

CSE6390 3.0 Special Topics in AI & Interactive Systems II
Introduction to Computational Linguistics
Instructor: Nick Cercone – 3050 CSEB – nick@cse.yorku.ca
Tuesdays,Thursdays 10:00-11:30 – South Ross 104
Fall Semester, 2010

Project

Project Grading

Name:

INTRODUCTION (15)

This should be a concise introduction (1-3 pps). The introduction presents the general notion of your project with more or less adequate details if the audience is familiar with the general terms. A better introduction would be to assume less of the reader and explain the project as well.

ALGORITHMS AND DATA STRUCTURES including informal analysis of complexity (15)

You should present your major data structures and provide an informal analysis of the algorithms/heuristics you use. The complexity measures should be accurate and well explained. It would be good to point out alternative structures and/or algorithms/evaluation metrics where possible and any problems and limitations.

EXAMPLES OF OUTPUT (15)

You should actually explain your examples and they should demonstrate successfully what the project is designed to perform.

PROGRAM CODE (30)

Your functions should be well written, well indented for ease of reading and concise and self-documenting (comments).

REFERENCES (6)

Properly referenced material must be presented.

APPENDIX – Project/program Systems Manual (15)

The “systems manual” should complete and easy to follow, i.e., how do I use the system/execute the project? Cross-referencing additional information to comments in the source code is a bonus too.

OVERALL (4)

- (a) Effort expended (2)
- (b) Overall appearance (2)

WEB VERSION (Extra Credit)

(2 points)

ANNOTATED REFERENCES (Extra Credit)

(1 point)

Some General Notes:

Late Penalty:

Total