**Main Code Base:**

Demos:

<http://vega.dlinkddns.com/~marco/ice/ice.html> (Regular)

<http://vega.dlinkddns.com/~marco/mice/ice.html> (Mobile)

[http://vega.dlinkddns.com](http://vega.dlinkddns.com/~marco/mice/ice.html):8000 (Chat… to run “node server.js”... based on node.js)

The code is based on:

https://github.com/zeigerpuppy/Sandstorm-Method-Draw

Which is a fork of SVGEdit:

https://github.com/SVG-Edit/svgedit

**Pattern Recognition:**  
  
The Java code that includes the Baseline Structure Tree can be found in (BaselineStructureTree.java):  
  
https://github.com/rbtying/JavaMathParser  
https://github.com/rbtying/VisionAlpha  
  
Some more info about VisionAlpha can be found at:  
  
http://adityamajumdar.com/  
  
Their code is really based on that of JMathNotes (which is very old):  
  
http://userpage.fu-berlin.de/~tapia/?page\_id=269  
  
I think JMathNotes applies a Minimal Spanning Tree (MST) calculation to a Baseline Structure Tree. I only tried the BST alone before.   
  
Info on the original BST algorithm:  
  
http://scholarworks.rit.edu/cgi/viewcontent.cgi?article=1047&context=other  
  
An implementation based on some of my previous work, might be found at:  
  
<http://matracas.org/tacto/index.html.en>

**Other Important Projects:**

MathJAX:

https://www.mathjax.org/

MathIM:

http://mathim.com/

Piazza:

https://piazza.com/

**Budget Categories (for time allocation):**

Software Development

Subject Matter (Math, Stats, Chemistry)

Instructional Design

Multimedia Development

Research Surveys

Data Analysis