Programming projects

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Introduction



1. Purpose

- Write a relatively serious C++/Fortran program
- Do a scientific simulation
- Write up your findings



2. What are we looking for?

- Pretend that this is a research article: explain the problem, how you go about solving it, what you find.
 Quality of the write-up is very important!
- Code quality: good naming, indentation, use of object-oriented techniques.



Project: infectious disease simulation



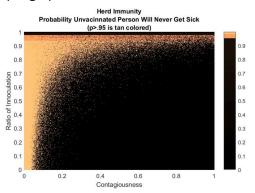
- How does an infectious disease spread through the population?
- Does anyone escape being infected? How long does the disease run?



 Investigate influence of parameters: chance of transmission, incubation period, how many people are vaccinated, ...Plot one thing against another.

Don't forget to explain what it means!

• Sample graph:





• If this was your first semester you can do this on your own and be proud of having done a serious simulation.



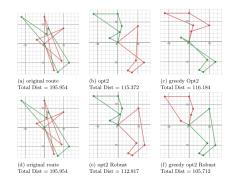
Project: Amazon delivery trucks



- How do you plan an optimal route for a delivery truck?
- How about if you have more than one truck?
- How about if you can spread over multiple days?



- Investigate heuristics for route planning.
- Discuss management and ethics issues.



Sample graph:



- This is tricky coding. Sophisticated use of object-oriented techniques will be a great help.
- You can do a lot of exploring.
- This is a two-person project.



Project: redistricting



- Group census districts into congressional districts.
- Is it possible for a minority to gain the upper hand?



- This is very tricky programming.
- Even the naive approach is tricky; using dynamic programming takes it up a notch.
- If you tell you Amazon recruiter that you modeled gerrymandering by dynamic programming after your first semester they'll be impressed.



Project: Google Pagerank



- Simulate the internet
- Which web pages are important?



- Different techniques for modeling the problem.
- Dig into the mathematics of it: relation between graphs and sparse matrices.

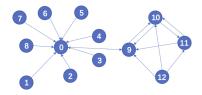


Figure 6: Web with one page artificially made 'important'

• Sample graph:



- User of pointers in the simple model.
- Opportunity for thinking about computational efficiency.



Project: High performance linear algebra



- In linear algebra the naive algorithms are often not efficient.
- Explore algorithms that take architecture into account.



- Learn about architecture,
- ... and how to code for it.



- You get to use C++20 features. This is serous geekery.
- If you think programming correctly is hard, try programming efficiently ...



Project: Climate change



- 'Climate has always changed, always will'.
- Make that statement testable, and test it with real data.
- Difficulty: not too hard, single person.



- Handle multiple datasets through range algorithms.
- Explore numerical algorithms.



• Not too hard. Single person project.



The Great Garbage Patch



In the ocean there are

- plastic particles
- turtles; they die when they ingest plastic
- ships; they sweep up the plastic

Simulate the interactions.



- Data structures
- Algorithms
- Rudimentary graphics

Difficulty level: single person

