Rules for Projects

Students are graded in accordance with the results of the assignments. Therefore it must be an individual piece of work. A reference to an existing program must be submitted if used.
A check list:

1. See that the method works correctly.

You should consider testing your program with simple sets of data. You may want to print out some intermediate results for debugging purposes. Verify that the results make sense. Vary parameters that influence the performance of the method. Obtain a set of raw results.

2. Present the results.

Condense and summarize the results into tables and graphs (log-log scale is often useful). Make evaluation of the results. Deduce dependence formulas from the data (ex.: $\|error\| \sim h^p$ or $cpu \sim n^s$).

3. Write a concise report on your experiments.

Very briefly state the problem, describe method and list input data (incl. computer precision). Report must be listed first while the program and raw data at the very end as an appendix. In appendix print out the input data and final results (with explanations) in a proper format. Programs should be clearly written and include sufficient amount of comments. Results should be summarized in tables (possibly graphs) within the report. Write **conclusions, interpretation (analysis) of the results and their comparison with theory**.