ALGEBRAIC STRUCTURES IN PROOF ASSISTANT SYSTEMS

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BY

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A Report

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Abstract

Abstract here (no more than 300 words)

Your Dedication

Optional second line

Acknowledgements

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List of Tables

Notation, Definitions, and Abbreviations

Notation

$A \leq B$ A is less than or equal to B

Definitions

Challenge   With respect to video games, a challenge is a set of goals presented to the player that they are tasks with completing; challenges can test a variety of player skills, including accuracy, logical reasoning, and creative problem solving

Abbreviations

AI   Artificial intelligence

Chapter 1

Introduction

Every thesis needs an introductory chapter

While you're here, you need to go into `definitions.tex` to set all the information needed for the front matter (e.g. title, author) and page header/footer.

You will also find the School of Graduate Studies' preparation guide (August 2021) for theses and reports. I would give it a quick read so you know what's expected.

Chapter 2

Algebraic Structures in Proof Assistant Systems - Survey

Algebraic Structures in Proof Assistant Systems - Survey Popescu et al. (2014)

Chapter 3

Theory Of Quasigroup and Loop in Agda

Theory Of Quasigroup and Loop in Agda

Chapter 4

Theory of Semigroup and Ring in Agda

Theory of Semigroup and Ring in Agda

Chapter 5

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Theory of Kleene Algebra in Agda

Chapter 6

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Problem in Programming Algebra

Chapter 7

Conclusion

Every thesis also needs a concluding chapter

Appendix A

Your Appendix

Your appendix goes here.

Appendix B

Long Tables

This appendix demonstrates the use of a long table that spans multiple pages.

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Bibliography

Adrian Popescu, Joost Broekens, and Maarten van Someren. 2014. GAMYGDALA: An emotion engine for games. *IEEE Transactions on Affective Computing* 5, 1 (2014), 32–44.