

CS699 – Software Forensics

Course Project

This is an individual project. Teams to two students may be allowed, but must be discussed with and approved by the instructor. The project is worth 40% of the final grade. The projects will be graded “on a curve”, meaning that different students’ projects will be compared to one another.

Your project must provide a novel, non-trivial solution to a software forensics problem. This may consist of implementing a new idea, integrating existing solutions in an interesting way, conducting an empirical analysis of a class of software forensics solutions to assess certain aspects of them, etc. Several possible project ideas were discussed in class on Wednesday, February 19 and Monday, February 24. You may work on further elaborating on one of these ideas, expanding and/or varying them in some way, or only using them as a guideline in selecting and/or crafting a different project idea.

Deliverables

1. *Project Proposal*

- A 2-3 page description (single-column, 12-pt font) of the planned project, its objectives, proposed approach, and success criteria
- Due Friday, February 28 by 11:59:59pm – via email to nenos@usc.edu

2. *Project Presentation*

- A 20-minute oral presentation of the main findings
- 5 minutes of Q&A
- May include a live demo
- It will take place in class on Monday, April 27 and Wednesday, April 29 – presentation sign-up will be arranged later in the semester

3. *Final Project Writeup*

- An 10-12 page document (single-column, 12-pt font) that contains a description of the work conducted, objectives that were met, any objectives that had to be modified, achieved results and their significance, key diagrams, etc.
- All raw project artifacts (e.g., code, data, configuration files) are expected to be submitted as well, but will not count against the above writeup’s page limit
- Due Wednesday, May 6 by 11:59:59pm – via email to nenos@usc.edu