Project 3
Complex Adaptive Systems
CS 423/523 Spring 2013
Professor Melanie Moses
UNM Computer Science

You may choose the topic for your final project. You may extend results from Project 2, including making changes to the underlying code or building from the similar robot simulation which is written in Objective C. Alternatively, you may experiment with methods or concepts from class (e.g., ACO, CA, GA, chaos, fractals etc) and analyze them or apply them to a problem you choose.

You may program in whatever language you like, as long as your code compiles and runs on the CS Linux machines.

The Rules:
You must turn in a 1-2 page project proposal by the start of class on **April 1.** The proposal should have a 1-2 paragraph introduction with background and goals and an outline of your methods. You must receive approval for your proposal and sign up for a presentation or report by **April 8.**

You may complete your project as
a) a 10 page double spaced written report (hardcopy due at the START of class on **May 1**)
OR
b) a 5 minute oral report + poster to be presented during class on either **April 29 or May 1.**

Turn in electronic copies of code & readme as instructed on the course web page. Include in your turn in a pdf of either your report or pdfs of your slides and poster.

You may work alone or in a group of 2 or 3. You may work with someone you have previously worked with on Project 1 or 2.

Rules about discussing your work with other students, citing references, and code & readme turnin procedures are the same as for Project 2. The code you turn in must include a demonstration run that completes within 5 minutes.

Reports and posters should include Introduction, Methods, Results and Conclusion sections, similar to Project 2.

The proposal is 30 points.

The report or presentation/poster is 270 points.

The code + readme are 40 points.