Project Presentation Template: Mathematics/Computer Science

1. TITLE

2. INTRODUCTION - What is your research question?

- Explain what is known or has already been done in your research area. Include a brief review of relevant literature.
- Explain what is known or has already been done in your research area. Include a brief review of relevant literature.
- If this is a continuation project, a brief summary of your prior work is appropriate here. Be sure to distinguish your previous work from this year's project.

3. FRAMEWORK - Notation and framework.

- Introduce the concepts and notation needed to specify your research question, methods, and results precisely.
- Define relevant terms, and explain prior/background results. (Novel concepts developed as part of your project can be presented here or in Section 4, as appropriate.)

4. FINDINGS - Present your findings and supporting arguments.

- What did you discover and/or prove? Describe your result(s) in detail. If possible, provide both formal and intuitive/verbal explanations of each major finding.
- Describe your methods in general terms. Then: O Present rigorous proofs of the theory results or, if the arguments are long, give sketches of the proofs that explain the main ideas.
 - For numerical/statistical results, include tables and figures that illustrate your data. Include relevant statistical analysis. Were any of your results statistically significant? How do you know this?

5. CONCLUSIONS - What is your assessment of your findings?

- How do the results address your research question? And how have you advanced our understanding relative to what was already known?
- Discuss possible limitations. Did any questions or problems arise that you were not expecting? What challenges do you foresee in extending your results further?
- What application(s), if any, do you see for your work?

6. REFERENCES

- This section should not exceed one page. Limit your list to the most important references.
- List the references/documentation used which were not of your own creation (i.e., books, journal articles).

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