
Project Title

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Abstract

This document provides a basic paper template for your course project reports.

1. Introduction

This section introduces the problem that you investigated by providing a general motivation and briefly discusses the approach(es) that you explored to solve this problem.

2. Related Work

This section discusses relevant literature for your project topic.

3. The Approach

This section gives the technical details about your project work. You should describe the representation(s) and the algorithm(s) that you employed or proposed as detailed and specific as possible.

4. Experimental Results

This section presents some experiments in which you analyze the performance of the approach(es) you proposed or explored. You should provide a qualitative and/or quantitative analysis, and comment on your findings. You may also demonstrate the limitations of the approach(es).

5. Conclusions

This section summarizes all your project work, focusing on the key results you obtained. You may also suggest possible directions for future work.

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Notes

The following remarks are taken from submission and formatting instructions for ICML conferences.

5.1. Figures

Graphics files should be a reasonable size, and included from an appropriate format. Use vector formats (.eps/.pdf) for plots, lossless bitmap formats (.png) for raster graphics with sharp lines, and jpeg for photo-like images.

The style file uses the `hyperref` package to make clickable links in documents. If this causes problems for you, add `nohyperref` as one of the options to the `icml2018` `usepackage` statement.

5.2. Algorithms

Please use the “algorithm” and “algorithmic” environments to format pseudocode. These require the corresponding stylefiles, `algorithm.sty` and `algorithmic.sty`, which are sup-



Figure 1. A sample figure. xkcd / Machine Learning (taken from <https://xkcd.com/1838/>).

Algorithm 1 Bubble Sort (Astrachan, 2003).

Input: data x_i , size m
repeat
 Initialize $noChange = true$.
 for $i = 1$ **to** $m - 1$ **do**
 if $x_i > x_{i+1}$ **then**
 Swap x_i and x_{i+1}
 $noChange = false$
 end if
 end for
until $noChange$ is $true$

plied with this package. Algorithm 1 shows an example.

5.3. Tables

You may also want to include tables that summarize material. Like figures, these should be centered, legible, and numbered consecutively. However, place the title *above* the table with at least 0.1 inches of space before the title and the same after it, as in Table 1. The table title should be set in 9 point type and centered unless it runs two or more lines, in which case it should be flush left.

Table 1. Classification accuracies for naive Bayes and flexible Bayes on various data sets.

DATA SET	NAIVE	FLEXIBLE	BETTER?
BREAST	95.9± 0.2	96.7± 0.2	✓
CLEVELAND	83.3± 0.6	80.0± 0.6	×
GLASS2	61.9± 1.4	83.8± 0.7	✓
CREDIT	74.8± 0.5	78.3± 0.6	
HORSE	73.3± 0.9	69.7± 1.0	×
META	67.1± 0.6	76.5± 0.5	✓
PIMA	75.1± 0.6	73.9± 0.5	
VEHICLE	44.9± 0.6	61.5± 0.4	✓

Tables contain textual material, whereas figures contain graphical material. Specify the contents of each row and column in the table's topmost row. Again, you may float tables to a column's top or bottom, and set wide tables across both columns. Place two-column tables at the top or bottom of the page.

References

Astrachan, O. Bubble sort: An archaeological algorithmic analysis. In *Proceedings of the 34th SIGCSE Technical Symposium on Computer Science Education*, SIGCSE '03, pp. 1–5, 2003.