



Prof. Samantha Foley



Research Interests

- Scientific Computing
- High Performance Computing
- Cloud Computing
- Computer Science Education
- Promoting Diversity in Computing

Past Projects

- Past/Current MSE Projects
 - DSLEUTH – parallelize an urban growth modeling program to run on multicore machines
 - KSLEUTH – using the same approach as DSLEUTH, but using Kubernetes and Docker containers
 - PySLEUTH – reimplement the SLEUTH code in a modern language
 - OnRamp – a web portal for running parallel programs for education
 - Concurrency Visualizer – a web application that demonstrates classic synchronization programs with a backend written in Go
 - Suite of GPU applications for learning about parallel computing

Current and Future Projects

- **Concurrency Visualizer**
 - extend the work with more applications and more powerful visualization of the results
- **PySLEUTH (high-performance and Python versions of SLEUTH)**
 - Current work:
 - reimplement in Python
 - use DSLEUTH on larger datasets in the meantime
 - Future work:
 - understand the performance when working with much larger data sets
 - Automate calibration steps
- **Other projects dealing with parallelism**



UNIVERSITY OF WISCONSIN
LA CROSSE

Dr. Mao Zheng
Nov. 2023

<https://www.cs.uwlax.edu/~mzheng>

Research Interest

- Software Engineering
 - Software Testing
 - Specification-based testing(formal model, automation)
 - UML testing (informal model, scenario-based)
 - Software Model & Software Design
 - Context-aware computing
 - Context models
 - Design and implementation based on the model
 - Context-aware applications: mobile apps.

Past Projects

Machine Learning	Mobile App Development	Software Engineering
Building a Stock Machine Learning Model using Numerai Dataset	Workout Track & Plan App	Launch Web Tool Document Generator from Legacy tool Spectrum to Generate Equipment Submittals
A Detection Tool for Traffic Objects	An Android App for Detecting Sleep and Pausing Media	
Tongue Diagnosis in Diabetes by Deep Learning	An Android UWL Campus Guide App (kotlin)	Test Case Generation from UML Models
Developing an Autonomous Driving Model Based on Raspberry Pi	A Ride Sharing Application: UberLite	A Web-based Testing Tool
Using Machine Learning to Play the Game Super Mario Kart	Context-based Mobile User Interface	A Design of the Test Engine
A Web Application for Restaurant Recommendations	A Mobile Application for Collecting Plant Observation Data	
A Web-based Application for Optimal Inventory Redistribution	An Android UWL Campus Guide App (Java)	

Current Projects & Future Ideas

- A Design of Low-cost Indoor Tracking and Navigation System

Looking for Students:

- Mobile App Development
- Software Models, Design, or Testing
- Machine Learning (with Dr. Song Chen @ UWL Mathematics & Statistics Department)

Research Activity & Future Projects



by

Dr. Rig Das

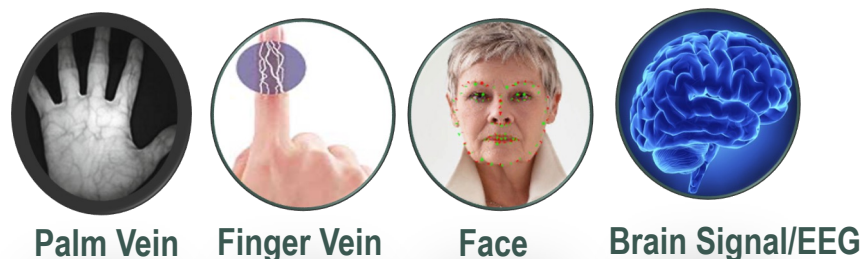
Assistant Professor

Department of CS & CE

University of Wisconsin, La Crosse (UWL)

02-Nov-2023

My Research Area

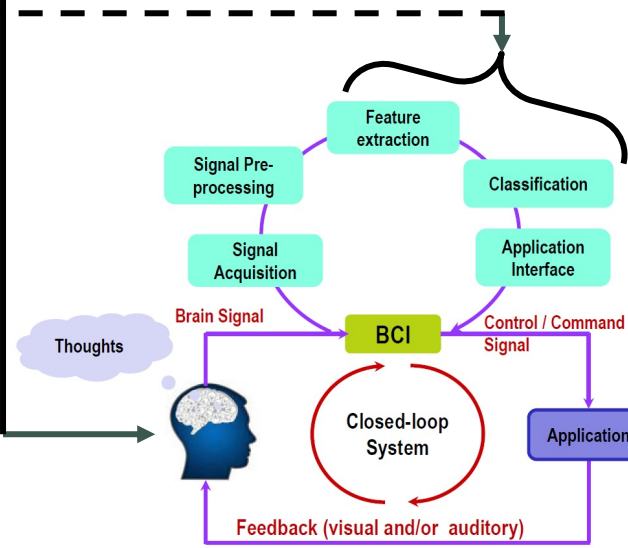


Biometrics

BCI

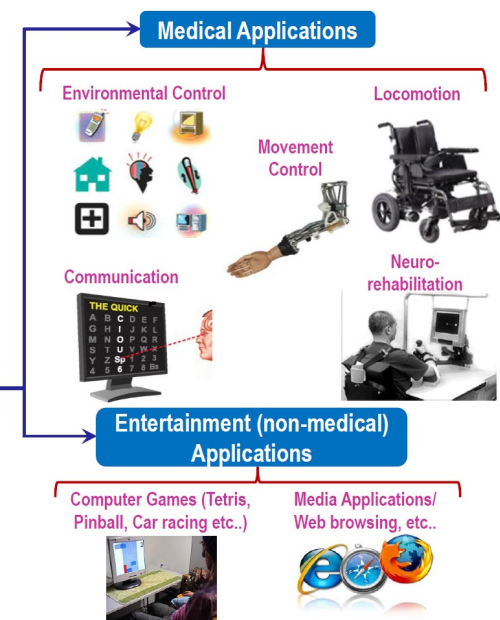


Authentication/Recognition



Typical BCI Setup & Overview

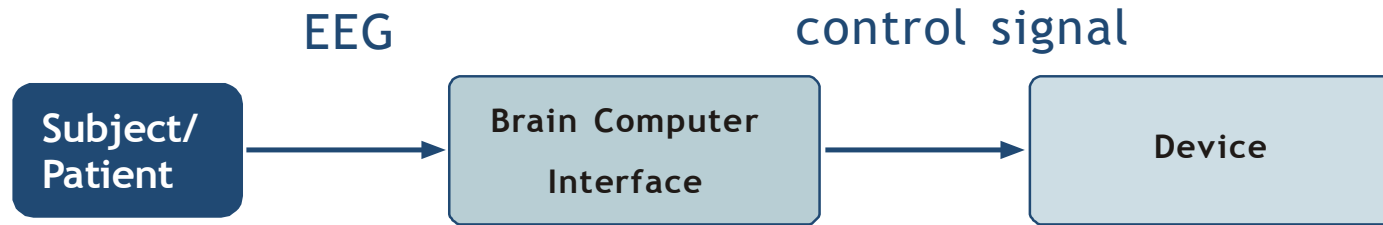
19 channels EEG Signal



Brain Computer Interface



What is Brain Computer Interface (BCI) ?



- A BCI system provides a direct interaction pathway/channel between the brain and a peripheral device by translating the electrical activities (e.g., the electroencephalogram (EEG)) of the brain into control/command signals.
- BCI application includes:
 - Rehabilitation of patients suffering from neural injuries and neuromuscular diseases, such as motor disabilities, spinal cord injuries (SCI), or stroke, etc.
 - Controlling external devices e.g. computer, wheelchair, neural orthosis/prosthesis, home appliances etc.

Drone Control Application (SSVEP)



BCI For Drone Control

https://www.youtube.com/watch?v=Tjv2P1_h_CU

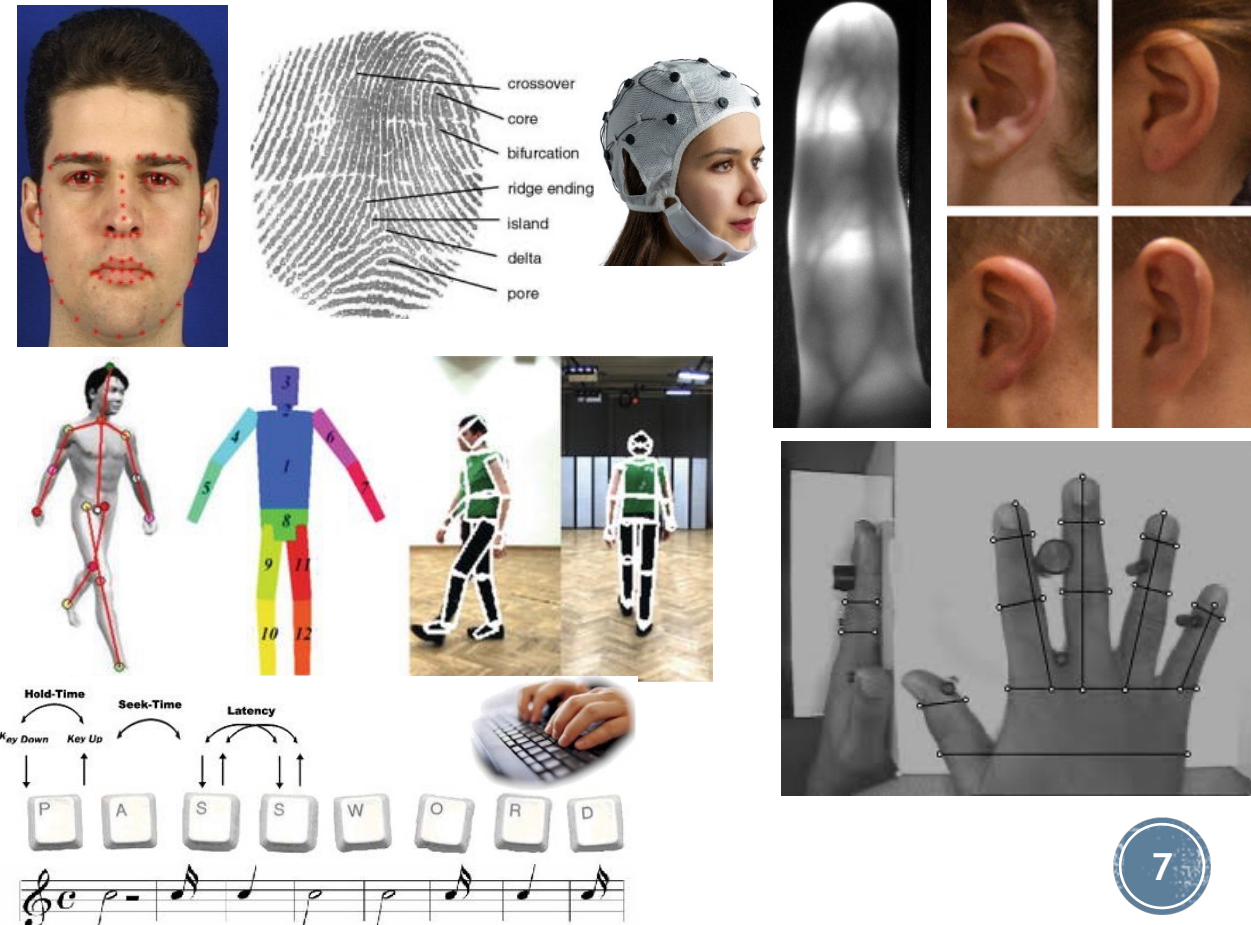
Biometrics



What is Biometrics?

- Automated method for recognizing/authenticating individuals based on measurable biological and behavioral characteristics.
- Why Biometrics:** Next-generation technological solution to strengthen the social and national security.
- Two types** of Biometric Identifiers/Traits

Physiological	Behavioural
Face	Signature
Fingerprint	Voice
Vein Pattern	Gait
Ear Shape	Keystroke
Oder	Lip Motion
Iris	
Retina	
EEG (electrophysiological)	



EEG Biometrics using Resting State EEG



EEG Biometrics Using rsEEG

- EEG signals, elicited when the subject is in resting state condition [3].
- Two protocol, with **Open Eyes** and **Closed Eyes**,
- The database will be acquired in UWL
- This experiments will consists of EEG signals collected from 2 **distinct sessions**, spanned over a period of **2 weeks**.
- One session for training/enrolment of the subjects and other session for testing/authentication.

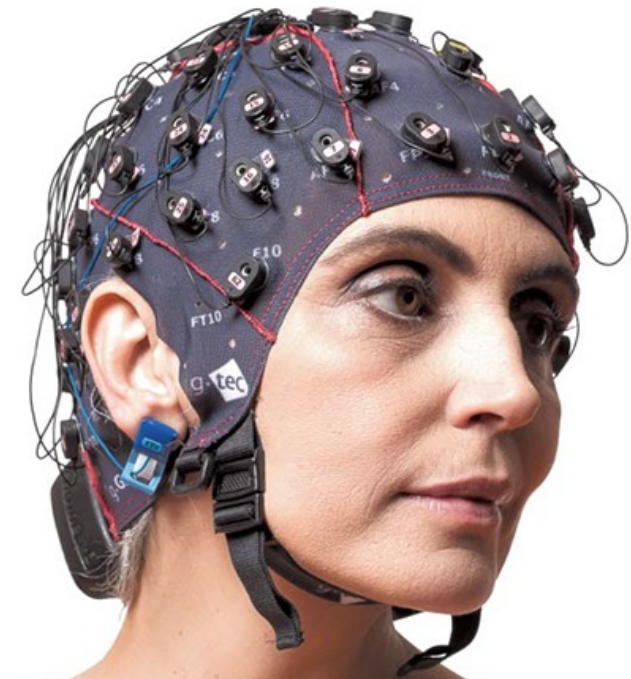
Table-3: EEG Database

No. of Subjects	No. of Channels	Sessions
20	16	2 (Separated by 2 weeks)

[3] R. Das, E. Maiorana and P. Campisi, "EEG Biometrics Using Visual Stimuli: A Longitudinal Study", *IEEE Signal Processing Letters*, vol 23, no 3, pp 341-345, March, 2016

EEG Acquisition Device

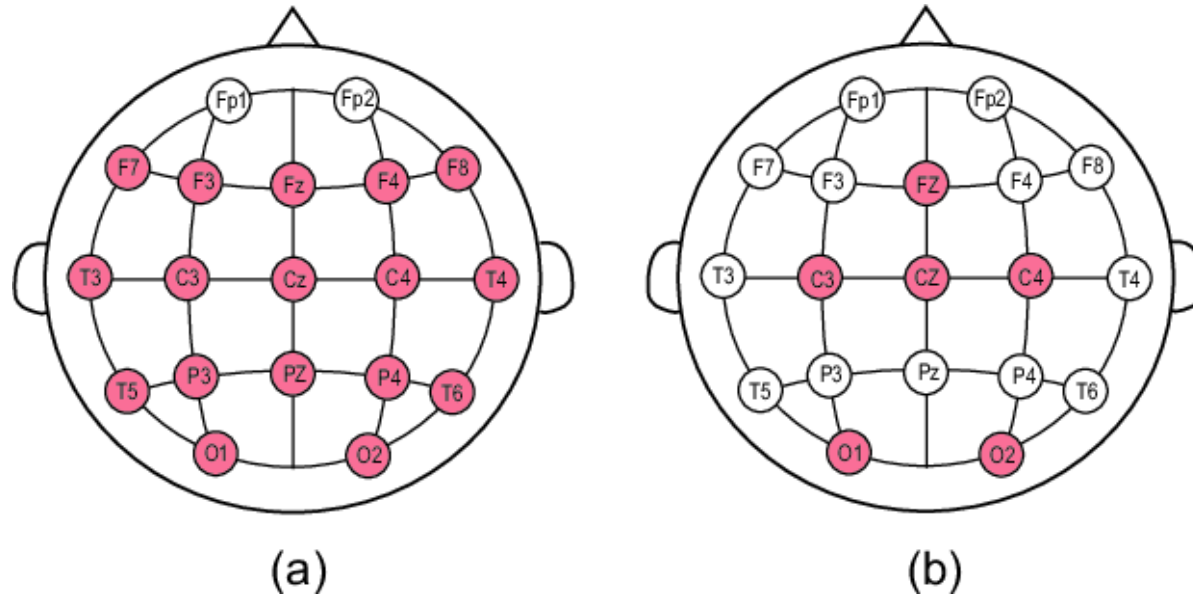
- Expected to Arrive at UWL by Dec 2023



g.Nautilus by g.tec System

Preprocessing & Channel Selection of EEG Signals

- Signal Processing for EEG signals pre-processing in order to increase their signal-to-noise ratio.
- Channel Selection; to reduce the no of channels without compromising on the performance.



Brain Signals/EEG for Early Prediction of Parkinson's Disease



Objective

- Primary objective: Acquire and analyze electroencephalogram (EEG) data from healthy control subjects during a resting state condition.
- Early-stage Parkinson's patients' (PD) EEG data collected from the Mayo Clinic in Rochester.
- Comparison between Healthy Control and PD patients' resting state EEG data
- To gain valuable insights into the alterations in brain activity exhibited by PD.
- To early predict the progression of Parkinson's disease.



*Thank
you!*

Lightning Talks

Computer Science Department

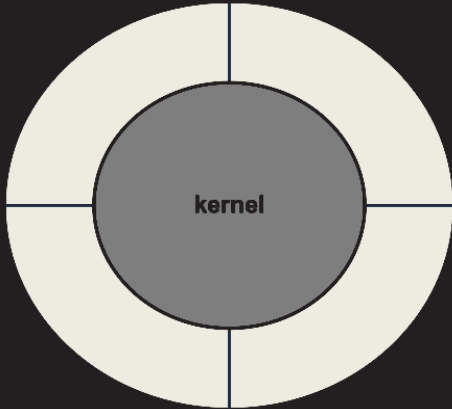
University of Wisconsin–La Crosse

As of November 2, 2023



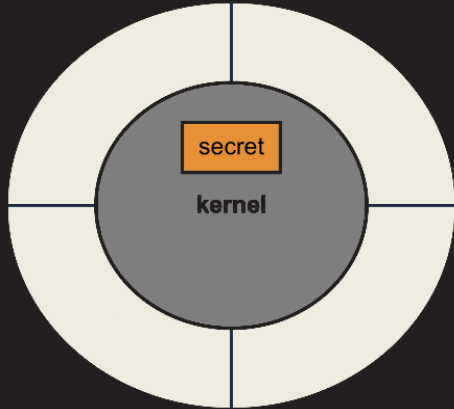
Prof. W. Michael Petullo





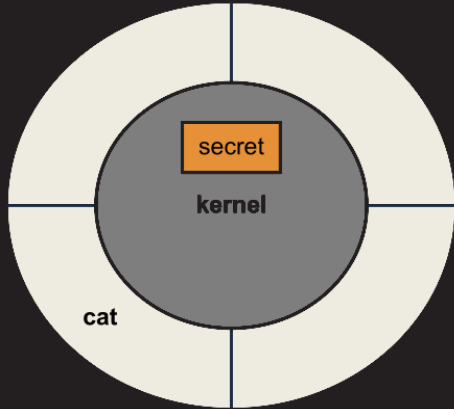
- ▶ **SIMPLEFLOW** Modification to Linux kernel; implemented information-flow access control model <https://www.flyn.org/projects/SimpleFlow/>
- ▶ **VISORFLOW** Constrain Windows and Linux from hypervisor <https://www.flyn.org/projects/VisorFlow/>
- ▶ **Industrial Age** Building teams around a hacking assembly line model
- ▶ **Aquinas** Adding more check types and linters

<https://www.flyn.org/publications/>



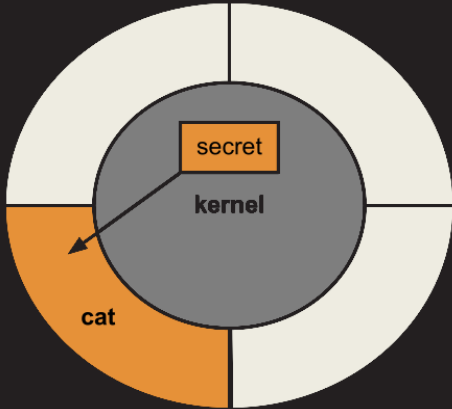
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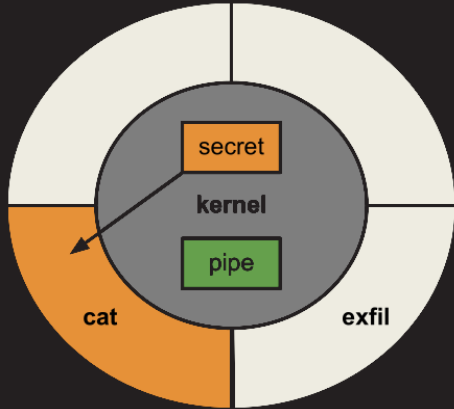
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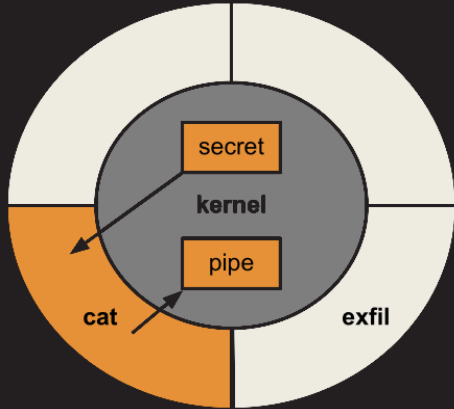
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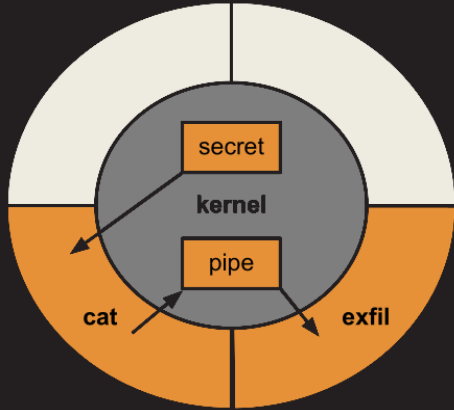
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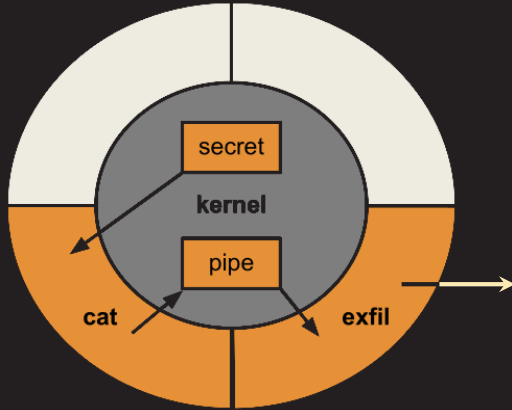
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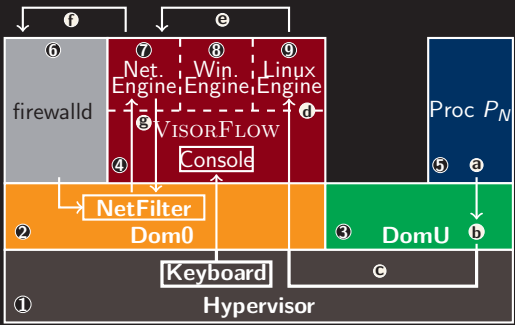
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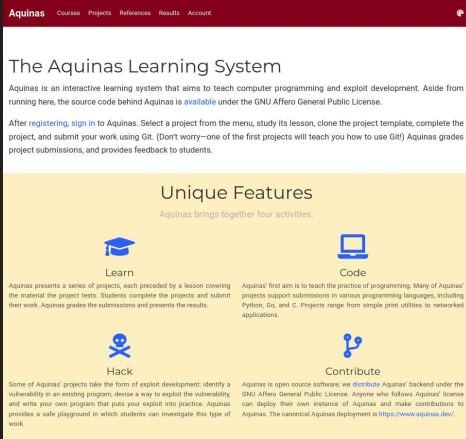


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The screenshot shows the Aquinas Learning System website. At the top is a dark red navigation bar with the text 'Aquinas' and links for 'Courses', 'Projects', 'References', 'Results', and 'Account'. Below the navigation bar is the main heading 'The Aquinas Learning System'. The text describes Aquinas as an interactive learning system for computer programming and exploit development, noting that the source code is available under the GNU Affero General Public License. It also mentions that after registration, users can select projects, study lessons, clone templates, complete projects, and submit work using Git. Below this is a yellow section titled 'Unique Features' with the subtext 'Aquinas brings together four activities:'. There are four icons and descriptions: 1. 'Learn' with a graduation cap icon, describing a series of projects with lessons and tests. 2. 'Code' with a laptop icon, describing the practice of programming in various languages like Python, Go, and C. 3. 'Hack' with a skull and crossbones icon, describing exploit development projects. 4. 'Contribute' with a GitHub logo icon, describing the open-source nature of the software and the ability to contribute to the project.

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- ▶ Cybersecurity (and insecurity)
- ▶ Software systems
- ▶ Open-Source Software

<https://www.flyn.org/proposals/>



- ▶ Cybersecurity (and insecurity) { CS356, Software Exploitation
CS455, Fundamentals of Information Security
CS456, Secure Software Development
- ▶ Software systems
- ▶ Open-Source Software

<https://www.flyn.org/proposals/>

- ▶ Cybersecurity (and insecurity)

- ▶ Software systems { <https://flyn.org> & <https://aquinas.dev>
 - Fedora packaging
 - OpenWrt packaging
 - SELinux policy work

- ▶ Open-Source Software

<https://www.flyn.org/proposals/>



- ▶ Cybersecurity (and insecurity)
- ▶ Software systems
- ▶ Open-Source Software — CS410, Open Source Development

<https://www.flyn.org/proposals/>

Dr. Dipankar Mitra

Assistant Professor

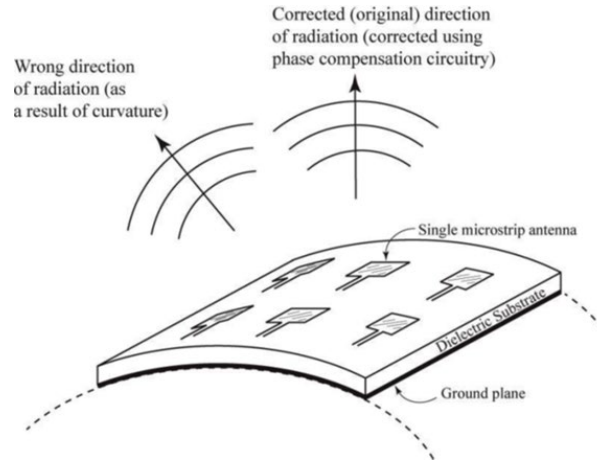
Dept. of Computer Science & Computer

Engineering

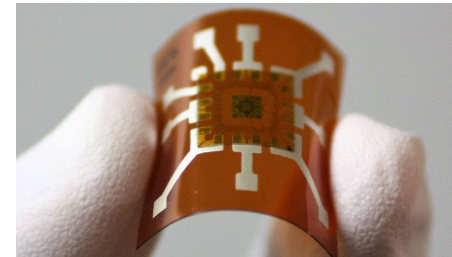
University of Wisconsin-La Crosse

Research Background

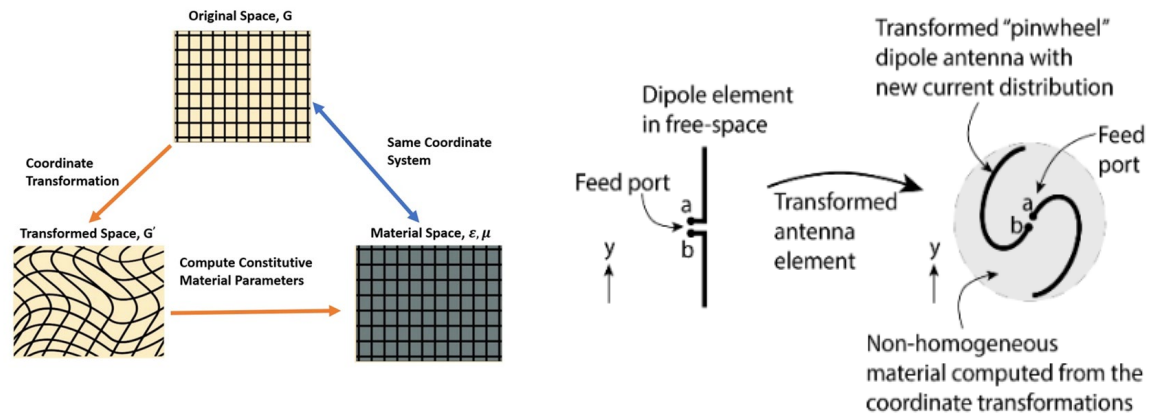
➤ CMOS Integrated Beamformer for Phased Array antenna



➤ 3D-Printed Flexible and Wearable Electronics

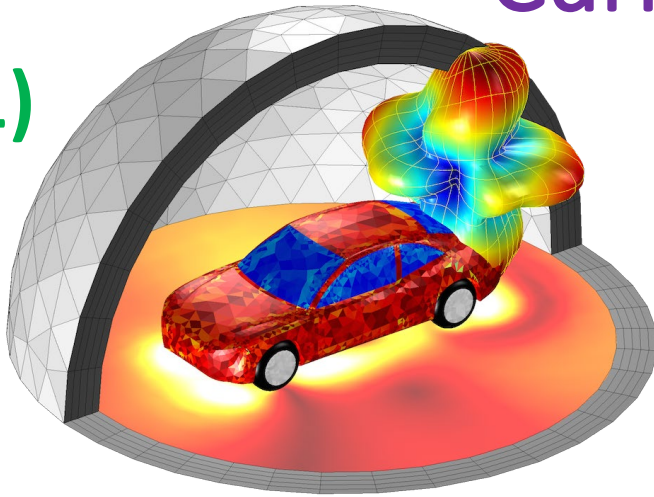


➤ Transformation Electromagnetics/Optics



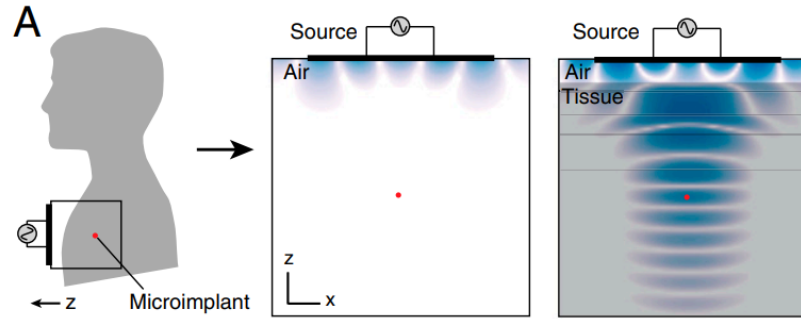
Current and Future Research

(1)



Real Environment Antenna Simulation using COMSOL Multiphysics

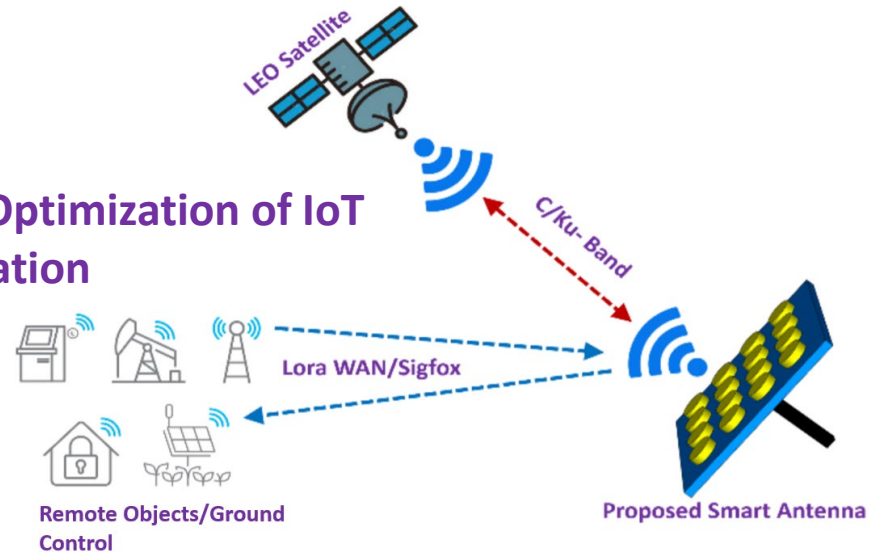
(2)



Near-Field Sensing for various Biomedical Applications

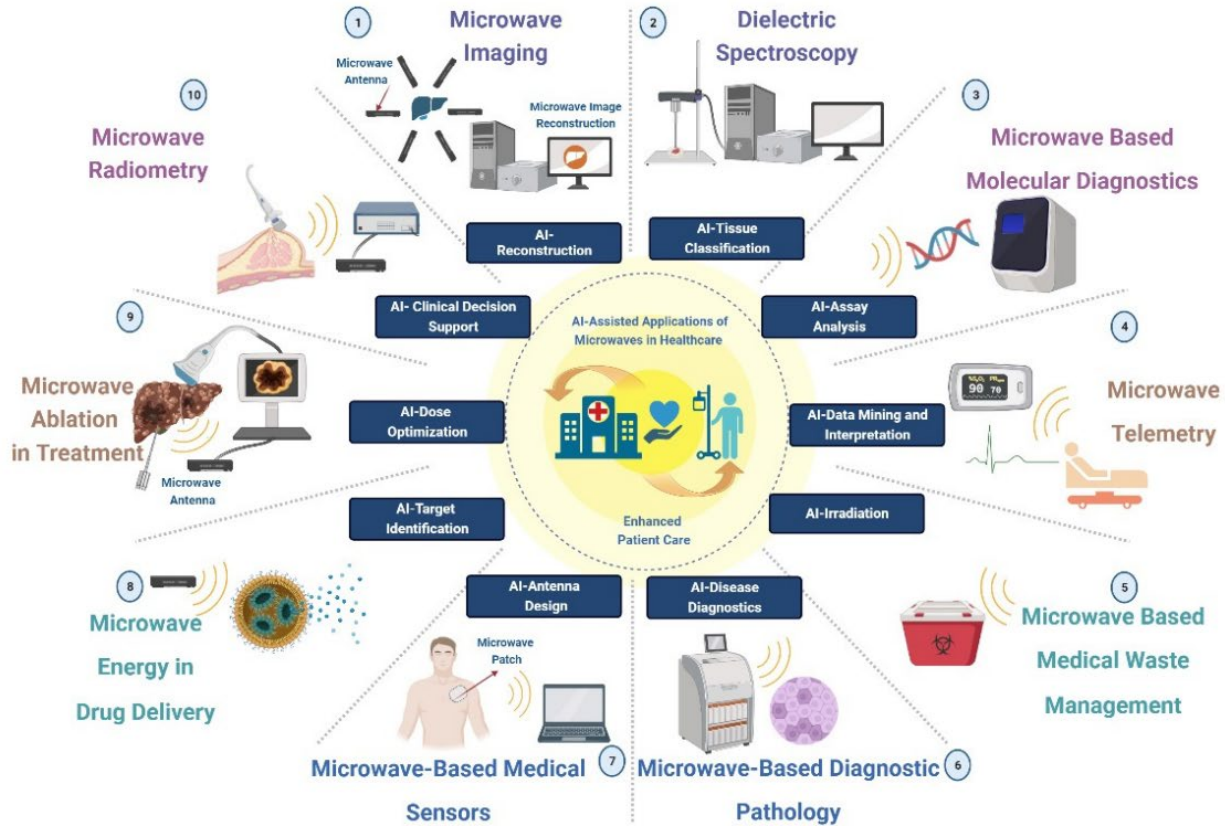
(3)

ML-based Optimization of IoT Communication



Current and Future Research

(4)



AI Applications of Microwaves in medicines for Better Health Care

Scope and Potential Opportunities:

- ❖ Learn Industry scale CAD Tools: COMSOL, CST, ADS
- ❖ Internship Opportunities @ Mayo Clinic, Patfoci Technologies Inc., Rochester, MN, NASA WSGC

Student Success

- Two UG Students went to Grad School (ASU and UBC)

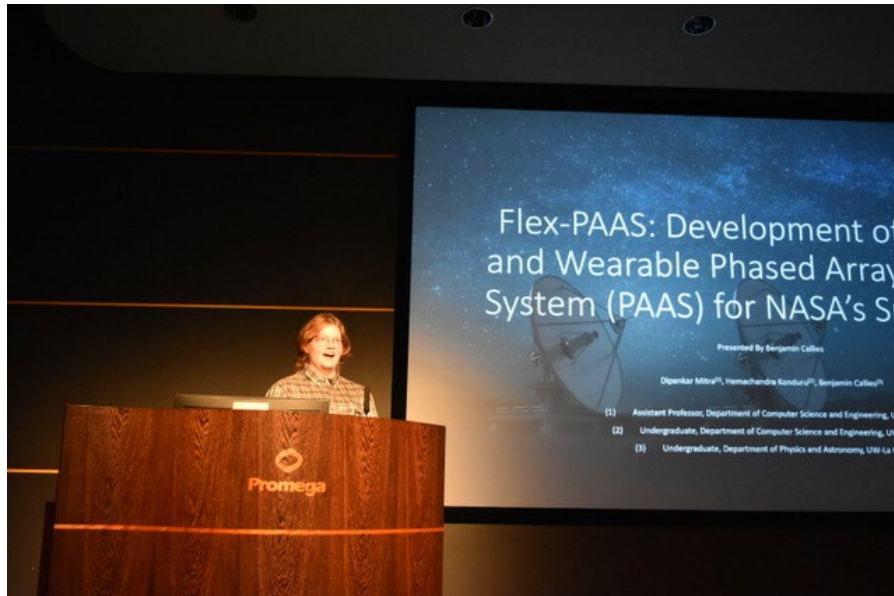
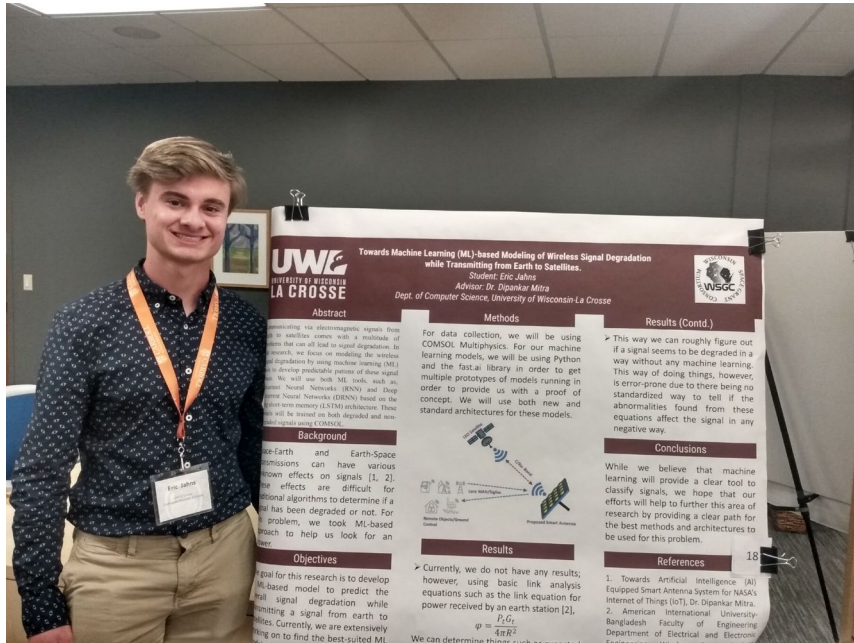
- 2 Dean's Distinguished Fellowship (DDF) in Summer, 2023

- 3 went for Internships in Top Companies (Summer 22 and 23)

-Currently, 4 students working on different Projects

-Students Published in IEEE Papers

- One Student Co-authored a Book Chapter With me



Research Sponsors

- ❖ NASA Wisconsin Space Grant Consortium (WSGC)
- ❖ UWL FRG
- ❖ Gundersen Health Care
- ❖ WiSys
- ❖ Microwave and Imaging Lab (MEIL), Department of Medicine, Mayo Clinic, Rochester, MN
- ❖ Potential Support from: NSF and Wisconsin Innovation Grant