Nelson Batista, Max Inciong, and Francesca Truncale

Senior Project II — Fall 2017

Professor Jianting Zhang

Report for Sept. 12

Our project intends to first solve the Graph Isomorphism Problem and then use GPU programming to parallelize the solution for a significant performance improvement. The project's progress should proceed as follows. Each week will be accompanied with a report detailing the actual progress.

- September 12th — This report, along with the data set that will be used to test our solution, both for correctness and for performance benchmarks.

- September 19th — Report on plans to implement our solution, as well as progress on development of the solution itself.

- September 26th — Completion of program to match

- October 3rd —

- October 10th — Verification that solution works on data set provided, begin planning GPU implementation.

- October 17th — Begin work on GPU implementation, with focus on optimizing speed of mapping nodes from one graph to another.

- October 24th — Continue working on GPU implementation, shifting focus to comparing connections between nodes and checking for isomorphism.

- October 31st — Report on bugs identified and plans to fix them.

- November 7th — Completion of GPU implementation.

- November 14th — Designing of GUI/front end.

- November 21st — Continuing work on front end.

- November 28th — Connection of front end to back end.

- December 5th — Completion of project, final testing.

- December 12th — Completion of final report.