conference.program

11.1.16

9am

Title	Presenter Notes
Mezzanine Lounge How Accurate is a Drug Test? Depth First Search: Using Computers to Intelligently Solve Mazes Origami Folding Algorithms: Unveiling the Mystery Behind Folded Prisoner's Dilemma: Beating out your competition Counting Cards: How Google Analyzes a Billion People's Data	with Prof. Lou Braida Maria Messick 1 * Aritro Biswas 1 Structures Lisa Deng 1 Elizabeth Eastman 17 Hunter Gatewood 1
Twenty Chimneys Let's Make Things Spin! How Electric Motors Work Turing Machines: The Original Computers Callbacks in Computer Science: Stop Waiting Around! (no title) (no title)	with Emily Zhang Priya Kikani 1 Nicholas Matthews 1 * Sean Soni 1 Alexander Smith 7 Christopher Desnoyers 7
PDR 1 PageRank: How Important is Your Website? Optimizing an algorithm (Fibonacci) Operating Systems How the Internet Works How do we convey the glass without touching surface?	ith Professor Leslie Kolodziejski Michelle Lauer 9 * Sharon Kipruto 9 Rachel Lathe 9 Ruth Park 9 Taeyoung Yoon 9
Lobdell Balcony Dealing with a heap of money like a computer scientist How to Win at Poker: Counting Strategies How to get Obama's email How Hacking a Computer is Just Like Robbing a House	with Remi Mirkat John La 8 < Suri Bandler 7 < Luana Lopes Lara 9 * Andrew Montanez 7
Coffeehouse Lounge with Professor The Universe: How we got to Now Copy/Paste, Counterpoint, and Classical Music Thanks for the Memory ft. Dynamic Programming How does the Internet seem to always keep you online? Onion Routing: Maintaining Anonymity on the Internet	or Collin Stultz and Phoebe Tse Christian Cardozo Aviles 17 * Alexander Campillanos 17 Kelsey Chan 17 Dayanna Espinoza-Silva 17 * Henry Tareque 17
PDR 2 How to Bet on Anything The Physics of the MOSFET Introduction to K-Means Clustering RSA Encryption (Or how to pass secret notes in class!) Trains and Tumors: Understanding the Genes that Cause Cancer	with Professor Dirk Englund Jerry Wu 28 * Joshua Sloane 27 Aasavari Phanse 27 Abigail Russell 28 Evan Crane 27



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Coffeehouse Lounge	with Professor Collin	Stultz
Strobe Photography: Capturing the Instantaneous	David Houle	18 *
Organizing Your Music Library	Ziad Baaklini	18
How to Get Through a Corn Maze	Connie Siu	18
	Zygimantas Straznickas	18
Evolution of Encryption	Ryan Stuntz	18
	Phoebe Tse and Remi	Mirkat
Bitcoin Trading with Bayesian Regression	Anvita Pandit	18 *
Things we know we can't know	Trevor Henderson	8
How to Create Panoramic Images Using Computer Vision	Jose Zuniga	18
WARNING! Race Conditions May Result in Unpredictable Programs	Nicole OBrien	10
How Your Favorite iPhone and Web Apps are Built	Kevin Shum	10
Matter and Space	Brindha Kannan	18
	n Professor Leslie Koloda	ziejski
Space-time and Baseball	Zachary Hulcher	10 *
How to be the World's Laziest Programmer	Geoffrey Gilmore	10
Sending Secret Messages Using Simple Ciphers	Karleigh Moore	10
Putting Everything in Order – How Computers Sort Things	Jade Philipoom	10
Did you mean Levenshtein Automata?	William Roddenberry	10
Letting Computers Diagnose Your Illness: Intro to Rule-Based Syste	ems Laura Ting	10
Mezzanine Louge	with Professor Lou I	
Qubits: A New Way to Compute	Bennett Amodio	2 *
Ray Tracing: Generating Realistic Images by Taking Photos in Reve		2
RAFT: Helping Your Mars Rovers Communicate	Carlos Henriquez	2
Kolmogorov Complexity: Why most sequences can't be easily descr		
(no title)	Annie Phan	2
	ily Zhang and Robert Ra	
Strobes – Making Objects Stand Still	Elaine Lin	2 <
How your computer gets Google's IP Address	Zachery Miranda	2 *
How to Keep Track of Spare Parts	Will Reyes	2
Language from a Machine's Perspective	Justine Jang	22
How to Move Video Game Characters	John Stephens	22
	vith Professor Tomas Pa	
How to Win a Game Show	Arezu Esmaili	22 *
Breaking Down Words with Friends	Garron Charles	22
Molecular self-assembly: how to easily design nanoparticles	Anastasia Dosca	22
Network Flow: What Rivers and Baseball Playoffs Have in Common		22
Finding the Signal Recipe: The Basics of the Fourier Transform	Sienna Ramos	22
Complexity: Knowing How Fast Your Code Is Before You Write It	Jose Salazar	22

11am

Title Presenter Notes

PDR 2	with Professor Tomas Pal	lacios
Word Scoring: How Autocorrect Chooses the Right Match		23 *
How does it feel to be in charge of an airline? Solving airline	•	23
scheduling with flow networks	,	
BitHacks: Tweaking the Nuts & Bolts of a Computer Program	Isaac Garza	23
Hierarchical Modeling: How Computers Transform Bodies in A		23
Shining a Light on Solar Panels		23
Infinite Money: The Two Envelope Paradox		23
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PDR 1	with Professor Leslie Koloda	zieiski
The Tower of Hanoi Puzzle		11 *
Use the Force (of Light)	Kathy Camenzind	11
How DNA Sequencing Works		11
From Points to Curves: How Computers Draw Art		11
Playing Matchmaker		11
Taying Materinaker	Dola izelig	1 1
Lobdell Balcony	with Phoebe Tse and Emily 2	7hang
How Feedback Helps You Cruise Across the Country	Wei Low	
Drawing with Bezier Curves: The Math Behind Pixar	Christina Sun	
How to Communicate Quickly and Efficiently: For top secret	Marisa Rozzi	
missions or just loading Facebook	TVIGITOR FIOZZI	
How computers see images	Vickie Ye	11
Git Version Control		7
K-Means: From data to knowledge	_	28
To Mound. I form data to knowledge	David Iviayo	20
Mezzanine Lounge	with Professor Lou E	Braida
The St. Petersburg Paradox	Yanqi Chen	3 *
LZW Compression: How to Say More with Less	Xuan Bui	3
How to Make a Pixar Movie	Evan Denmark	
Onion Routing: How to Cleverly Communicate Covertly	Michael Feffer	
Classification Trees: WHAT ARE THOOOSE?	Daniel Lerner	3
Classification frees. WHAT AIL THOOGSE:	Daniei Lemei	O
PDR 4	with Jason Tong and Yola Kats	arovri
Subtle Bragging: Multi-party Computation and How it Works	Daniel Shaar	3 *
How to Simulate the Universe	Ethan Witt	3
Market Making: Easy Money?	Brian Saavedra	
Minimax: How Computers Beat Grandmasters at Chess	David Zheng	
Using Bayes' Rule to Model How Humans and Robots Think	9	13
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Twenty Chimneys	with Professor Joe Steinr	mever
Virtual Memory: Stop Apps from Fighting	Julian Delerme	13 *
Cyberspying without code	Corey Cleveland	13
Simultaneous Localization and Mapping	Mubarik Mohamoud	13
Network Centralities: Who is important?	Alex Luh	13
Fiber Optics: Connecting the World with Light		13
How to catch a Pokémon?		13
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Coffeehouse Lounge Dealing with a Noisy World: Fourier Transforms and Filters Let it Crash: Handling the unpredictable in computer programs The Future of Wireless Charging Strategies for Two Player Games How to Share Nuclear Launch Codes (and Other Secrets) (no title)	with Professor Collin Stultz David Gomez 19 * Aneesh Agrawal 19 Oscar Guevara 19 Steven Hao 19 Linda Liu 19 Julia Wu 19
12pm Title	Presenter Notes
Coffeehouse Lounge	with Professor Collin Stultz
(no title)	Christina Martinez-Acha 20 *
How to Make Your Car Fast and Furious	Rita Ainane 20
The Vector Space Model (Or What You Should Watch Next on Net	
Singular Value Decomposition: Capturing the essence of a picture	Osmany Corteguera 20
Understanding Radix Sort	Chandani Doshi 20
Simpson's Paradox: Who gets more dates: Me or Brad Pitt?	Fernando Varela 20
PDR 1 with Ro	obert Ramirez and Emily Zhang
Git-ting Smart With Your Files: How to Rage At Your Computer Just Little Less	
Size Matters	Kevin Ng 24 *
Mathematical Multitasking: In Pursuit of Better Graphics	Andrew Reilley 24
Conditional Probability and the Monty Hall Problem	Jessica Fang 19
Prisoner's Dilemma: Why you should never trust your partner	Mesert Kebed 8 >
Twenty Chimneys	with Professor Joe Steinmeyer
Saving Society with Semaphores	Anne Kelley 14 *
(no title)	Samantha Fierro 14
The Monty Hall Problem	Cavin Mozarmi 14
(no title)	Nischal Nadhamuni 14
Quantum Mechanics and You	Narindra Peaks 14
The Pigeonhole Principle & Beyond: Proofs About Socks, Oranges	, & Hair Elysa Kohrs 14
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How Do Bots Move So Fast?	Michael Shum 4 *
Cross Site Scripting Attack	John Mikhail 4
In Bitcoin We Trust	Nchinda Nchinda 4
How Video Game Al Works	Raoul Khouri 14
Handling Concurrent Conversations with CDMA	George Liang 14
Mezzanine Lounge	with Professor Lou Braida
The Pirate Game: Distributing Treasure	Stuart Finney 4 *
As Fast as a Speeding Bullet	Travis Herbanek 4
Divide and Conquer: Solving Hard Problems by Solving Easy Ones	
How can multiple people share the same communication medium?	0
Data Buffers, or How Your Youtube Videos Load	Yuge Ji 14 >

PDR 2 with Professor Tomas Palacios The FPGA: a million computers in one Angus MacMullen 24 Keeping Track of a Computer's Kids Famien Koko 24 Count to infinity and beyond Cheuk Lee 24 How computers efficiently store different versions of your To-Do lists Bristy Sikder 24 Error Correcting Codes: Conveying Info with Greater Accuracy Kevin Yang 24 Scaling: Solving large problems one step at a time Sagnik Saha 24 Title Presenter Notes Mezzanine Lounge with Professor Dirk Englund Editing DNA with CRISPR Scissors Helen Abadiotakis 25 AlphaGod: How the Machine beat the Man Kai Aichholz 25 Shortest-Path Finding Benjamin Lin 27 Detecting Fake Data: Benford's Law Tomas Calderon 28 Grocery Shopping: The Bin-Packing Problem Kai Xiao 28 How to win a billion bucks Alfredo Yanez 28 > PDR 4 with Yola Katsargyri How Concepts Help Us Understand Data Storage Kayode Ezike 25 Quantum Cryptography: The Unbreakable Cipher Brandon Sanchez 25 Making Multiplication Faster with the Karatsuba Algorithm Jennifer Tylock 25 Using Your Cache Wisely Douglas Kogut 25 Why our planet is doomed: A look into Game Theory Julian Ranz 25 Magnetic Circuits Tianve Chen 25 PDR 2 with Tomas Palacios Bitcoin: Magical Digital Money Natalie Coleman 21 Compression: More information: less space Joren Lauwers 21 Binary Search Explained: As Easy as Finding Words in a Gustavo Montalvo 21 Dictionary AJAX: Stronger Than Long Load Times Chris Womack 21 First-Order Circuit Filters Juan De Jesus 21 Coffeehouse Lounge with Professor Kimberle Koile Reverse Engineering Smoothies with Math Phillip Cherner 5 How to Control Almost Anything Douglas Chambers Why Wheels Do Strange Things On Camera Israel Donato-Ridgley (no title) Jakob Weisblat Hash Functions: Speedy Searches for Quicker Computers Harrison Okun PDR 3 with Sarah Tortorici and Robert Ramirez Efficiently Find That Thing You're Looking For Katie Marlowe How to get from Stanford to MIT as quickly as possible Rachel Rotteveel Reduced Size Without Reduced Detail: Reduced Repitition Daniel Solomon 5 Particle Systems: Wow, that Water Looks Real! Reece Tamashiro 5 Time Travel with Special Relativity David Campeau 21 Adversarial Search: How Computers Play Games

Jeremy Wright 21

Twenty Chimneys How Brain Cells Communicate – Why we laugh, learn, and love How can we measure a car's speed using an on-board camera? How to Send Secret Information How to Share a Secret Image Filtering Made Easy	Lotta Blumberg Brandon Carter	-
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(no title)	Reo Baird William Navarre	
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Collect Data Lazily, Get Away With It		26
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The Math Behind Card Counting	0	12
Number of Paths on the NYC Grid		12
How to be a Better Decision Maker Understanding Circuits and Why Electrical Plugs Have Three Pron		12 12
PDR 2		
How to be an Efficient Doctor – The Viterbi Algorithm	with Phoebe Aofei Liu	
Friendship Paradox – Why Your friends have more friends than you		12 *
· · · · · · · · · · · · · · · · · · ·	,	12
Li Ion Battery Management Systems Threads and Locking, Find the Race Condition Win a Prize	Eric Ponce Kenny Gea	

Coffeehouse Lounge Drawing Lines for Fun, Profit, and Classification (aka the joys of linear separators Finding a moment in a videostack Hacking Passwords 101 The Halting Problem A.K.A. Will Grandma Ever Stop Talking? How to Make Your Computer Play (and win!) the Game of 20 Questions (no title)	Ali-Amir Aldan Nikita Kodali Vincent Anioke Spencer Bard Damien Martin	7 * 6 8 7 > 7 >
PDR 3 Winning Board Games without any Real Skill Mr. Steal Your Prom Date How to be a Particularly Good Finder How to make superbabies How to prove things certainly exist, by only proving that they probably exist	with Sarah To Keith Galli Sravya Bhamidipati Jackie Liu Crystal Pan Michael Wallace	6 * 6
PDR 1 How to Share Secrets With Your Friends Your computer perceiving the world. Why you and your computer both trip-up on the McGurk effect. How Computers Remember Your Cat Videos Traveling for Cheap: How to Find the Cheapest Flight Paths Around the World! Solving mazes with Depth First Search		16 < 16 < 16 * 16

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