A practical guideline for the course's projects through FAQs

Nine Q/A points to guide you through projects.

First and foremost. Of course you can, I think it is a great tool from which you can get inspiration and things done faster. However, it has proven many times not to be a valid substitute of computer scientists, engineers, and people in general. While this is great news as <u>Skynet</u> does not seem to be a problem for the time being, it means that it will cause your code not to do what you asked for and you to fail the project. Thus, use it wisely! Always verify the outputs with your critical reasoning and evaluation to ensure that everything makes sense.

What is a project for?

The project is my means for you to practically learn one of the things we saw during lectures. As first-hand experience is the most efficient way of learning things (besides being fun!), why not try to get your hands dirty with some coding/hacking? The objective is therefore not to evaluate you on mnemonic skills, which also crows and parrots have, but on the practical experience that you gained during the course.

How should I select the project?

I shared with you a PDF file with a list of papers from which you can choose the topic you like the most. Mostly, they are papers that I used to prepare the course's content, so you should be able to navigate them quite easily.

What should I do in the project?

That's the fun part, up to you to decide! Select a paper that you like, decide whether you want to do it on your own or with some friends, and come to me with a proposal on the parts of the paper you would like to implement. The amount of work should be proportional to the number of people involved in the project, such that evaluations will be fair.

Yeah nice, but if I wanted to choose something I would have gone to the restaurant!

Fear no more, as I have plenty of projects ready for you to do! If you have no idea what you can do, come to me and ask. I promise, there will be no penalties for indecision!

How should the project be structured and how long should it be?

On the course's website, you find a template that you can fill with the information related to your project. A reasonable project contains all the essential information needed to understand what you did and the results you got without being too verbose. Projects longer than let's say, 10 pages, without clear justification will be returned to the sender for compression and resubmission.

How should I deliver the project?

I will open a dedicated section on the course's website, you will have no problem finding it and uploading the project.

How will the project be evaluated?

Each project will account for 40% of the final grade, so $40^{*}33/100 = 13.2$ (maximum score). Projects will be evaluated based on the clarity of the explanations on both the setup and implementation and on the critical evaluation of results you obtained.

What if I cannot replicate the results of the reference paper?

If you do not get exactly the results of the reference paper, do not despair, but try to understand why. If the reason is a limitation in the quality of the dataset/testbed/equipment at your disposal, you will not be penalized for this and you will still be able to get the maximum grade. Bear in mind that a bug is not a reasonable excuse for results not showing up.

That's all folks! If you have further questions, do not hesitate to ask!