Your Project Title

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Abstract

The abstract of your work should state the problem, why it is important, your proposed solution, and the evaluation results. It should be concise, say 200-250 words.

I. Introduction

Motivate your problem. Why we need a better solution. Then, clearly state what problem we address in this paper. How we validate that our solution is much better than state-of-the-art solutions in the literature.

II. Related Work

This is just a sample on how to cite different publications, e.g., journal papers [1], conference papers [2], technical reports [3], books [4], papers in edited books [5], and miscellaneous [6], [7].

You will see in the refs.bib file the completed entries for the above citations. Please use the same format for similar publications (copy and paste entries, then change data).

When you read a paper, you should summarize the most important issues/ideas presented in the paper in your related work section. You should also try to criticize the work and find shortcomings, unrealistic assumptions, etc, and how this work could potentially be extended (why your solution is better).

III. Problem Statement

Formally state the problem clearly. You probably need to develop some notations and introduce system models in this section.

IV. Proposed Solution

Here is the brilliant solutions that you came up with for the problem.

V. Evaluation

In this section, you demonstrate that your solution is cool and it outperforms previous works. This is usually done through simulations, but real experimental results are much more convincing. Having a small prototype often significantly increase your chance to get into top conferences.

VI. Conclusions and Future Work

What are the lessons that we should learn from this paper? What are the possible extensions of this work?

References

[1] A. Mahanti, D. Eager, M. Vernon, and D. Sundaram-Stukel, "Scalable on-demand media streaming with packet loss recovery," *IEEE/ACM Transactions on Networking*, vol. 11, no. 2, pp. 195–209, April 2003.

[2] S. Saroiu, K. Gummadi, R. Dunn, S. Gribble, and H. Levy, "An analysis of Internet content delivery systems," in *Proc. of 5th Symposium on Operating Systems Design and Implementation (OSDI'02)*, Boston, MA, USA, December 2002.

[3] D. Milojicic, V. Kalogeraki, R. Lukose, K. Nagaraja, J. Pruyne, and B. Richard, "Peer-to-peer computing," HP Laboratories, Tech. Rep. HPL-2002-57, March 2002.

[4] D. E. Comer, *Internetworking with TCP/IP: Principles, protocols, and architectures*, 4th ed. Prentice Hall, 2000.

[5] J. Crowcroft and I. Pratt, "Peer to peer: Peering into the future," in *Advanced Lectures on Networking, NETWORKING 2002 Tutorials*, ser. Lecture Notes in Computer Science, E. Gregori, G. Anastasi, and S. Basagni, Eds. Springer-Verlag, May 2002, vol. 2497.

[6] "Free pastry home page," http://www.cs.rice.edu/CS/Systems/Pastry.

[7] B. Kantor and P. Lapsley, "Network news transfer protocol," RFC 977, February 1986.