



Research Interests:

- Artificial Intelligence
- Graph Theory
- Algorithm Development
- Computer Networking





- Al contains many different methods which can be applied to analyze existing data -- protein sequences, folding patterns, control of gene expressions -- for a variety of purposes: visualization, prediction, detection of abnormalities.
- I have experience with neural networks, rule-based expert systems and some reinforcement learning.

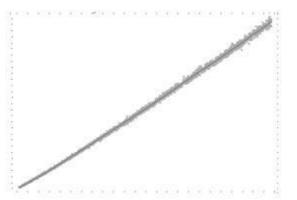




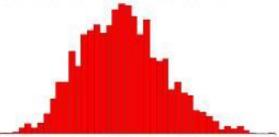
Algorithm Development to generate large knots and compute their ropelength

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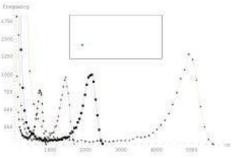
What's a knot? A physical knot is like a rope with its two ends tied up together.



Empirical ropelength as a function of the number of crossings



Distribution of the rope length of 2000 prime knots with 200 crossings



Frequency of prime RP-graphs

Why is this interesting?

Knots exist in synthetic high polymer strands; the knotted strands behave differently than unknotted strands.

Knots also exist in circular DNA.

The formations of knots are affected by various factors, one of them is the rope length (and rigidity) of the polymers and DNA.



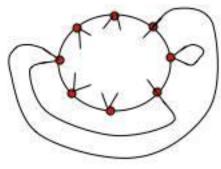


Uniform generation of random large knot diagrams in O(n)

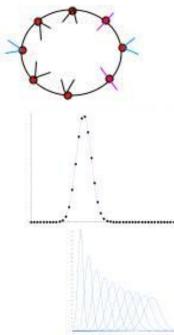
Step 1:Create a Hamilton Cycle with n vertices



Step 5: Repeat for inside edges; e.g. using vector 1100110100



Step 2: Uniformly pick the two edge endpoints for each vertex

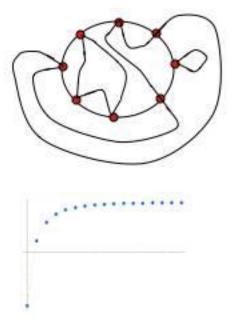


Step 3: Uniformly pick a vector to connect outside edge endpoints

There are 6 outside edge endpoints. 3 **start** an edge and 3 **end** an edge. One possible vector is 110100, where 1 indicates the start of an edge and 0 the end.



Step 4: Connect the edges starting at top vertex, going clockwise



Number of knot diagrams as a function of the number of vertices of different types

Approximating data through normal distributions and estimating μ and \bullet