



Project 3



U-Pick – A Project of Your Own Design

Proposal Due: Nov 11th
 Project Due: Dec 2nd
 Presentation: Dec 2nd



Overview

- Choose your own project
- Emphasis can vary
 - New code
 - Modify code
 - Use tools
 - Empirical
 - Evaluation
 - Use simulation
- All require a report
- All require a presentation



Proposal

- Due in about 1 week
- Outline work in project
- Brief description of tasks, tools, setups ...
- Timeline
- Grading guide (from your point of view)
 - Note, presentation will be 10% of your grade
- Summary of what you will learn



Project

- Large multimedia networking effort from scratch
 - Ala proj1 and proj2
 - Could have significant coding component
- Modifications to existing program
 - Such as enhance proj2 (repair, buffering, mcast)
- Do proj2 with video
- User study
 - Repeat experiments, propose new ones
 - Should contain _some_ systems level coding/scripting
- Characterization
 - Web or Video or Audio
- Study existing tools
 - RealPlayer, MediaPlayer, Skype...
- Additional, extensive evaluations of projects
 - Ala proj1b and proj2b
- Mini-RLM, Nutella (see Web page)

Report

- Abstract
- Intro (including motivation, hypotheses)
- Background
- Design
- Results and Analysis
- Conclusions
 - Summary of take-away
 - Plus what you learned
- Revised grading guide

Hints

- Only as “large” as proj1 and proj2
 - Don't think too big
- Worth as many points as proj1 plus proj1b
 - Extra effort in the design of the project
- Run new ideas by me by email or in person before proposal
- May be done in a group (but will need to be slightly larger, say 1.5x for 2 person group)
- Get started early!
- See “how to give a talk” (in two weeks)

