

Some ideas for the final project. (Feel free to propose your own too!)

- Google's PageRank algorithm, which is closely related to Markov chains. It has also been used in a recent paper on probabilistic Boolean networks: <https://arxiv.org/abs/1608.00535>.
- In class we learned about CpG islands, but not about the *CpG Educate* online software. Write up a description of this is present it to the class.
- The 2009 paper is about the smallest chemical reaction network (using ODEs) that exhibit bistability: <http://bmcsystbiol.biomedcentral.com/articles/10.1186/1752-0509-3-90>.
- In class, we very briefly heard about the *Unified Nucleic Acid Folding* (UNAFold), which is a freely available software package. Give a lecture about this and include a demonstration and several diverse examples.
- Neuronal networks (see Chapter 6, but there are many other references too), or other models in neuroscience.
- Modeling of metabolic pathways using linear algebra (see Chapter 8).
- Cellular automata (CA). This is a broad topic; here are some subtopics:
 - Elementary cellular automata (there are 256 ECA rules).
 - Some of the more widely-studied ECA rules (e.g., 30, 110).
 - Cellular automata in nature.
 - Langton's loops – a "species" of artificial life within a cellular automaton.
 - Stephen Wolfram's book *A New Kind of Science*.
- Design an experiment in NetLogo. See how the dynamic behavior of an agent based system depends on certain parameters. This may involve existing parameters, or new ones can be programmed.
- Mathematical modeling in sports.
- Phylogenetic or evolutionary trees.
- Food web networks in evolutionary biology.
- Probabilistic Boolean networks – models for gene regulatory networks that incorporate stochasticity in the update rules.
- Mendelian genetics.
- Petri nets – a mathematical framework for distributed computing systems.
- Bayesian network – describes conditional dependencies of random variables using a directed acyclic graph.