Mason DiCicco

Education

2020-2025 Ph.D. Computer Science, Worcester Polytechnic Institute, 4.0 GPA.

Advised by Daniel Reichman

2016-2020 B.S. Computer Science, University of Connecticut, 3.9 GPA.

Concentration: Theory and Algorithms

2016-2020 B.A. Mathematics, University of Connecticut, 3.9 GPA.

Concentration: Pure Mathematics

Coursework

Graduate Level Combinatorics, Analysis, Algebra, AI, Reinforcement Learning, Deep Learning, Networks.

Mathematics Abstract/Linear Algebra, Differential Equations, Analysis, Topology, Probability.

Computer Science Systems Programming, Computer Architecture, Algorithms and Complexity, Machine

Learning, Computational Geometry, Operating Systems, Modern Cryptography, Numerical

Methods.

Research Experience

September 2020 - Graduate Student, Worcester Polytechnic Institute, Advisor: Daniel Reichman.

Present Studying topics in theoretical computer science, proving hardness results in communication and

learning complexity, statistical inference, and circuit complexity.

September 2022 Research Visit, Santa Fe Institute, Host: Cris Moore.

Developed combinatorial methods for proving upper bounds on the expected length of the longest

common subsequence of random strings (i.e., the Chvatal-Sankoff constant).

Publications

Accepted papers

May 2021 - The Learning and Communication Complexity of Subsequence Containment,

September 2022 WPI, CS Department.

Proved tight bounds on the complexity of subsequence detection. (ISIT 2023)

January 2024 - The Karp Dataset, WPI, CS Department.

October 2024 Introduced a dataset of NP-hardness reductions. (NeurIPS MATH-AI Workshop 2024)

November 2023 - Nearest Neighbor Complexity and Boolean Circuits, WPI, CS Department.

January 2024 Studied the representational complexity of the nearest-neighbor classification rule. (ITCS 2025)

Preprints and other projects

December 2022 - Inoculation Strategies for Bounded Degree Graphs, WPI, CS Department.

May 2023 Proved tight bounds on the price of anarchy for an abstract model of epidemic containment.

(Submitted to TCS)

May 2018 - Markov Coupling, UCONN, Math Department REU.

August 2018 Proved upper bounds on the coupling-times of Markov chains under various restrictions.

https://opencommons.uconn.edu/srhonors_theses/709/

Professional Experience

May 2023 - Naval Research Lab, Washington, D.C..

July 2023 • Implemented physics-informed neural networks and universal differential equations for practical applications.

• Generalized spectral neural operators to improve performance on localized data.

June 2019 - Naval Information Warfare Center, San Diego, CA.

August 2019 • Researched topological data analysis approaches to analyzing neural network behavior.

• Neuromorphic computing: Developed a spiking neural network (SNN) simulator.

July 2015 - United Technologies Aerospace Systems, Windsor Locks, CT.

September 2015 • Created an accurate computer simulation of the Integrated Fuel Pump Control system.

Talks

March 2024 Communication complexity and linear arrangements,

Discrete Math Seminar, WPI.

July 2024 Nearest neighbor complexity and boolean circuits,

 $CS\ Theory\ Seminar,\ Tufts\ University.$

November 2023 Threshold circuit lower bounds from communication complexity,

Discrete Math Seminar, WPI.

September 2023 Introduction to nearest neighbor complexity,

Discrete Math Seminar, WPI.

September 2022 Expected length of the longest common subsequence,

Discrete Math Seminar, WPI.

October 2021 The communication complexity of subsequence detection,

Discrete Math Seminar, WPI.

Teaching Experience

(Many instances) Foundations of Computer Science, Teaching Assistant, WPI.

Introduction to finite automata, context-free grammars, and Turing machines.

(Many instances) Introduction to Machine Learning, Teaching Assistant, WPI.

Regression, MLE, clustering, neural networks.

(Many instances) Algorithms: Design and Analysis, Teaching Assistant, WPI.

Divide and conquer, dynamic programming, etc., amortized analysis, NP completeness

Specific Skills

Programming Python, Julia, Java, C, C++, Javascript (node.js)

Implementations Deep Learning, Convolutional/Recurrent Networks, Reinforcement Learning, Few-Shot

Learning, Meta Learning, Evolutionary Algorithms, Neuromorphic Computing (Pytorch,

Tensorflow, OpenAI Gym.)