

Document Title

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Abstract:

Work is work for some, but for some it is play.

Keywords: transport sweeps; discrete-ordinate method; radiation transport; massively parallel simulations; discontinuous Galerkin; unstructured mesh

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Chapter 1 Introduction

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1.1 Introduction

For equations you can use the following shortcuts:

% Un-numbered equation with alignment

```
\beq
x^2 + y^2 &= R^2 \\
y          &= mx + c
\eeq
```

$$\begin{aligned}x^2 + y^2 &= R^2 \\ y &= mx + c\end{aligned}$$

% Numbered equation with alignment

```
\beqn
x^2 + y^2 &= R^2 \\
y          &= mx + c
\eeqn
```

$$\begin{aligned}x^2 + y^2 &= R^2 \\ y &= mx + c\end{aligned}\tag{1.1}$$

% Numbered equation array with alignment

```
\begin{align}
x^2 + y^2 &= R^2 \\
y          &= mx + c
\end{align}
```

$$x^2 + y^2 = R^2\tag{1.2}$$

$$y = mx + c\tag{1.3}$$

Vector notations:

$\backslash\mathrm{div} = \overrightarrow{\nabla} \cdot$	$\backslash\mathrm{bdiv} = \nabla \cdot$
$\backslash\mathrm{grad} = \overrightarrow{\nabla}$	$\backslash\mathrm{bgrad} = \nabla$
$\backslash\mathrm{vec}\{x\} = \overrightarrow{x}$	$\backslash\mathrm{bvec}\{x\} = \mathbf{x}$
$\backslash\mathrm{bb}\{A\} = \bar{\bar{A}}$	$\backslash\mathrm{mat}\{A\} = \bar{\bar{A}}$
	$\backslash\mathrm{Omegabf} = \mathbf{\Omega}$

**Figure 1.1:** Example figure inclusion

Code highlighting C++:

Code Snippet 1.1: Code example

```
1 // This is a single line comment
2 /*This is a
3 multiline comment.*/
4 int main(int argc, char** argv)
5 {
6     double x=2;
7     std::cout << "hello world";
8     FunctionCall(2);
9     return 0;
10 }
```

Code Snippet 1.2: Code example smaller

```
1 // This is a single line comment
2 /*This is a
3 multiline comment.*/
4 int main(int argc, char** argv)
5 {
6     double x=2;
7     std::cout << "hello world";
8     FunctionCall(2);
9     return 0;
10 }
```

1.2 Conclusions and Outlook

This work is obviously the most awesome but maybe someone might want to look at closing the valve on section 4. It might open a portal to another dimension. asd

1.3 Acknowledgments

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Chapter 2 Cool stuff A

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2.1 Orbital mechanics

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3.1 What more?

Bibliography

- [1] Lewis E.E., Miller W.F., *Computational Methods of Neutron Transport*, JohnWiley & Sons, 1984

Appendix A First appendix

Put “Lazy reader stuff here”.