

**Purdue Chapter Association for Computing Machinery** 

President: Nikolas Ogg

## What is ACM?

A collection of groups focused on fields in computing

- Game Development
- Artificial Intelligence
- Robotics
- Etc...

#### **Host Special Events**

- Company Tech Talks
- Help Sessions
- Student led Talks
- Programming Competitions
- Hackathons



Linux Installfest

Partnered with Purdue Linux Users Group (PLUG)

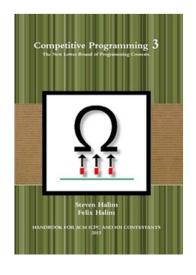
Helped students install Linux on their personal computers

Sponsored by EMC Isilon

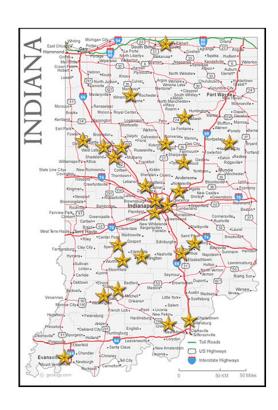


# High School Coding Competition

Simple coding questions (think FizzBuzz)
Talk to students about CS and Purdue
Learn about competitive programming







# **SIGAI**

Artificial Intelligence

### Last Year (Fall): WikiCrawler

#### Wikipedia

From Wikipedia, the free encyclopedia

This article is about the Internet encyclopedia. For other uses, see Wikipedia (disambiguation). For Wikipedia's non-encyclopedic visitor introduction, see Wikipedia:About.

Wikipedia (♣)/wiki'pi:diə/ or ♣)/wiki'pi:diə/ wik-i-PEE-dee-ə) is a free-access, free-content Internet encyclopedia, supported and hosted by the non-profit Wikimedia Foundation. Those who can access the site can edit most of its wikimedia Foundation expectation that they follow the website's policies. (6) Wikipedia is ranked among the ten most popular websites ond constitutes the Internet's largest and most popular general reference work. (7)[8][9]

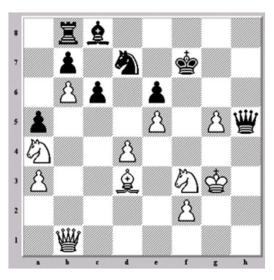
Jimmy Wales and Larry Sanger launched Wikipedia on January 15, 2001. Sanger<sup>[10]</sup> coined its name,<sup>[11]</sup> a portmanteau of *wiki*<sup>notes 3]</sup> and *encyclopedia*. Initially only in English, Wikipedia quickly became multilingual as it developed similar versions in other languages, which differ in content and in editing practices. The English Wikipedia is now one of more than 200 Wikipedias and is the largest with over 4.9 million articles. There is a grand total, including all Wikipedias, of nearly 35 million articles in 288 different languages.<sup>[13]</sup> As of February 2014, it had 18 billion page views and nearly 500 million unique visitors each month.<sup>[14]</sup> Globally, Wikipedia had more than 25 million accounts,<sup>[15]</sup> out of which there were about 120,000 active editors as of September 2015.<sup>[2]</sup>

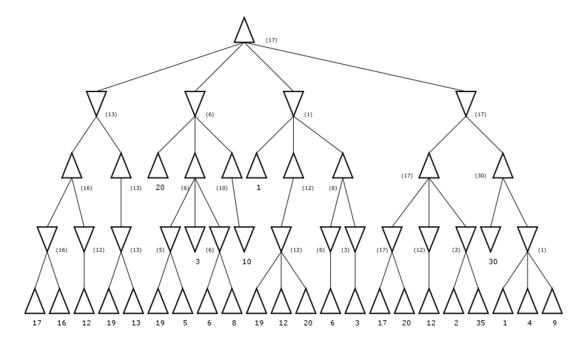
Supporters of Wikipedia cite a 2005 survey of Wikipedia published in *Nature* based on a comparison of 42 science



## Last Year (Spring): Chess A.I.

MiniMax
Alpha Beta Pruning
Transposition Tables
Hackathon Competition





## This Year (Fall): Snake A.I.

Heuristic graph searching

**Grid Clutter** 

L-shape vs direct path

Head → Tail vs Head → Food

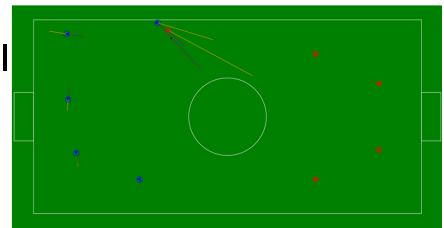
Prioritize living



# This Year (Spring): Soccer Al

We have been be using C# to write a basic Soccer Engine.

Implemented basic player strategies: stay still, seek, pursue.



Using these player strategies to implement team strategies: passing, spreading out, marking players, and ultimately scoring a goal.

# **SIGAPP**

**Applied Computing** 



# Last Year (Fall)

Purdue Laundry
Android App





# This Year (Spring)

## Fixing problems in the Laundry App

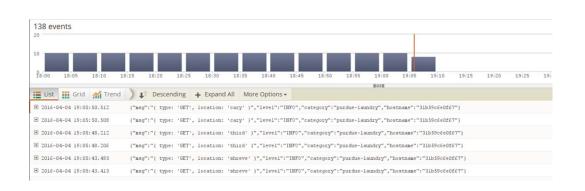
- Server was hosted on Heroku (slow to startup)
- Information about machines was not cached (slow responses)
- No log management or server monitoring set up (how do we know the server is failing?)
- No analytics on how users actually use the app
- All machines at a location are sometimes offline, the UI should reflect that

# Beefing up the Sever



- Move Server to AWS (No more slow startup times)
- Use Redis to cache the response from the API with a TTL of 60 seconds
- Refresh the cache every 60 seconds (fast responses!)
- Move the redis server and the API server to docker containers to make it easier to deploy

# Monitoring the Server





- All Server Logs get sent to a service called Loggly
- Loggly will send out emails when certain errors occur
- The servers are monitored by a service called DataDog
- We can see how much Memory is allocated, the TX/RX of the server, and even Redis stats!

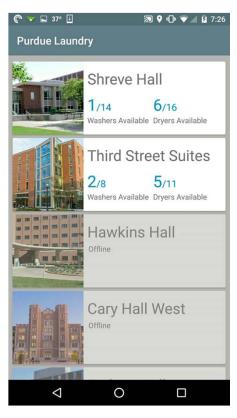
# **Tracking Analytics**



- - How long they spend on each screen
- Monitor status of Machines
  - What percentages of machines are offline?

Event Label 1	Total Events 🙂 🔱	Unique Events	Event Value	Avg. Value 1
	196 % of Total 3.05% (0.427)	% of Total 40.00% (20)	725 % of Teles 2.00% (24.947)	3.70 Avg for View, 3.86 (-4.78%
1. Avaitable	57 (29.80%)	8 (27.50%)	357 (40.24%)	6.2
2. End of cycle	57 (29,00%)	8 (27.59%)	171 (23.59%)	3.0
3. In use	55 (28.80%)	8 (27.59%)	159 (21 90%)	2.6
4. Out of order	14 (7.14%)	2 (6.00%)	20 (2.76%)	1.4
5. Almost done	13 (6.63%)	3 (10.34%)	18 (2.4%)	1.3

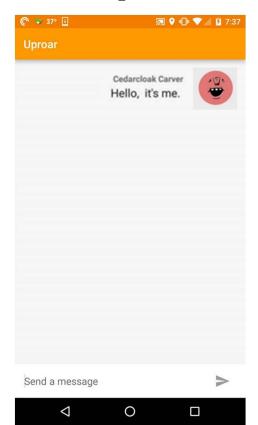
# The updated App



- Minor visual updates
- Better progress dialogs for the user
- Informing the user when machines are brought offline.
  - Locations now appear "grayed out" when all the machines in that location are offline
- On our end, we are tracking how many machines are in use across campus at all times.



# **Uproar: Explore your community**



- A chat application similar to YikYak
- Rather than a conversation based chat, Uproar's messages are tied to GPS coordinates rather than chat rooms.
  - When a new message is sent, all users within a small radius of the message receive the message
- Users can see clusters of messages and topics being discussed in those clusters



# The Uproar Backend

- We wanted to teach members the power of backends
  - Main server, in Scala, existed as a reference server for students to test their own servers functionality
  - Other members wrote a server in Node.js to try and copy the functionality
- The message pushing was implemented using PubNub
  - A pub-sub service provider
- Use RethinkDB
  - Great support for geospatial queries!





# **Uproar - Clustering Topics**

- We want the app to encourage people to explore areas around them. To do this we want to direct people towards conversations about topics they are interested in.
  - We determine topics in clusters with NLP (Natural Language Processing)
- We broadcast all messages to our NLP service which will...
  - use MonkeyLearn or Apache NLP to find categories the message falls into
  - store these associated categories along with the message in the database

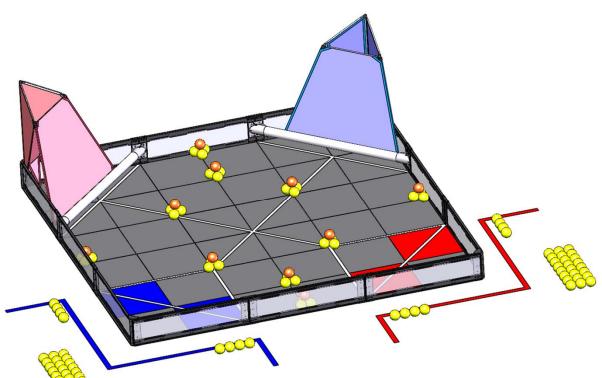




# **SIGBOTS**

Special Interest Group for Robotics

### This Year's Game: VEX Nothing But Net



#### Point Structure:

- Ball Behind Bar
  - Yellow 1pt
  - o Orange 2pt
- Ball In Net
  - Yellow 5pt
  - Orange 10pt
- Auto bonus 10pt
- Lifting
  - Low (>6') 25pt
  - High (>12') 50pt

Caveat: robots cannot expand

# Initial Design Ideas

### Launchers

Flywheels (Nerf guns)

Slingshot

### Drivetrain

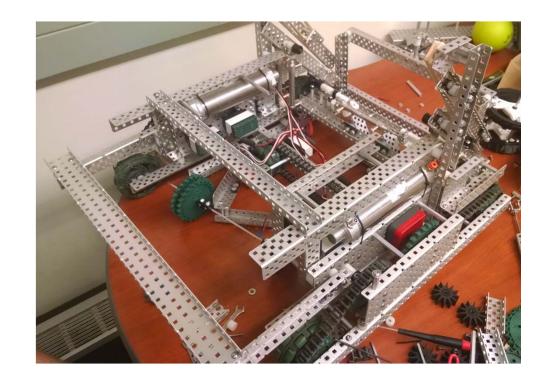
Use refined H-drive from last year

Holonomic drive

#### Software

Launch all match loads (30)

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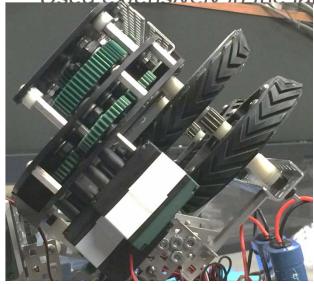


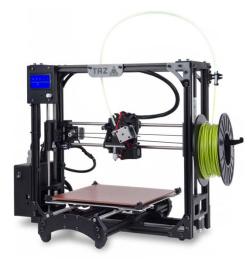
## New Tools - 3D Printing

Unlimited number of 6"x6"x3" parts allowed this year

LulzBot TAZ 5 Printer



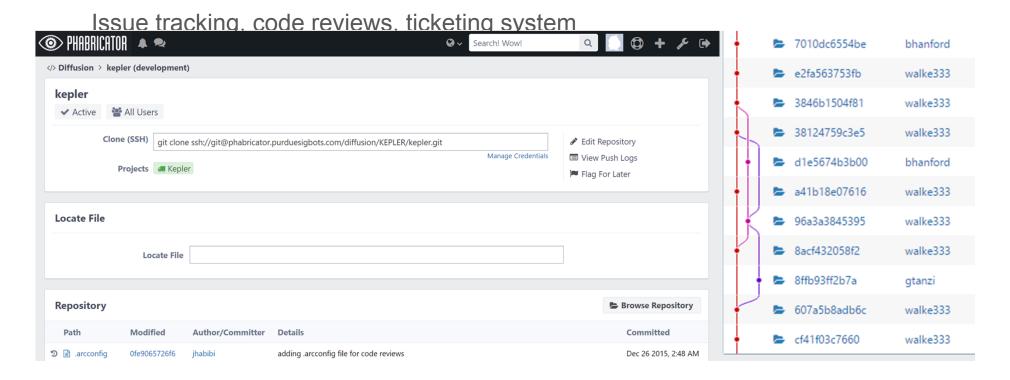




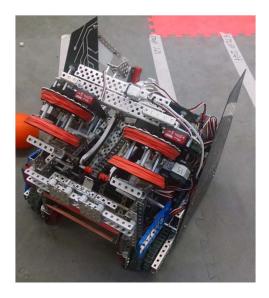


### New Tools - Phabricator

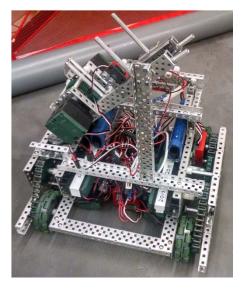
Industry software management tool



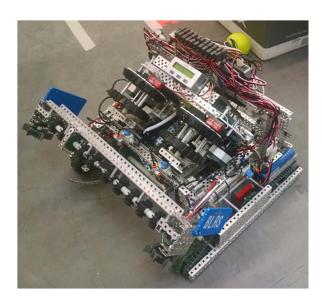
## Final Robot Designs



Newton (Flywheels - 15"x15")



Rock'Em Sock'Em (Puncher - 15" x 15")



Kepler (Flywheels - 24"x24")

## **Qualifier Competition**

Held February 20th, 2016

Largest competition yet - 10 teams!





## **VEX U World Championships**

Louisville, KY from 4/20 to 4/23

Focusing on the autonomous challenge

60 seconds

Score for any color

Rock 'Em Sock 'Em - estimated 300 points







ACM Special Interest Group on Game Development

### Who We Are





20,000 Leagues Over the Sea

### **Past Events**

SIGGD Game Jam - Fall 2015

48 hour hackathon

16 participants

Global Game Jam - Spring 2016









### **Current Project**

Grappling Hook Fighters (for lack of a better name)

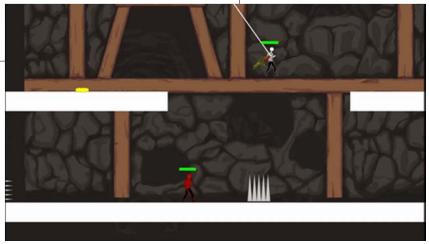
Multiplayer/LAN fast-paced platformer shooter

Gameplay influences from Super Smash Bros, Duck Game, and a mixture of other indie games

Art influences from DnD/Fantasy themes

Base of programming down, polishing and gameplay testing/balance to follow





### For the Future

Fall Game Jam - Sept. 16th - 18th



Enter Grappling Hook Fighters into the 2017 Independent Games Festival

Globa



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