

Computing Science



CS4040 Report Structure

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Signed:

Date: November 12, 2015

CS4040 Report

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Abstract: An expansion of the title and a contraction of the report.

1 Introduction

The aim of the introduction is to say what you are going to investigate in the report and why it is interesting.

Guide length: 250 words.

2 Background and related work

A review of related work [2, 1, 3].

Guide length: 500 words.

3 Research question

Given the problem context (Section 1) and background (Section 2), you should now be in a position to present what you have investigated. **Pose this as a question.**

Then you should present your approach to addressing this question.

Guide length: 500 words.

4 Experimental Design

What are your hypotheses? How are you going to test them? What is your target population? What are your datasets; i.e. your sample of the target population. What are the dependent and independent variables?

Guide length: 500 words.

5 Results

Present the results. A good way to organise this is via subsections for each hypothesis you tested. Include graphs of results (e.g. Figure 1), tests of significance, etc. If you have negative results, include them. A negative results is just as informative and useful as a positive one, sometimes more so.

Guide length: 500 words.

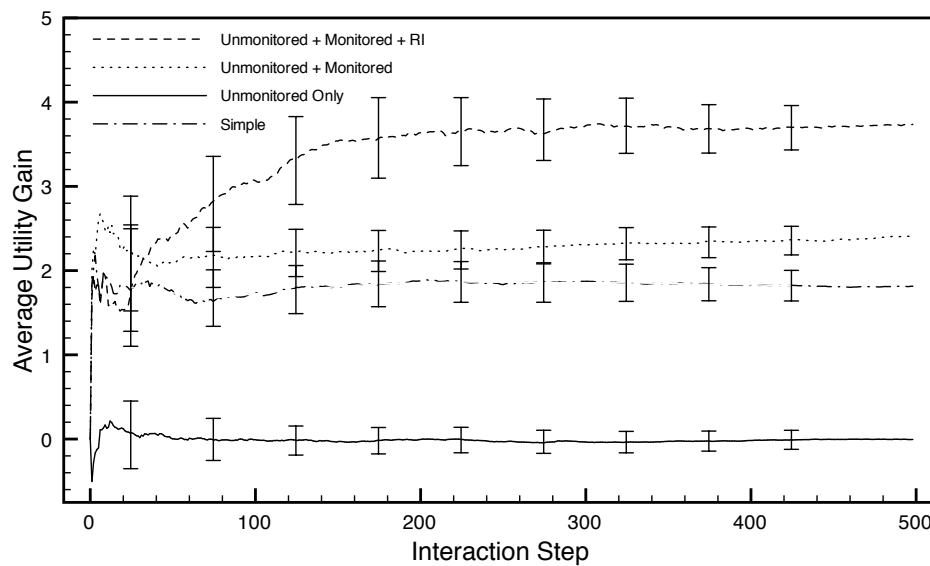


Figure 1: Some results.

6 Discussion

What do the results say? What have you learned from the experiments? Have you identified a correlation between variables, or causation? What are the limitations of what you've done? What further experiments might be of benefit?

Guide length: 400 words.

7 Conclusion

What have you done and why? What have you shown through your experiments?

Guide length: 100 words.

References

- [1] C. Burnett, T. J. Norman, and K. Sycara. Stereotypical trust and bias in dynamic multi-agent systems. *ACM Transactions on Intelligent Systems and Technology*, 4(2):26:1–26:22, 2013.
- [2] Ian J. Taylor & Andrew Harrison. *From P2P and Grids to Services on the Web*. Springer, 2 edition, 2009.
- [3] Wikipedia. Peer-to-peer networks. <http://en.wikipedia.org/wiki/Peer-to-peer>. Accessed: 1st May, 2015.