

# Bhargav Kulkarni

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## Education

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### University of Utah

2023 — Present

*PhD*

- Advised by [Prof. Pavel Panchekha](#)
- Cumulative GPA: 3.8/4.0; Relevant Courses: PL, verification, compilers, computer architecture
- TA for Compilers, Computer Organization

### BITS Pilani

2019 — 2023

*Bachelors in Computer Science*

- Cumulative GPA: 8.9/10.0; Merit scholarship holder
- TA for OS, compilers, networks, architecture

## Papers

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### Mixing Condition Numbers and Oracles for Accurate Floating-point Debugging

IEEE ARITH'25

[Bhargav Kulkarni](#), [Pavel Panchekha](#)

- This paper introduces **ExplaniFloat**, combining double-double arithmetic and condition numbers for **faster, more accurate numeric debugging**.
- It achieves **80.0%** precision and **96.1%** recall on **546** benchmarks, **more accurate** than double-double oracles and **far faster** than arbitrary-precision methods.

## Research Experience

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### Graduate Research Intern

Adobe Inc.

*Jun 2026 — Present*

- Working on verifying and optimizing scene-graphs.

### Research Assistant

University of Utah

*2023 — Present*

- Currently building a verified optimizer for the **Skia** vector graphics engine that powers **Chrome** rendering.
  - Formalized Skia's semantics in the **Lean** theorem prover to verify optimizing rewrites.
- Previously adapted floating-point static analysis techniques to build an accurate floating-point debugger.

### Research Intern

NASA Langley Formal Methods Group

*Jun 2024 — Aug 2024*

- Worked on generating **proof certificates** for the **PVS** automated theorem prover to verify **Herbie's** (a floating-point superoptimizer) **accuracy-aware optimizations**

## Skills and Projects

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- **General Programming:** Python, Racket, Java
- **Systems Programming:** C/C++, Bash, Rust
- **Hardware:** Verilog, x86
  
- **Trinity Game Engine:** A game engine and byte code VM for scripting. [\[source\]](#)
- **Logic in Coq:** Classical propositional logic and natural deduction in Coq/Rocq. [\[source\]](#)
- **CheemScheme:** Scheme dialect in C++ with tail recursion and error reporting. [\[source\]](#)