Title

1st Author

1st author's affiliation
1st line of address
2nd line of address
Telephone number, incl. country code

1st author's email address

2nd Author

2nd author's affiliation
1st line of address
2nd line of address
Telephone number, incl. country code

2nd E-mail

3rd Author

3rd author's affiliation
1st line of address
2nd line of address
Telephone number, incl. country code

3rd E-mail

**ABSTRACT**

150-250 word summary of your project.

**Keywords**

Keywords of your choosing.

# INTRODUCTION (~1st page)

Introduce the basic idea of your project, the key motivation (why should people care), high level background information, and what you plan to describe in this paper. Feel free to include a picture / drawing.

# RELATED WORK (~1 column)

Describe other research projects, commercial products, patents, etc that are related to your project and how they differ from your work. Also, if your work is based on previous techniques, describe them here. Should be about 1 column.

# TECHINAL DETAILS (~2-3 pages)

## Overview

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission.

*CSE 481o – Final Report*

Provide the context of what your system does. A drawing might be useful here.

## Operation

Detailed description of the different functionalities and how they work. For instance, describe your tracking / smoothing / recognition algorithm.

## Implementation Details

Some details on the software implementation.

# EVALUATION AND RESULTS (~2 pages)

Any performance analysis goes here. Also, provide example pictures and screenshots.

# DISCUSSION (~1 column)

How well does your solution work, what are the next steps/what is the future work, what are other applications of your technology? Any interesting insights or lessons learned?

What you would you do differently or how would you re-design in the future?

# CONCLUSION (~1 column)

# REFERENCES

1. Bowman, M., Debray, S. K., and Peterson, L. L. 1993. Reasoning about naming systems. *ACM Trans. Program. Lang. Syst.* 15, 5 (Nov. 1993), 795-825. DOI= <http://doi.acm.org/10.1145/161468.16147>.
2. Ding, W. and Marchionini, G. 1997. *A Study on Video Browsing Strategies*. Technical Report. University of Maryland at College Park.
3. Fröhlich, B. and Plate, J. 2000. The cubic mouse: a new device for three-dimensional input. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (The Hague, The Netherlands, April 01 - 06, 2000). CHI '00. ACM, New York, NY, 526-531. DOI= <http://doi.acm.org/10.1145/332040.332491>.
4. Tavel, P. 2007. *Modeling and Simulation Design*. AK Peters Ltd., Natick, MA.
5. Sannella, M. J. 1994. *Constraint Satisfaction and Debugging for Interactive User Interfaces*. Doctoral Thesis. UMI Order Number: UMI Order No. GAX95-09398., University of Washington.
6. Forman, G. 2003. An extensive empirical study of feature selection metrics for text classification. *J. Mach. Learn. Res.* 3 (Mar. 2003), 1289-1305.
7. Brown, L. D., Hua, H., and Gao, C. 2003. A widget framework for augmented interaction in SCAPE. In *Proceedings of the 16th Annual ACM Symposium on User Interface Software and Technology* (Vancouver, Canada, November 02 - 05, 2003). UIST '03. ACM, New York, NY, 1-10. DOI= <http://doi.acm.org/10.1145/964696.964697>.