

# A CONCRETE WORK OF ABSTRACT GENIUS

A Dissertation Presented

by

John Doe

to

The Faculty of the Graduate College

of

The University of Vermont

In Partial Fullfillment of the Requirements  
for the Degree of Doctor of Philosophy  
Specializing in Computer Science

May, 2013

Accepted by the Faculty of the Graduate College, The University of Vermont, in partial fulfillment of the requirements for the degree of Doctor of Philosophy, specializing in Computer Science.

Dissertation Examination Committee:

\_\_\_\_\_  
Bunny Lebowski, Ph.D. Advisor

\_\_\_\_\_  
Walter Sobchak, Ph.D.

\_\_\_\_\_  
Carl Hungus, Ph.D.

\_\_\_\_\_  
V.I. Lenin, Ph.D. Chairperson

\_\_\_\_\_  
Domenico Grasso, Ph.D. Dean, Graduate College

Date: February 26, 2013

## **Abstract**

This a concrete work of abstract genius, comparable only to Gödel's second incompleteness result, and John Fante's "1933 Was A Bad Year."

## CITATIONS

Material from this dissertation has been published in the following form:

Doe, J. and B. Lebowski. (2009). My First Published Paper. *Proceedings of the IEEE Congress on Life*.

Doe, J. and B. Lebowski. (2010). My Second Published Paper. *The World's Greatest Journal*.

*in loving memory of*

Alan Turing (1912-1954)

## **Acknowledgements**

I'd like to take this opportunity to pour a little of my 40oz. out for all the homies that didn't make it.

# Table of Contents

<b>Citations</b> . . . . .	<b>ii</b>
<b>Dedication</b> . . . . .	<b>iii</b>
<b>Acknowledgements</b> . . . . .	<b>iv</b>
<b>List of Figures</b> . . . . .	<b>vi</b>
<b>List of Tables</b> . . . . .	<b>vii</b>
<b>1 Introduction and Literature Review</b>	<b>1</b>
<b>1.1 Introduction</b> . . . . .	<b>1</b>
<b>1.2 Some Section</b> . . . . .	<b>1</b>
1.2.1 Some subsection . . . . .	1
<b>2 My First Published Paper</b>	<b>3</b>
<b>2.1 Introduction</b> . . . . .	<b>3</b>
<b>2.2 References</b> . . . . .	<b>3</b>
<b>3 My Second Published Paper</b>	<b>4</b>
<b>3.1 Introduction</b> . . . . .	<b>4</b>
3.1.1 More Details . . . . .	4
<b>3.2 References</b> . . . . .	<b>4</b>
<b>Bibliography</b> . . . . .	<b>5</b>
<b>Appendices</b>	<b>6</b>
<b>A Parameters</b>	<b>6</b>

## List of Figures

1.1	Main result . . . . .	2
-----	-----------------------	---



## List of Tables

1.1	Summary of results . . . . .	1
A.1	Algorithm Parameters. . . . .	6

# Chapter 1

## Introduction and Literature Review

Chapter abstract goes here.

### 1.1 Introduction

Introduce my dissertation topic.

### 1.2 Some Section

Blah, blah, blah.

Table 1.1: Summary of results

$$N = NP$$

Here is a citation, (Skalka and Smith 2004).

#### 1.2.1 Some subsection

Blah, blah, blah.

## CHAPTER 1. INTRODUCTION AND LITERATURE REVIEW

Figure 1.1: Main result

$$N = NP$$

## Chapter 2

# My First Published Paper

Paper abstract

### 2.1 Introduction

Here is a citation (Bongard 2009).

### 2.2 References

Bongard, J. (2009). Accelerating self-modeling in cooperative robot teams. *IEEE Transactions on Evolutionary Computation* 13(2), 321–332.

## Chapter 3

# My Second Published Paper

Paper abstract

### 3.1 Introduction

Here is a different citation (Bongard and Paul 2000).

#### 3.1.1 More Details

And one more (Auerbach and Bongard 2010).

### 3.2 References

Auerbach, J. E. and J. C. Bongard (2010). Evolving CPPNs to grow three-dimensional physical structures. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2010)*, New York, NY, pp. 627–634. ACM.

Bongard, J. C. and C. Paul (2000). Investigating morphological symmetry and locomotive efficiency using virtual embodied evolution. In *From Animals to Animats: The Sixth International Conference on the Simulation of Adaptive Behaviour*, pp. 420–429. MIT Press.

## BIBLIOGRAPHY

### **Bibliography**

- Auerbach, J. E. and J. C. Bongard (2010). Evolving CPPNs to grow three-dimensional physical structures. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2010)*, New York, NY, pp. 627–634. ACM.
- Bongard, J. (2009). Accelerating self-modeling in cooperative robot teams. *IEEE Transactions on Evolutionary Computation* 13(2), 321–332.
- Bongard, J. C. and C. Paul (2000). Investigating morphological symmetry and locomotive efficiency using virtual embodied evolution. In *From Animals to Animats: The Sixth International Conference on the Simulation of Adaptive Behaviour*, pp. 420–429. MIT Press.
- Skalka, C. and S. Smith (2004, November). History effects and verification. In *Asian Programming Languages Symposium*.

## Appendix A: Parameters

Table A.1: Algorithm Parameters.

Parameter Name	Value
Population Size	1000
Max Generations	5000
Mutation Rate	0.03