Format for Final Paper

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Your final paper should have a title, the names of the team members, and the following sections. The length should be about 10–20 pages, but these numbers are flexible; the goal is to sufficiently describe your project and results. Figures and graphs are very welcome.

Introduction

This section should give an overview of what your project is about, and summarize what you will say in this paper.

Background

This section should give any information about the project domain that is necessary for the reader to understand this paper. E.g., if your topic is game-playing, describe the game that your program plays. If your topic is vision, describe the data set you are using. If your topic is natural language processing, describe the domain your program works in and the data you used (if any) to train it.

Methods and Algorithms

Describe the architecture of your project, the AI methods you used, and/or the algorithms you implemented. If you used software packages written by other people, explain what these packages do and where to obtain them (e.g., a URL).

Results

Describe the results of your project, as is appropriate to your chosen domain.

Relation to Other Work

Briefly discuss existing work on the same problem and compare your results to that of the existing work. Make sure to give citations in the format LastName (year), e.g., Braitenberg (1984), Mitchell and Forrest (1998), and Mitchell (2006).

Conclusion

Summarize your project and results, and discuss what you think would be important future work to do on this project.

Be sure to spell-check and carefully proofread your paper!

References

List all references corresponding to citations in your text. List in alphabetical order. Here are three examples.

Braitenberg, V. (1984). *Vehicles: Experiments in Synthetic Psychology.* Cambridge, MA: MIT Press

Mitchell, M. (2006). Complex systems: Network thinking. *Artificial Intelligence*, 170 (18), 1194–1212.

Mitchell, M. and Forrest, S. (1998). Royal Road functions. In T. Bäck, D. Fogel, and Z. Michalewicz (editors), *Handbook of Evolutionary Computation.* Oxford: Oxford University Press.