Sample Project IDEAS

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Useful Languages to know: C/C++, Java, JavaScript, Python (or Perl)

Goal: To become exposed to some of the current major algorithm classes that have become or are becoming predominant in applications.

A sample project is in the Sample.pdf file under this resource tab.

Projects can be chosen from one of the following areas:

a. Deterministic Algorithm Animation and Algorithm Snippets

Expected Outcomes: Instructional Videos or Pseudo Code Driven Animation

Suggested Topics: From Sec 1.3, 1.4, and 1.5 of DVP:

Primality, Cryptography, Universal Hashing

Max Flow-Linear Programming- Planarity –

Graph Decompositions - Graph Drawing -

NPCompleteness,

Clustering.

b. Advanced Algorithm Sampler

Expected Outcome: Digital Literature Survey and Search Interface Prototype

Suggested Topics: Same as those listed in item a. above but in

External Memory, Data Streaming, or Parallel and Distributed settings.

c. Dealing with NP-Completeness

Expected Outcome: Digital Literature Survey and Search Interface Prototype *Suggested Topics*: Approximation Algorithms, Fixed Parameter Tractability.

d. Adaptive Graph Mining

Expected Outcome: Exploratory Data Driven Prototype (Adaptive Navigation and Summarization).

e. Massive Algorithmics

Expected Outcome: Library of Scalable Algorithms and Two Sample Applications.

Suggested Topics: Personalized Page Rank, Heavy Hitters, Near Neighbors Search, Similarity Search, Recommendation Systems, Deep Learning.

f. Scalable Algorithms Infrastructure

Expected Outcome: make Hadoop and MapReduce based environments operational. Suggested References: BigTable, Dynamo, NoSQL, and Mongo.

*Final FUN Projects will be judged by a faculty panel. The best projects will be added to the incoming "MSCS Wall of Fame" and will be introduced to interested industry sponsors. Initially, the projects will

be monitored by the class Teaching Assistants. At later stages some faculty members may become involved in offering expert advice.

Guiding evaluation principles will be:

the "value" of the extracted information from the chosen data set,

the **methods and models** used

the final application Interactivity,

the Project **Utility and Novelty**.