

Primary requirements for reports on project design and implementations

Xiaoyan Hong, CS613

Every project design requires students not only do the coding but also write a comprehensive report on the experiment in the way similar to writing a journal paper. This writing will benefit students in their future research summarization.

First of all, a report should have a clear and unambiguous title. For instance, “Broadcast in a Loss Network”. Besides, the report should include at least the following six sections.

1. Introduction

This part mainly explains what the title means, i.e. what should be realized in the project and the evaluation experiments.

2. Implementation Description

The section should cover detailed description on the various strategies involved. It focuses on how to develop the protocol and plan the simulation experiments.

3. Performance analysis

Based on the purpose of your simulation evaluation, the section should have corresponding evaluation methods, metrics and results and explanations. It is recommended to use tables, figures to show the results. You need to analyze the evaluation results: explaining the evaluation strategy and techniques; analyzing the testing results to explore the trade-offs and complexity; drawing the conclusion on the performance of the metrics. The one who is the “evaluator” should do his/her best to find certain silver bullet cases to “kill” the system, exposing bugs or performance limitations as many as possible. The system would be of correct and robust after such testing.

4. Conclusions

This part includes comments and suggestion on possible ways to improve. Also the responsibilities of the team members should list here:

(a) Programmer; (b) Evaluator; (c) Report writer; (d) Misc if any.

5. References

6. Appendix: Instructions of how to use your code and configurations to reproduce the simulation.