

ZOOlogicAL

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1 Abstract

This one is for a creative student with an inquisitive mind. The student should be able to propose a new approach to an optimization or clustering problem. The project goes as follows: in the first phase the student will study an optimization or clustering problem and will be introduced to some bio-inspired approaches to such problem. Then he/she should take one week off to be in close proximity with the nature. Afterwards inspired by his/her observations he/she should propose a solution to the studied problem.

2 Objectives and Tasks

T1 Study the problem

T2 Review the available literature

T3 Take a break (one week vacations)

T4 Implement and analyse the solution

T5 Write up a final report

3 Timetable

T1 2 weeks

T2 3 weeks

T3 1 week

T4 6 weeks

T5 3 weeks

4 Expected Results

- 1 Software Prototype
- 1 Final Report