**CSC 213 Project Report: Basic Evolution Simulation**

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**Overview** (max 400 words)

For our project, we chose to create an evolution simulator. Our simulator runs on the CPU, using a thread pool to parallelize the visualization aspects of the project. Each creature will be processed tick by tick (tick being the basic unit of time used), on a different thread held in the pool.

* High level points of implementation, and summarize evaluation strategy and results.

**Design & Implementation** (2 pages)

* Structure of system
  + Rationale for structure of system
  + Data structures, algorithms, concurrency, libraries
* Major components of system
  + Responsibilities of components
  + Specifics of component
* At least 2 principles from Butler Lampson’s *Hints for Computer System Design*
  + Reflect on hingts and how they did (or didn’t) help build a working project

Figures if appropriate

**Evaluation** (needs at least 1 graph with min of 8 data points)

* Describe experimental set up
  + Hardware and software using
  + Versions of any important software tools (libraries too)
  + Methods for gathering data
  + Measure an *appropriate* aspect of the load on the system or the environment
  + What we are measuring and an interpretation