

THIS IS THE TITLE OF YOUR SPECIAL PROBLEM

A Special Problem
Presented to
the Faculty of the Division of Physical Sciences and Mathematics
College of Arts and Sciences
University of the Philippines Visayas
Miag-ao, Iloilo

In Partial Fulfillment
of the Requirements for the Degree of
Bachelor of Science in Computer Science by

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Abstract

From 150 to 200 words of short, direct and complete sentences, the abstract should be informative enough to serve as a substitute for reading the entire SP document itself. It states the rationale and the objectives of the research. In the final Special Problem document (i.e., the document you'll submit for your final defense), the abstract should also contain a description of your research results, findings, and contribution(s).

Suggested keywords based on ACM Computing Classification system can be found at https://dl.acm.org/ccs/ccs_flat.cfm

Keywords: Keyword 1, keyword 2, keyword 3, keyword 4, etc.

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Chapter 1

Introduction

1.1 Overview of the Current State of Technology

This section gives the reader an overview of the specific technology or field in the international or local setting. The information regarding the technology or field should be contemporary and not based on outdated sources. Discussion must not be too technical or too detailed.

This section ends with a discussion on the problem/s faced by or that still exist in the specific technology or field (e.g., limitations of existing software or algorithms). The problem statement would lead to the research objectives.

It is easy to include a figure in JPG or PNG format as shown in the following example. Make sure that you explain what the figure is all about, and that you refer to your figure. For example, Figure 1.1 shows a graph of the performance of Disney stock from the 1980s to 2012.

Some notes on citing references. When using APA format, the author-date method of citation is followed. This means that the author's last name and the year of publication for the source should appear in the text, and a complete reference should appear in the reference list.

Here are some examples on how to do the referencing (note author's name and years are different from commented examples). For APA citation details, refer to <http://www.ctan.org/tex-archive/biblio/bibtex/contrib/apacite/>.

- Kartch (2000) compared reaction times...



Figure 1.1: This is the figure’s caption – Disney stock chart. Captions should fully describe the figure in a concise manner such that there is not need to refer to the text when figuring out the graphic.

- In a recent study of reaction times (Kartch, 2000)...
- In 2000, Kartch compared reaction times...
- Fedkiw et al. (2001) compared reaction times...
- In a recent study of reaction times (Fedkiw et al., 2001)...
- In 2001, Fedkiw et al., compared reaction times...

The following are references from journal articles (Park, Linsen, Kreylos, Owens, & Hamann, 2006; Pellacini et al., 2005; Sako & Fujimura, 2000). Here’s an MS thesis document (Yee, 2000), and this is from PhD dissertation (Kartch, 2000). For a book, reference is given as (Parke & Waters, 1996). Proceedings from a conference samples are (Jobson, Rahman, & Woodell, 1995; Fedkiw et al., 2001; Levoy et al., 2000). The sample bibliography file named **myreferences.bib** is from the SIGGRAPH L^AT_EX template. You can use a text editor to view the contents of the bib file. It is your task to create your own bibliography file. For those who downloaded papers from ACM or IEEE sites, there is a BibTeX link that you can click; thereafter, you just simply need to copy and paste the BibTeX entry into your own bibliography file.

The following shows how to include a program source code (or algorithm). The verbatim environment, as the name suggests, outputs text (including white spaces) as is...

```
#include <stdio.h>
main()
{
    printf("Hello world!\n");
}
```

1.2 Problem Statement

DO NOT FORGET to write the statement of the research problem here, i.e., before the Research Objectives.

A problem statement is your research problem written explicitly. The problem statement should do four things:

1. Specify and describe the problem (with appropriate citations)
2. Provide evidence of the problem's existence
3. Explain the consequences of NOT solving the problem
4. Identify what is not known about the problem that should be known.

1.3 Research Objectives

1.3.1 General Objective

This subsection states the over-all goal that must be achieved to answer the problem. Address the following: Given your research challenge or opportunity, how do you intend to solve it? What is the output of your research?

1.3.2 Specific Objectives

This subsection is an elaboration of the general objective. It states the specific steps that must be undertaken to accomplish the general objective. These objectives must be **S**pecific, **M**easurable, **A**ttainable, **R**ealistic, **T**ime-bounded. A specific objective start with “to <verb>” for example: to design/survey/review/analyze.

Studying a particular programming language or development tool (e.g., to study Windows/Object-Oriented/Graphics/C++ programming) to accomplish the general objective is inherent in all thesis and, therefore, must not be included here.

1. To review related literature, compare and contrast existing algorithms (on what problem?);
2. To develop a new algorithm (for what purpose?)
3. To analyze the algorithm (based on what criteria?)

1.4 Scope and Limitations of the Research

This section discusses the boundaries (with respect to the objectives) of the research and the constraints within which the research will be developed.

1.5 Significance of the Research

This section explains why research must be done in this area. It rationalizes the objective of the research with that of the stated problem. Avoid including sentences such as “This research will be beneficial to the proponent/department/college” as this is already an inherent requirement of all BSCS majors. Focus on the research’s contribution to the Computer Science field.

The following are guide questions that may help your formulate the significance of your research.

- What is the relevance of your work to the computer science community?
 - What will be your technical contributions, in terms of algorithms, or approaches, or new domain?

- What is your value-added compared to existing systems?
- What will be your contributions to society in general?
 - Who will benefit from your system?
 - Who are your target users and how will this system benefit them?

Chapter 2

Review of Related Literature

This chapter discusses the features, capabilities, and limitations of existing research, algorithms, or software that are related/similar to the Special Problem.

The reviewed works and software must be arranged either in chronological order, or by area (from general to specific). Observe a consistent format when presenting each of the reviewed works. This must be selected in consultation with the adviser.

DO NOT FORGET to cite your references.

2.1 Theme 1 Title

This chapter contains a review of research papers that:

- Describes work on a research area that is similar or relevant to yours
- Describes work on a domain that is similar or relevant to yours
- Uses an algorithm that may be useful to your work
- Uses a software / tool that may be useful to your work

It also contains a review of software systems that:

- Belongs to a research area similar to yours

- Addresses a need or domain similar to yours
- Is your predecessor

2.2 Theme 2 Title

Chapter 3

Research Methodology

This chapter lists and discusses the specific steps and activities that will be performed to accomplish the project. The discussion covers the activities from pre-proposal to Final SP Writing.

3.1 Research Activities

Research activities include inquiry, survey, research, brainstorming, canvassing, consultation, review, interview, observe, experiment, design, test, document, etc. Be sure that for each method, process, or algorithm used, there is a justification why that method was chosen. The methodology also includes the following information:

- who is responsible for the task
- the resource person to be contacted
- what will be done
- when and how long will the activity be done
- where will it be done
- why should be activity be done

3.2 Calendar of Activities

A Gantt chart showing the schedule of the activities should be included as a table. For example:

Table 3.1 shows a Gantt chart of the activities. Each bullet represents approximately one week worth of activity.

Table 3.1: Timetable of Activities

| Activities (2009) | Jan | Feb | Mar | Apr | May | Jun | Jul |
|--|-----|------|------|------|------|------|-----|
| Study on Prerequisite Knowledge | | | •• | •••• | | | |
| Review of Existing Racing Strategies | •• | •••• | •••• | •••• | | | |
| Identification of Best Features | | | | •••• | •• | | |
| Development of Racing Strategies | | | | •• | •••• | •• | |
| Simulation of Racing Strategies | | | | •• | •••• | ••• | |
| Analysis and Interpretation of the Results | | | | | •••• | •••• | • |
| Documentation | •• | •••• | •••• | •••• | •••• | •••• | •• |

Chapter 4

Preliminary Results/System Prototype

This chapter presents the preliminary results or the system prototype of your SP. Include screenshots, tables, or graphs and provide the discussion of results.

Appendix A

Appendix

Appendix B

Resource Persons

Mr. Firstname1 Lastname1

Role1

Affiliation1

emailaddr1@domain.com

Ms. Firstname2 Lastname2

Role2

Affiliation2

emailaddr2@domain.net

....

References

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