaml Workshop 2024. 2 pages.
- ICFP'23 **Etna: An Evaluation Platform for Property-Based Testing (Experience Report)**
J. Shi, A. Kelles, **H. Goldstein**, B. C. Pierce, L. Lampropoulos
International Conference on Functional Programming (ICFP) 2023. 17 pages.
- HATRA'22 **Some Problems with Properties: A Study on Property-Based Testing in Industry**
Harrison Goldstein, Joseph W. Cutler, Adam Stein, Benjamin C. Pierce, Andrew Head
Human Aspects of Types and Reasoning Assistants (HATRA) 2022. 8 pages.
- SysML'18 **Programming Language Support for Natural Language Interaction**
Alex Renda, **Harrison Goldstein**, Sarah Bird, Chris Quirk, Adrian Sampson
Conference on Machine Learning and Systems (SysML) 2018. 3 pages.

Demos

- SCF'24 **Demonstrating FEDT: Supporting Characterization Experiments in Fabrication Research**
V. Savage, N. Püsök, **H. Goldstein**, C. Nandi, J. Yi Ren and L. Oehlberg
Symposium on Computational Fabrication (SCF) 2024.
- UIST'23 **Tyche: In Situ Analysis of Random Testing Effectiveness**
Harrison Goldstein, Benjamin C. Pierce, Andrew Head
User Interface Software and Technology (UIST) 2023.

Talks and Podcasts

- Podcast
Invited **Haskell Interlude 59**
Samantha Frohlich, Wouter Swierstra, **Harrison Goldstein**
Haskell Interlude Podcast, December 2024
- Talk
Invited **My PhD Compass: 6 Ways to Guide a PhD Towards Success**
Harrison Goldstein
PL Mentoring Workshop @ ICFP, September 2024
- Podcast
Invited **Harry Goldstein | Property-Based Testing | #55**
Jack Waudby, **Harrison Goldstein**
Disseminate Podcast, June 2024
- Talk **Usable Property-Based Testing**
Harrison Goldstein
Amazon Web Services, June 2024
- Talk
Invited **Consider Collaboration**
Samantha Frohlich, **Harrison Goldstein**
PL Mentoring Workshop @ POPL, January 2024
- Talk
Invited **Advancing Property-Based Testing in Theory and Practice**
Harrison Goldstein
Microsoft Research, UC Berkeley, Galois, Inc., UCSC, University of Bristol

Talk **Property-Based Testing in Practice**
Harrison Goldstein
Jane Street Programming Languages Colloquium, December 2023

Podcast
Invited **TheForkJoin Episode 2**
Oliver Flatt, Rachit Nigam, Harrison Goldstein
TheForkJoin

Talk **Some Problems with Properties**
Harrison Goldstein
NJPLS October 2022

Talk **Reflecting on Random Generation**
Harrison Goldstein
NJPLS May 2022

Posters

ICFP'21 **Ungenerators**
Harrison Goldstein
ICFP 2021

POPL'20 **Algebraic Combinatorial Testing**
Harrison Goldstein
POPL 2020

Drafts and Blog Posts

Delimited Continuations and Monads
Harrison Goldstein
Unpublished PhD Milestone Draft, April 2021

Conferences after COVID: An Early Career Perspective
Joseph W. Cutler, Harrison Goldstein, Andrew K. Hirsch, Jaemin Hong, Chandrakana Nandi
SIGPLAN PL Perspectives Blog, March 2021

Funded Grant Proposals

NSF #2402449 SHF: Medium: Usable Property-Based Testing
2023-2024

Made significant contributions, in the form of both research project ideas and grant writing, to help secure a NSF Medium grant. This grant helped to fund my dissertation work, and it will continue to fund follow-on projects.

Team: Benjamin Pierce (co-PI), Andrew Head (co-PI), Harrison Goldstein (contributor)

Amazon Research Award: TYCHE: An IDE for Property-Based Testing
Spring 2023

Secured funding from AWS to fund my ongoing work on user interfaces for property-based testing. This award includes the opportunity to collaborate with contacts at AWS, including Michael Hicks, on interfaces that support real industrial workloads.

Team: Harrison Goldstein (primary author), Benjamin Pierce (co-PI), Andrew Head (co-PI)



Education

Ph.D. in Computer Science, University of Pennsylvania
2019–2024

M.Eng. in Computer Science, Cornell University
2018 — GPA 4.02

B.S. in Computer Science, Cornell University
2014–2018 — GPA 4.08

Teaching and Advising

Courses

Penn CIS 552 “Advanced Programming”
Prof. Stephanie Weirich
Head TA 2020–2021

Penn CIS 810 “Writing and Speaking with Style”
Prof. Benjamin C. Pierce
Head TA 2021

Cornell CS 3110 “Functional Programming”
Prof. Nate Foster
Head TA 2017

Cornell Engineering Leadership
Prof. Erica Dawson and Werner Zorman
Head TA 2017

Cornell CS 2112 “Object-Oriented Design and Data Structures (Honors)”
Prof. Dexter Kozen
TA 2016

Graduate Advisees

Collaborator and Research Mentor, Joseph W. Cutler

Collaborator and Research Mentor, Jessica Shi

Co-Advisor, Ernest Ng



Service

Conference Organizing and Reviewing

PC Member, PLDI 2025 — Upcoming

PC Member, PLATEAU 2025 — Upcoming

Steering Committee Member, NJPLS — Ongoing

Student Reviewer, PLATEAU 2024

Co-Organizer, Celebration for Benjamin Pierce's 60th Birthday

PC Member, HATRA 2023

Organizer, NJPLS 2023

Social Chair, POPL 2021

A/V Coordinator, ICFP 2021

Mentorship

Speaker, PL Mentoring Workshop @ ICFP 2024

Ph.D. Mentor, SIGPLAN-M

Ph.D. Mentor, Penn CIS Mentoring

Speaker, PL Mentoring Workshop @ POPL 2024

Research Mentor, REPL REU 2023

Research Mentor, DeepSpec REU

Misc.

Editor in Chief, PLClub Blog 2021-2024

Awards and Honors

Morris and Dorothy Rubinoff Award 2024

University of Pennsylvania, Department of Computer and Information Science

Victor Basili Postdoctoral Fellowship

University of Maryland, Computer Science Department

Certificate in Engineering Leadership

Cornell Engineering Leadership Certification Program

1st Place, Business Plan Competition

Cornell School of Hotel Administration

1000 Day Crossword Streak

New York Times Games

Employment

University of Maryland, College Park

Victor Basili Postdoctoral Fellow 2024-

Working with Prof. Leonidas Lampropoulos on topics related to usable property-based testing.

Galois, Inc.

Research Intern 2023

Worked on two research papers related to the SafeDocs DARPA program. Provided expertise on testing that helped situate the papers in the broader research context.

Amazon Web Services

Research Intern 2020

Worked on Zelkova, a tool for analyzing and proving properties about AWS access policies. Encoded logical constraints from access policies as SMT formulas, in order to infer policy implications.

Broadway Technology

Software Engineer and Software Engineering Intern 2017–2019

Built mission-critical internal tools for the company's financial personnel, in particular facilitating a transition to new financial tracking software. Designed and implemented data connectors, financial calculations, web interfaces, and more.

Susquehanna International Group, LLC

Technology Intern 2016

Helped to implement a safety system, protecting the firm from anomalous trading behaviors. Built an engine for executing business rules as monitors for live trading activities.

Last Second Beach, LLC

Chief Technology Officer 2015–2016

Helped to lead a small, early stage start-up, focused on providing one-price vacations. Built a demo iOS application, helping the company to win a \$25,000 grant as part of a Business Plan Competition.

Research Statement: Usable Programming Tools with Formal Foundations

HARRISON GOLDSTEIN, University of Maryland, USA and University of Pennsylvania, USA

Much has been said about the tremendous cost of incorrect and low-quality software [17, 20]. In an era where AI systems like GitHub’s Copilot [6] make buggy code easier than ever to produce, it is critical that we build equally powerful systems that make code easier to trust.

To address this challenge, my work provides programmers with tools that help them to build confidence in the correctness of their software. My approach is guided by three core principles:

- (1) Programming tools should be built on *solid formal foundations*;
- (2) they should have impact for *real software engineers*; and
- (3) they should be *usable and understandable*.

I follow these principles by drawing on and collaborating in three sub-areas of computer science: programming languages (PL) grounds my work in formalism, software engineering (SE) keeps me aligned with the needs of real developers, and human-computer interaction (HCI) ensures that the things I build are human-usable.

While these principles can be applied broadly, the bulk of my research has focused on tools for *property-based testing*. PBT is an approach to randomized testing that encourages rigorous reasoning about software safety without requiring developers to apply advanced formal methods. Software engineers want to build good software, but they have limited time and energy; by making principled testing more powerful and more usable, my research aims to tangibly impact the overall quality of the software that developers produce.

My work so far has already made progress towards making PBT more powerful and usable. This progress was guided in part by an in-depth qualitative study [ICSE’24*] that we did in collaboration with Jane Street. The study helped us to understand how developers use PBT tools and what they need from them. That understanding allowed us to justify theoretical advances around languages for random data generation [ICFP’23*, OOPSLA’22*] and build practical user interfaces for testing evaluation [UIST’24*]. I have also collaborated on benchmarks [ICFP’23], novel evaluation metrics [ESOP’21*], and automation [OCaml’24] for testing. My research in this area is ongoing, with a number of new active projects. Since our study showed that developers need better ways to obtain random data generators, I am currently working on semi-automatic techniques that can improve that process for developers. I also plan to improve the user experience in other parts of the PBT process—e.g., property creation and testing evaluation—and build a comprehensive IDE for PBT.

Beyond testing, I have mentored students working on languages for stream processing [PLDI’24] and usability aspects of proof assistants [PLATEAU’23]. Most recently, I have begun collaborating on a language for specifying and carrying out scientific experiments [SCF’24]. While these projects do not directly involve testing, each one leverages skills that I developed in my work with PBT and each contributes to my vision of increasing the quality of software by applying PL, SE, and HCI.

My past and current projects have been funded through grants and awards that I helped to secure. I was awarded the Victor Basili Postdoctoral Fellowship to fund my postdoctoral research, I was the primary author on an Amazon Research Award proposal that funds my work on user interfaces for testing evaluation, and I was an equal co-author on a funded NSF Medium proposal for work on usable testing tools.

Over the next 10 years, I will emphasize collaboration with students and colleagues. Together, we will create formally-justified and human-usable software tools, achieving significant reach and impact both in the research community and for software engineers.

*Indicates a first-author publication. **Bold** indicates a distinguished paper.

Portions of this proposal are drawn from content in my dissertation [Goldstein, 2024*].

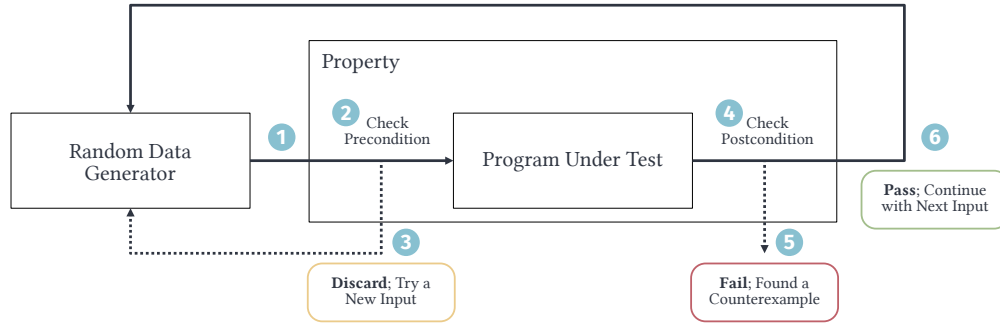


Fig. 1. The PBT process. (1) A random value is generated as an input to the *property*—an executable specification for the program under test. (2) The property’s *precondition* is checked, determining if the input is a valid input to the program. (3) If the input is invalid, it is discarded and the process restarts. (4) Once the program under test is executed, the property’s *postcondition* is checked, determining if the program behaved correctly. (5) If the postcondition fails, we have found a counterexample and the program has a bug. (6) Otherwise the process restarts.

PRIOR WORK

My work so far, much of which appears in my dissertation [Goldstein, 2024*], has focused on understanding and improving the state of the art for property-based testing. Figure 1 shows a simplified overview of the PBT process.

Property-Based Testing in Practice

As mentioned above, I want my research to have “impact for real software engineers.” This requires a deep understanding of the needs, behaviors, and opinions those engineers. I obtain this understanding from the source—I talk to real software engineers and collect concrete data about what kinds of research will make a difference.

Much of the work I have done around PBT was supported by a qualitative interview study called *Property-Based Testing in Practice* [ICSE’24*], which appeared at ICSE in 2024 as a distinguished paper. In that study, we spoke with 30 software engineers at Jane Street, a financial technology company that makes extensive use of PBT. We asked about developers’ experience with PBT to learn about how and why they use it and what we as researchers could do to address its shortcomings. Our analysis of the 20+ hours of interview transcripts highlighted six *observations* that both confirm and question conventional wisdom about PBT use and seven *research opportunities* that suggest future projects.

This project has been invaluable for grounding and informing other PBT research. Projects like Mica [OCaml’24] and Tyche (see below) grew directly out of the research opportunities highlighted by the study. Meanwhile, our observations about developers’ use of random data generators has clarified priorities around languages for random generators (see below) and supported ongoing and future work in that space.

Abstractions for Random Data Generation

Empirical research is one tool in my toolbox; in order to ensure that my work is “built on solid formal foundations” I also rely heavily on theory. I use my background in programming languages to understand problems mathematically and develop robust solutions.

My work on languages for random data generators follows this model. In *Parsing Randomness* [OOPSLA’22*] we presented *free generators*, an abstraction that formalizes a connection between random data generators and parsers, clarifying folklore knowledge and connecting the PBT literature to ideas from fuzz testing [25]. Then, in *Reflecting on Random Generation* [ICFP’23*], which appeared as a distinguished paper at ICFP 2023, we extended free generators to *reflective generators*. Reflective generators use ideas from bidirectional programming [38] to essentially “run in reverse,” enabling novel testing algorithms.



Fig. 2. Tyche interface.

Free and reflective generators are primarily theoretical contributions; they connect ideas across areas of computer science and provide a foundation for future work. Concretely, these abstractions continue to inform my ongoing work on automatically synthesizing and tuning random data generators (see [below](#)).

User Interfaces for Random Testing

The third major kind of work I engage in is building real tools for software developers. While tool-building is sometimes pure engineering work, ensuring that these tools are “usable and understandable” for real people often requires significant research. I design and evaluate tools in collaboration with real users, increasing the likelihood of potential impact.

Tyche [UIST’24*] is one example of this kind of work. In *PBT in Practice*, we identified a gap in developers’ use of PBT—they were missing good tools for evaluating whether their testing had been successful. To fill this gap, we worked with expert users of PBT tools to iteratively design an interface that provides key visual feedback and highlights potential problems during the testing process. We evaluated our final design in a study with 40 programmers, and validated that Tyche helps users to gauge the quality of a given testing setup. A diagram of the interface in use is shown in [Figure 2](#).

Tyche is available across a variety of PBT frameworks (5 at the time of writing) and can easily be integrated into others. The interface has already helped to identify problems in testing setups, including problems in PBT frameworks themselves—the Hypothesis framework in Python has had four different efficiency bugs patched as a direct result of the better feedback provided by Tyche.

ONGOING AND FUTURE WORK

Next, I discuss ongoing and future work that leverages PL, SE, and HCI to help programmers have confidence in their software. I start with ongoing work that focuses on improving technology for random data generation, thereby making PBT far more accessible to developers; I discuss the core problem in some detail, since it is especially important. Next, I talk about other future work in PBT, focused around software specification and testing evaluation. Finally, I mention a project that actually has nothing to do with testing—it focuses on languages for designing scientific experiments—but still aligns with the themes of my research.

Synthesizing and Tuning Random Data Generators

In my opinion, the *most important open problem in PBT* right now is the following:

Definition (The Constrained Generator Problem). Given a logical predicate representing the precondition of a property, generate random data that satisfies that predicate.

This problem is NP-hard in general, since it reduces to iterated 3-SAT, but anecdotal evidence suggests that efficient solutions are available in the vast majority of realistic programming situations. Solving it would be incredibly significant for developers: many developers we have spoken to have expressed that the cost of writing generators prevents them from using PBT or significantly reduces its value.

Existing Solutions and their Limitations. I am far from the first person to recognize that constrained random generation is an important issue for PBT; many have proposed algorithms to address this problem. A popular option is to assist the NP-hard search with SMT-solvers [31, 35], invoking the solver to help satisfy constraints during generation. Others have used clever applications of lazy evaluation [1], backtracking search [19], and machine learning [29] to guide generation. There are also a wealth of approaches from the fuzz testing literature that use code coverage to find useful inputs [4, 5, 7, etc.]. Indeed, my own work on free and reflective generators (see [above](#)) has presented algorithms that try to improve the state of constrained random generation. But observations from *PBT in Practice* suggest that these solutions do not suffice for all development situations.

The main problem is efficiency. The above techniques can all be effective when there plenty of time available for testing, but, in our study, we found that many developers test properties for only a few seconds at a time. This means that doing any kind of expensive search during generation, whether with an SMT solver, machine learning, or coverage guidance, can slow the generator down too much and keep it from finding important bugs in the allotted time. Another issue is control: developers often have an idea of the kind of data that they want to test their code with, and many of the above approaches do not allow the developer to refine their generation strategy over time.

With these constraints in mind, I propose a refinement of the Constrained Generator problem:

Definition (The Constrained **Efficient** Generator **Synthesis** Problem). Given a logical predicate representing the precondition of a property, *synthesize* an *efficient* random data generator that satisfies that predicate.

In this version of the problem, generators are discouraged from searching very much during generation—instead, the search happens ahead of time, during synthesis, and the final generator must be as efficient as possible. Also, since the synthesized generator is represented as a program the programmer has maximal control, and they can modify the generator to match their idea of good test coverage.

Planned Work. My experience working with real PBT users gives me a unique perspective on the challenges around constrained generation and on potential solutions. In particular, I envision a semi-automatic approach to synthesis: generators will be produced *mostly* automatically, but with small amounts of user interaction and guidance that will make the search tractable while also improving the quality of the final synthesized generators. My proposed synthesis pipeline is shown in [Figure 3](#).

A multi-stage synthesis pipeline has significant benefits over a monolithic approach. The process can be deployed and improved piece by piece; we can start with naïve solutions to some of these problems, and then improve each stage of the system as new ideas present themselves. Factoring the problem in this way also presents opportunities to leverage prior work. The compilation process can build on ideas from formal methods [2, 16, 36]; the optimizer can use existing approaches for optimizing functional languages [23, 28, 37]; the synthesizer can mirror existing deductive synthesizers [26, 27]; the backtracking search can adopt emerging ideas from logic programming [34]; and the tuning process can borrow ideas from probabilistic programming [15].

The staged process also provides opportunities for user input that might otherwise be difficult to incorporate. In the compilation phase, the system can prompt the user to provide logical approximations of parts of the specification that

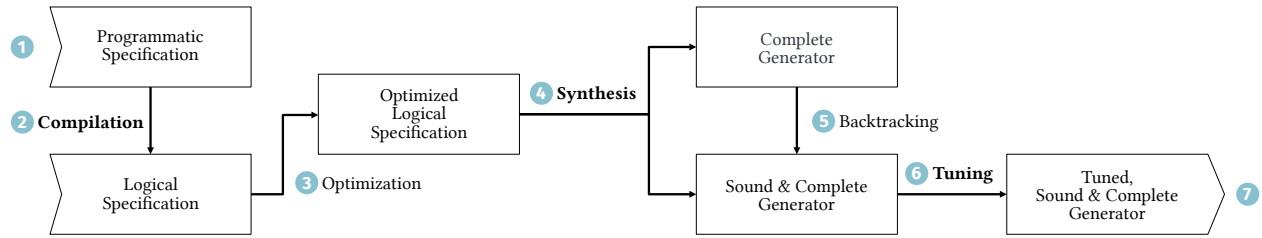


Fig. 3. A proposed process for synthesizing and tuning generators. Bold steps indicate opportunities for user interaction. (1) The programmer writes a predicate constraining their data. (2) The predicate is compiled into a logical specification. (3) The logical specification is optimized to be more amenable to synthesis. (4) The optimized logical specification is used to synthesize a generator. (5) Backtracking search is added to the synthesized generator to ensure soundness. (6) The final sound and complete generator is tuned to have an interesting distribution for testing. (7) The programmer uses the generator to find bugs in their program.

are too difficult to turn into logic (e.g., effectful parts of the program). In the synthesis phase, the user can interactively add to the library of base generators that the synthesizer has to choose from. And in the tuning phase, the user can specify metrics that the distribution should optimize. We will design these interactions with the help of real users, to ensure that they match users’ mental models of the synthesis process in a way that is hopefully much more intuitive than writing a generator from scratch.

This end-to-end, interactive process for generator synthesis will be the first of its kind, providing users with a clear path from specification to testing, without needing to manually write data generators.

Other Advances in PBT

Constrained random generation is arguably the Mt. Everest of challenges in PBT, but there are a number of shorter peaks that are still worth climbing in the meantime. The two most prominent are helping developers to *specify* their code and helping them to *evaluate* their testing.

Specification. Specifying program behaviors is difficult [10]. The *PBT in Practice* study suggested that developers often sidestep this difficulty by focusing on “high-leverage scenarios” where correctness properties are particularly obvious, but this means that they may be missing opportunities where PBT is more difficult to use but nevertheless worth the effort. I plan to continue working with PBT users to understand how they conceptualize specifications and realize them as properties. I am planning a study of how novice programmers translate natural-language specifications to properties, and I am excited to continue exploring these ideas from a human perspective more broadly.

Users may also need better technical tools that allow them to express their specifications as properties. For example, current ways of expressing properties require clean abstractions: PBT is hard to apply to programs with poorly encapsulated global state or with leaky or overly complex abstraction boundaries. A potential way around this limitation is to write properties about how program state evolves over time. Following work on linear logic properties [24] and trace contracts [21], properties could be written declaratively over sequences of events that track the program’s execution. This would allow for much more flexible specification, while still adhering to the basic principles of PBT.

Evaluation. The evaluation metrics displayed in Tyche are a good start, but there are likely even better ways for developers to gauge the quality of their testing. One path I would like to explore further is alternative metrics for “coverage.” Informal conversations with software developers indicate that finding better ways to use black-box metrics like *combinatorial coverage* [18] may be valuable: developers want to understand how well they cover the possibility space of program behaviors without necessarily instrumenting their whole codebase.

I also want to make sure that PBT evaluation is understandable, including by parties beyond the original test author. For example, in domains with strict acceptance requirements for software, it is often necessary to persuade auditors of the value of a property-based test. I plan to explore using tools like Tyche to clarify the impact of a property as part of a test suite and communicate that impact to third parties.

An IDE for PBT. New tools for specification, generation, and evaluation should not be developed independently. A unified environment for PBT technologies would encourage adoption and provide a platform for user-driven research. I envision an integrated development environment (IDE) that helps throughout the PBT process.

Concretely, I plan to extend the basic platform provided by Tyche to incorporate a variety of interactive tools that the community develops for PBT. This can include the above ideas—generator advances, specification aids and evaluation metrics—in addition to other advances that benefit from living in and among user code. This unified platform will give would-be users an easy way to discover tools as they are developed, opening channels for feedback and impact. And as user research on PBT progresses, a unified set of tools can serve as a controlled environment in which to study interface design.

Languages for Experiment Design

While testing is my current focus, I am also interested in projects that are farther afield. One project that I am currently collaborating on is the Fabrication Experiment Design Tool (FEDT). FEDT is a domain-specific programming language for designing and executing scientific experiments, specifically experiments that involve computational fabrication like 3D printing and laser cutting. The language helps scientists to express their experiment design unambiguously—this makes it easier to communicate methods within a lab, and it ensures that the experiment can be replicated by other researchers. So far, we presented a demo of FEDT at a workshop [SCF’24], we have a conference paper under submission, and we are looking into future directions for language design.

It may seem like this project is a departure from my other research, but it is actually a natural step. This work leverages formal foundations to address problems that real programmers face, and it does so in a way that keeps usability in mind. My work on free and reflective generators gave me a strong background in domain-specific languages; my human-centered projects positioned me well to help design usable tools; and my extensive work on random generation may eventually help us to address important questions about experiment simulation.

REFERENCES

- [1] Koen Claessen, Jonas Duregård, and Michal H. Palka. 2015. Generating Constrained Random Data with Uniform Distribution. *J. Funct. Program.* 25 (2015). <https://doi.org/10.1017/S0956796815000143>
- [2] Edmund M. Clarke and Jeannette M. Wing. 1996. Formal Methods: State of the Art and Future Directions. *Comput. Surveys* 28, 4 (Dec. 1996), 626–643. <https://doi.org/10.1145/242223.242257>
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- [4] Andrea Fioraldi, Dominik Maier, Heiko Eißfeldt, and Marc Heuse. 2020. {AFL++} : Combining Incremental Steps of Fuzzing Research. In *14th USENIX Workshop on Offensive Technologies (WOOT 20)*.
- [5] Gordon Fraser, Matt Staats, Phil McMinn, Andrea Arcuri, and Frank Padberg. 2013. Does Automated White-Box Test Generation Really Help Software Testers?. In *Proceedings of the 2013 International Symposium on Software Testing and Analysis (ISSTA 2013)*. Association for Computing Machinery, New York, NY, USA, 291–301. <https://doi.org/10.1145/2483760.2483774>
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Teaching Statement

HARRISON GOLDSTEIN, University of Maryland, USA and University of Pennsylvania, USA

As faculty, I will be deeply committed to education, both in the classroom and as an advisor.

CLASSROOM INSTRUCTION

My classroom teaching experience has centered on a number of courses on programming, starting during my undergraduate education ([Cornell CS 2112](#)), through my masters ([Cornell CS 3110](#)), and into my Ph.D. ([Penn CIS 5520](#)). I also helped my advisor Benjamin teach a course on [Writing and Speaking with Style](#), and I have been invited to speak twice as a guest lecturer in Molly Feldman’s course on [Programming Abstractions](#).

As faculty, I would be excited to teach established courses like these, as well as undergraduate and graduate courses on PL, SE, and areas of HCI that overlap with my work. Given time to develop my own courses, there are two that I have in mind.¹ One course would be a smaller graduate-level seminar on *Languages and Strategies for Test Data Generation*; through this seminar, I would get students interested in the “Constrained Generation Problem” (as I define it in my research statement) and explore the connections between the various random, enumerative, and search-based approaches to obtaining large amounts of data for testing. The second course would be much more ambitious—and take longer to develop. It would teach mid-to-late sequence undergraduate and masters students about both applying and developing *Advanced Testing Technologies*. The course would cover basic testing concepts like unit and integration testing, but it would quickly move towards more advanced topics. Ultimately, I would focus on the ways that testing techniques change across language paradigms and software engineering methodologies. The course would culminate in a final project that asks the students to build their own testing framework, use it to catch bugs in provided software, and argue how and why it would fit into a software engineering workflow.

My philosophy for classroom instruction is focused on clear communication and doing right by students. While I understand the institutional need for evaluation in undergraduate education, teaching for evaluation alone can lead instructors to treat students as statistics rather than individuals. In my teaching, I treat students as people and look for ways to prioritize intellectual safety and genuine engagement; I see exams and other evaluation as a way to measure those primary goals, not as an end in and of themselves. In the same vein, I see students’ failures as partially my own. For this reason, I am open-minded and feedback-oriented in my teaching. I will regularly ask students how I can improve, and I will take that advice to heart.

ADVISING

During my Ph.D., Benjamin took two new students, [Jessica Shi](#) and [Joseph W. Cutler](#). Both Joe and Jessica were initially interested in working on projects related to my work, so it was natural for me to join their weekly meetings to help guide the process. These PBT-oriented collaborations were quite successful—we published one PBT paper with each of the two students [[ICSE’24](#), [ICFP’23](#)][—] but I did not expect how deeply invested I would become in the students’ continued academic journeys. When Jessica and Joe moved onto their own topics, I stayed involved in their work; I remained in meetings to help guide projects at a high level and provided low-level feedback on writing, talk slides, mathematical formalism, etc. I was a co-author on Joe’s paper on *Stream Types* [[PLDI’24](#)] and I have helped out with two of Jessica’s projects on proof assistant usability that are currently under submission.

Also while at Penn, I was also lucky enough to work with an M.S. student, [Ernest Ng](#). Ernest worked with Benjamin and me on a poster that won second place at the ICFP SRC in 2023 and a paper that was published at the OCaml

¹Of course, these plans are malleable, especially if one or more of these courses overlaps with courses that are already being taught. In those cases I would be happy to co-teach or develop other ideas.

workshop in 2024 [OCaml’24]. While working with us, Ernest was accepted to Cornell’s Computer Science Ph.D. program, which he is now attending.

My experiences with these students became one of the most rewarding aspects of my Ph.D. process. I learned many ways that advising is different from other academic collaboration—for example, in advising, solving the problem at hand is less important than helping the student learn and grow through the process—and I learned to appreciate the challenge of managing those nuances. It was also a joy to watch students go from helping on my project to executing on their own projects.

In hindsight, it should have been obvious that advising would be the core of my academic journey. Before I found computer science research, I considered pursuing engineering leadership. I am certified by Cornell’s [Engineering Leadership Certification Program](#) and still meet regularly with [Rob Parker](#) who helps administer the program. Thanks to this background, my philosophy on advising is focused on communication and intentional leadership; I feel strongly that an advising relationship requires openness and honesty, and that my goal as an advisor is first and foremost to do right by the student. As faculty, I plan to grow a medium-sized lab that can be a productive engine for research without sacrificing a personal connection with students.

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Diversity Statement

HARRISON GOLDSTEIN, University of Maryland, USA and University of Pennsylvania, USA

People like me are well represented in academia, especially in computer science. I have never struggled with discrimination in the way that many of my friends and colleagues have. Knowing this, I consider it my duty and responsibility to use the privilege I have to make my university, my subject area, and academia as a whole a better and more diverse place.

My approach to DEI is to start by educating myself on the challenges that others face. Since I may not intuitively understand others' perspectives, I try to default to curiosity and support, rather than rejecting new information. I talk with my friends and colleagues about their experiences, and I seek out media that helps keep me informed.¹

Next, I encourage and support organizations and initiatives that try to address the challenges that I am aware of. One important initiative that I have supported and participated in is SIGPLAN's Programming Languages Mentoring Workshops (PLMWs). While PLMW is available to the whole community, not exclusively underrepresented students, one of its major goals is to broaden participation in programming languages research. Of the students funded to attend the most recent PLMW at ICFP 2024, 33% identified as female, 13% as Latino, 46% as LGBTQ+, 20% as first-generation in higher ed, and 20% as from institutions that do not award PhDs in their field.² I have given two invited talks at PLMW workshops, one on [collaboration](#) in collaboration with Samantha Frohlich and one on [navigating the Ph.D. process](#). Informal feedback from both talks indicated that they helped to make underrepresented students more comfortable and that the advice they provided was useful. I intend to co-chair PLMW during my time as a junior faculty member.

Another initiative I have given my time to is the Research Experiences for Undergraduates in Programming Languages (REPL) at the University of Pennsylvania, led by Joey Velez-Ginorio. Joey recently co-authored a CACM article on why *Research Experiences for Undergraduates Are Necessary for an Equitable Research Community* [2], and I am honored to have been able to help out in the first couple of years of the program. While the program is still new, it has already provided value to students: every student from the first year of the program who applied to graduate school was accepted into a top-tier university like Northeastern University, the University of Toronto, and the University of Pennsylvania. Also, two students from the first year collaborated on successful publications. I participated in the program as both an administrator and a mentor. In the first year of the program I reviewed applications and provided input and guidance for the program's design. And, during both years, I mentored undergraduate students.

Finally, I make myself available as a mentor and supporter to help mitigate challenges for individual students. As my teaching statement emphasizes, advising is the part of the academic process that I value most, and I use that affinity to improve the lives of underrepresented students. For example, I have been involved in the [SIGPLAN-M](#) program that matches mentors with mentees within the programming languages community; I have had three mentees, two of whom were members of groups underrepresented in computer science. I have also provided informal advising and mentorship to many other underrepresented students, including other PhD students, REPL students that I wasn't officially working with, and a handful of others who have reached out via email over the years for advice. My involvement has ranged from simple advice to interceding in difficult situations on students' behalf (e.g., helping them communicate more productively with their advisor).

I hope that by following this approach—staying educated, supporting positive institutions, and helping through mentorship—I can help make academia a more diverse and inclusive place.

¹For example, I recently read *Invisible Women: Data Bias in a World Designed for Men* [1], which is an eye-opening look at how the way we collect and analyze data can re-enforce societal biases.

²Data provided by the PLMW organizers.

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Letters of Recommendation

Contact information is available by request.

Benjamin C. Pierce	University of Pennsylvania
Leonidas Lampropoulos	University of Maryland
Andrew Head	University of Pennsylvania
John Hughes	Chalmers University
Hila Peleg	The Technion

Ph.D. Advisor
Postdoc Advisor
Collaborator
Collaborator
Collaborator