

The Name of the Title is Hope

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ABSTRACT

This is usually a short summary of the report. 1-2 paragraphs.

KEYWORDS

database systems, human-computer interaction, NLP, cyber-security, computational geometry

Reference Format:

Student Awesome. 2020. The Name of the Title is Hope. In *NYUAD Capstone Seminar Reports, Spring 2020, Abu Dhabi, UAE*. 2 pages.

1 INTRODUCTION

The section titles here and organization are merely suggestions. Please make sure that you use appropriate sections for your field of study.

You need to learn latex commands to make sure your report is properly formatted. Points will be deducted for a poorly formatted document with incorrect references, figures or tables that do not fit within page margins, etc.

Pay attention to clarity and good writing style: The overall report should be well-written and persuasive with no spelling or grammar errors. Technical aspects of the proposal are clear and easy to understand. Writing style is simple: avoid dense sentences, flowery prose, passive voice, etc.

- (1) Introduce the overall problem.
- (2) Motivate the importance of the research. For example, why is this an important problem? If you are building tools, what can these tools be used for and by who?
- (3) Provide the necessary background information on the problem.
- (4) Explain the different challenges/problems. Why is this work hard/exciting?

This report is submitted to NYUAD's capstone repository in fulfillment of NYUAD's Computer Science major graduation requirements.

جامعة نيويورك أبوظبي



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2 RELATED WORK

You should cite at least 5 papers from top conferences/journals and describe their core idea in relation to your proposal/report. Provide a summary of the techniques employed. You can also cite software tools if you did a quick test of them and report on their overall performance.

A sample reference is here [1]. Make sure you include proper bibtex by downloading them from dl.acm.org for example. You can refer to multiple papers as follows [2, 3]

3 METHODOLOGY

3.1 Methods

If you implement any methods or design different algorithms, explain the intuition behind them.

- What is neat/intelligent about them?
- How do you expect them to perform?
- Why will they outperform other techniques?
- Feel free to include pseudo-code / algorithmic listings / hand-drawn sketches, etc.
- Expand on the ideas you proposed initially in the brainstorming posts. What is neat/intelligent about them? How do you expect them to perform? Why will they outperform other techniques (e.g., from a usability or performance angle)?

If you provide proofs of correctness or formulaic derivations, list the proof or the derivation and explain it in detail.

4 EVALUATION

- (1) How do you plan to evaluate your proposed methods? Is this a thorough evaluation process? Would there be alternatives and why may they not be applicable?
- (2) If you evaluate your preliminary methods/formulas, explain the evaluation process/experimental setup
- (3) List the hypothesis and – possibly – preliminary results.
- (4) Provide appropriate visualizations of these results.

5 PROJECT TIMELINE

For the seminar, provide a two semester plan on what you intend to do and what you hope to achieve. For project 1,

provide a timeline for project 2. While this plan might change, it helps to think about a plan.

6 BUDGET

The budgetary requests are included in USD and are well justified. This section should only be included in the Seminar and Project 1.

7 CONCLUSION

Conclude your proposal emphasizing its main points and contributions.

REFERENCES

- [1] Lennart E. Nacke. 2019. How to Write CHI Papers (Third Edition). In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (Glasgow, Scotland Uk) (*CHI EA '19*). Association for Computing Machinery, New York, NY, USA, Article Paper C05, 4 pages. <https://doi.org/10.1145/3290607.3298817>
- [2] David Salesin. 2016. How to Write a SIGGRAPH Paper: A Guide to Choosing a Good Research Topic, Doing the Research, and Writing It Up. In *SIGGRAPH ASIA 2016 Courses* (Macau) (*SA '16*). Association for Computing Machinery, New York, NY, USA, Article Article 3, 103 pages. <https://doi.org/10.1145/2988458.2988471>
- [3] Stephanie Weirich. 2015. How to Write a Good Research Paper. In *Proceedings of the Programming Languages Mentoring Workshop* (Mumbai, India) (*PLMW '15*). Association for Computing Machinery, New York, NY, USA, Article Article 5, 1 pages. <https://doi.org/10.1145/2792434.2792439>