
Project Proposal: Your Project Title Here

Your Name

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1 Introduction and Motivation

In this section you should introduce the problem at a high-level and give motivation for why it is important or interesting. You can assume that the reader has some familiarity with compilers and/or architectures, but you should not assume that they are an expert in your particular topic.

2 Background and Related Work

Describe other approaches that have been taken and highlight what parts of these approaches will be incorporated in the project, and what new approaches might be taken.

In order to complete this section properly, you must do a literature search on your topic and talk to the me for any other relevant references. You must cite appropriate references and include a bibliography.

If you cite any documents, you should use bibtex, which is an adjunct to latex for generating bibliographies.

Here is an example citation [1]. You just use the label given in the bibtex entry for this paper.

3 Specific Problem Statement

As precisely as possible, state the problem that will be investigated. You may want to break it down into several well-defined subproblems. The more precisely you can state the problem, the more likely you are to achieve a good result.

4 Solution Strategy

Outline your solution to the problem. You need not have worked out all the details, but you should some plausible ideas. Try to break down your solution into several well-defined components.

5 Experimental Framework

Most projects will require some experiments to validate the approach for some selected benchmarks. In this section, you should outline your experimental approach. What sorts of experiments do you plan to conduct? How will you present and analyze your data? What sort of results would you consider positive?

6 Schedule of Activities

Based on the solution strategy, develop a schedule for accomplishing the final goal. For this schedule, you should indicate what has already been done and give a proposed schedule of activities leading towards a final project report.

When applicable, make sure that you include sufficient time to understand existing code, develop and thoroughly test any new code you may need to write, and perform your experiments. Each of these phases often takes longer than expected, so beware!

When a team has more than one person, it is important to specify the role of each individual in sufficient detail.

7 Expected Results and Evaluation Method

You may want to plan what results you would like to obtain, and how to evaluate them. This may be useful as a guideline for your project activities.

References

- [1] Greg DeFouw, David Grove, and Craig Chambers. Fast interprocedural class analysis. In *Conference Record of POPL '98: The 25th ACM SIGPLAN-SIGACT Symposium on Principles of Programming Languages*, pages 222–236, San Diego, California, 19–21 January 1998.