FACULDADE DE ENGENHARIA DA UNIVERSIDADE DO PORTO

Exploring Visual Programming Concepts for Probabilistic Programming Languages

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WORKING VERSION

Mestrado Integrado em Engenharia Informática e Computação

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Abstract

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Resumo

O Resumo fornece ao leitor um sumário do conteúdo da dissertação. Deverá ser breve mas conter detalhe suficiente e, uma vez que é a porta de entrada para a dissertação, deverá dar ao leitor uma boa impressão inicial.

Este texto inicial da dissertação é escrito no fim e resume numa página, sem referências externas, o tema e o contexto do trabalho, a motivação e os objectivos, as metodologias e técnicas empregues, os principais resultados alcançados e as conclusões.

Este documento ilustra o formato a usar em dissertações na Faculdade de Engenharia da Universidade do Porto. São dados exemplos de margens, cabeçalhos, títulos, paginação, estilos de índices, etc. São ainda dados exemplos de formatação de citações, figuras e tabelas, equações, referências cruzadas, lista de referências e índices. É usado texto descartável, *Loren Ipsum*, para preencher a dissertação por forma a ilustrar os formatos.

Seguem-se umas notas breves mas muito importantes sobre a versão provisória e a versão final do documento. A versão provisória, depois de verificada pelo orientador e de corrigida em contexto pelo autor, deve ser publicada na página pessoal de cada estudante/dissertação, juntamente com os dois resumos, em português e em inglês; deve manter a marca da água, assim como a numeração de linhas conforme aqui se demonstra.

A versão definitiva, a produzir somente após a defesa, em versão impressa (dois exemplares com capas próprias FEUP) e em versão eletrónica (6 CDs com "rodela" própria FEUP), deve ser limpa da marca de água e da numeração de linhas e deve conter a identificação, na primeira página, dos elementos do júri respetivo. Deve ainda, se for o caso, ser corrigida de acordo com as instruções recebidas dos elementos júri.

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The Name of the Author

“You should be glad that bridge fell down.
I was planning to build thirteen more to that same design”

Isambard Kingdom Brunel

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Abbreviations

ADT	Abstract Data Type
PP	Probabilistic Programming
PPL	Probabilistic Programming Language
PPAML	Probabilistic Programming for Advancing Machine Learning
ML	Machine Learning
VP	Visual Programming
VPL	Visual Programming Language
DARPA	Defense Advanced Research Projects Agency
PR	Probabilistic Reasoning

Chapter 1

Introduction

This first chapter aims to provide the reader with an overview of this dissertation. It starts by introducing the context this work is inserted in, identifying the problem which we aim to solve, how we plan on solving it, and the expected outcome. Lastly, it gives a bird's eye view of this report's structure.

1.1 Context

There is, among several domains with interesting and relevant problems to solve (computer vision [KT15], cryptography, biology, fraud detection, recommender systems [Alp10], ...), the recurring necessity to be able to make decisions in the face of uncertainty using machine learning (ML) methods.

Successful ML applications include Google's personalized advertising and context-driven information retrieval, Facebook's studies of how information spreads across a network or UC Berkeley's AMPLab contributions towards Amazon Web Service and SAP's products [BAF$^+$15].

Typically, there are two approaches for this class of problems): either use an existing machine learning model (such as KNN, neural networks or similar) [Sch08] and try to fit your data into the model, or build a probabilistic model for your particular problem so you can leverage domain knowledge [Gri13].

In the second approach one common way to tackle it is to use bayesian reasoning, where you model unknown causes with random variables, feed the model the data you have gathered and then perform inference to reverse the story and query for the desired variables [Dow12]. The tricky issue is this last step, since it is non-trivial to write an inference method [DL].

The solution to this has been building generic inference engines for graphical models, so that modeling and inference can be treated as separate concerns and people can focus on the modeling [JW96]. However, not all models can be represented as graphical models, and that's why we now

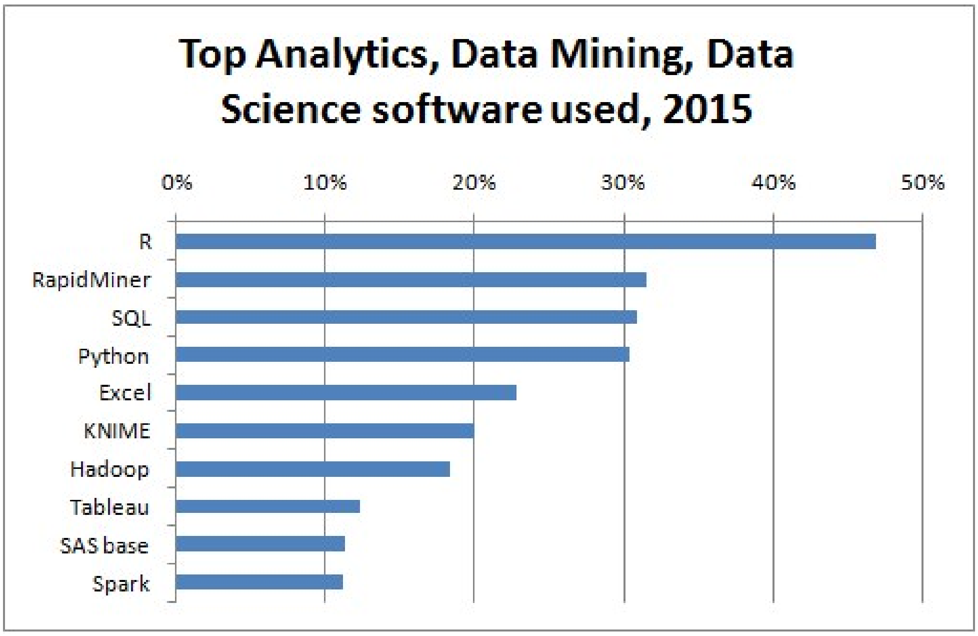


Figure 1.1: Top 10 Analytics Tools [Pia15]

have Probabilistic Programming Languages (PPLs). Probabilistic Programs let you write your model as a program and have off-the-shelf inference [Pre03].

1.2 Problem

In spite of these examples of applications in the industry, ML has been identified by Gartner, in its Hype Cycle annual review, to be in the "Peak of Inflated Expectations" stage, still far from the "Plateau of Producitvity" [Sta15].

It has also been said that ML's applications are rarely seen outside the academia, with Wagstaff claiming that there is a "frequent lack of connection between machine learning research and the larger world of scientific inquiry and humanity" [Wag12].

Arguably the scenario is even worse for PPLs, having even lesser adoption among tech companies. One factor which may be contributing to this lack of usage, despite PP's power and flexibility, is the difficulty for data scientists to adapt to textual interface these languages provide, which lack the graphical intuiton provided by other tools they are accustomed to. In a poll made to about 2800 data scientists (see Figure 1.1), half of the top 10 tools are graphically-interactable.

1.3 Motivation and Goals

The Defense Advanced Research Projects Agency (DARPA), one of the funders behind PPLs' research, has recognized some of the problems identified by Wagstaff and started a program called

Probabilistic Programming for Advancing Machine Learning (PPAML) to address the shortcomings of current ML methods [Jag13]. It identifies five strategic goals:

- Shorten machine learning model code to make models faster to write and easier to understand
- Reduce development time and cost to encourage experimentation
- Facilitate the construction of more sophisticated models that incorporate rich domain knowledge and separate queries from underlying code
- Reduce the level of expertise necessary to build machine learning applications
- Support the construction of integrated models across a wide variety of domains and tool types

The purpose of this work is to try addressing the first four. In order to do so we aim to overcome the difficulties in learning a new language, either for unexperienced developers or seasoned ones, such as learning yet another syntax or getting accostumed to the language's idioms. It is known that typical languages are difficult to learn and use [LO87] and that there are advantages in providing a language with a visual interface [AA92]. Also, studies have shown that programmers and data scientists alike resort to mental imagery when solving problems [Das02][PB99], so by providing such an interface we can approximate how people think and how they use the language to solve the problem at hand.

So, the goal of this dissertation will be to develop a Visual Programming Language (VPL) with probabilitics programming capabilities. The targeted audience are programmers and data scientists with background knowledge in statistics who aren't still comfortable with full blown PPLs, but wish to educate themselves in the topic so they can eventually leverage the power of this novel machine learning approach.

The way to do so would be developing a graphical node-based editor, similar to RapidMiner or Blender Composite Nodes, but that runs in the browser. The given editor would have the capability to compile its graph to the textual representation in the target PPL so that the user can run what it has designed, either as a standalone script or even by integrating it with his existing projects.

The hypothesis under consideration is this graphical representation is more intuitive and easy to learn that a full-blown PPL. We intend to validate such hypothesis by ensuring that classical problems solved in the literature by PPLs are also supported by our graphical representation, and then measure how quickly a group of people trained in statistics would produce a viable model in both alternatives.

1.4 Outline

Para além da introdução, esta dissertação contém mais x capítulos. No capítulo 2, é descrito o estado da arte e são apresentados trabalhos relacionados. No capítulo 3, ipsum dolor sit amet, consectetuer adipiscing elit. No capítulo 4 praesent sit amet sem. No capítulo 5 posuere, ante non tristique consectetuer, dui elit scelerisque augue, eu vehicula nibh nisi ac est.

Chapter 2

Background & State of the Art

This chapter has two purposes: describing the foundations on which this work is built on, namely Machine Learning (ML), Probabilistic Reasoning (PR), Prograbilistic Programming (PP) and Visual Programming(VP) while enumerating different tools which are based on one of these concepts.

2.0.1 Machine learning

Machine learning is a field which can be seen as a subfield of artifical intelligence that incorporates mathematics and statistics and is concerned with conceiving algorithms that learn autonomously, that is, without human interventation [Bri16][Sch08]. It has the potential to impact a wide spectrum of different areas such as biology, medicine, finance, astronomy [Ama13], computer vision, sales forecast, robotics [Alp10], product recommendations, fraud detection or internet ads bidding [Gri13].

Learning from data is commercially and scientifically important. ML consists of methods that automatically extract interesting knowledge in databases of sometimes chaotic and redundant information. ML is a data-based knowledge-discovering process that has the potential not only to analyze events in retrospect but also to predict future events or important alterations [Geo16].

2.0.2 Probabilistic Reasoning

Probabilistic reasoning is the formation of probability judgments and of subjective beliefs about the likelihoods of outcomes and the frequencies of events [?], it is a way to combine our knowledge of a situation with the laws of probability. There are subjective belifs because, in non-trivial decision-making there are unobserved factors that are critical to the decision in conjunction with several sources of uncertainty [GSD], such as:

- Uncertain inputs, due to missing or noisy data

- Uncertain knowledge, where multiple causes lead to multiple effects, or there is an incomplete knowledge of conditions, effects and causality of the domain or simply because the effects are inherently stochastic.

So, probabilistic reasoning only gives probabilistic results.

It is one way to overcome cognitive bias and be able to make rational decisions [SG01]. A trial has been made [CSB82] where physicians were asked to estimate the probability that a woman with a positive mammogram actually has breast cancer, given a base rate of 1% for breast cancer, a hit rate of about 80%, and a false-alarm rate of about 10%. It reported that 95 of 100 physicians estimated the probability that she actually has breast cancer to be between 70% and 80%, whereas Bayes's rule gives a value of about 7.5%. Such systematic deviations from Bayesian reasoning have been called "cognitive illusions,". We will describe both Bayes's rules and Bayesian reasoning in the next section.

2.0.2.1 Bayesian Reasoning

One way to approach PR is by using bayesian reasoning, which is inspired in the Bayes Theorem. An equivalent rule to the theorem, in its simplest form (applied to a single event) is:

$$P(A \mid B) = \frac{P(A \wedge B)}{P(B)}$$

Where P(A|B) defines the probability of event A given that B occurred. The theorem defines how hidden causes (A) relate to observed events (B), given a causality model (P(A, B) or P(B|A)*P(A)) and our knowledge of the probability of the occurrence of events (P(B)). The inverse is also true, as we will see further ahead in this section. As an example, P(penalty | goal) defines the probability that a penalty kick was scored, knowing that there was a goal.

There are at least two interpretations to the theorem and regarding how one may think about its results [Fie06]:

- Frequentist interpreation: probabilities are defined by the relative frequency of events, given a natural sampling. Meaning, the probabiltiy of obtaining 'Heads' when rolling a dice is equal to the number of 'Heads' obtained after rolling the dice a sufficient number of times relative to the total number of times the dice has been rolled.

- Epistemological interpreation: probabilities represent a measure of belief. It can either be a result logical combination of probabilities through the usage of axioms (it's closely related to Aristotlean logic) or it can also reflect a personal belief (which is called a subjective view).

One example of the application of this theorem is [GSD]: you know your home's alarm is ringing, but you don't know whether that was caused by a burglar or something else (maybe a bird triggered it, or there was a malfunction in the alarm system). How confident are you that you're

Table 2.1: Alarm system confusion matrix

	alarm	$\neg alarm$
burglary	0.09	0.01
$\neg burglary$	0.1	0.8

being robbed? Consider that the alarm company, based on quality trials, defined in the confusion matrix for P(alarm, burglary) (Table 2.1).

You can interpret each table's cell as P(A, B). For instances, the top left cell is the probability that the alarm rings and there is a burglar, while the bottom left cell is the probability that the alarm rang but there was no burglar (a false positive).

If we substitute the values of Bayes' rule described above, we get:

$$P(burglar \mid alarm) = \frac{P(burglar, alarm)}{P(alarm)}$$

Where results is 0.09 / 0.19 = 0.47. So, even if the alarm is ringing, there is just a 47% probability that the house is actually being robbed.

The previous example illustrates the simplest case of applied BR, but it is also possible to combine several variables. One way to represent this kind of scenario is by expressing the variables in a directed acyclic graph, where the relation "Parent" stands for "May cause" and you can specify the conditional probabilities of a child given a parent's result. This graphical model is called a Bayesian Network.

We can extended our alarm example further, by considering not only a burglar can trigger the alarm, but an earthquake also can (while there can still be false positives). Also, consider that we have 2 neighbors (Mary and John) who may call us whether the alarm is ringing or not. This problem is represented in figure **??**.

Some interesting question we can ask, given this scenario are:

If John calls saying the alarm is ringing but Mary doesn't, what are the odds it really is ringing?

If the alarm is ringing, was there an earthquake?

What are the chances that both my neighbors call, the alarm is ringing, but there is neither a burglary nor an earthquake?

This last example, for instances, would be calculated as: P(J, M, A, $\neg B, \neg E) = P(J|A) * P(M|A) * P(A|\neg B, \neg E) * P(\neg B) * P(\neg E) = 0.9 * 0.7 * 0.001 * 0.999 * 0.998 = 0.00062$.

Notice how counter-intuitive this example is: the probability of there being an earthquake is about 32 times larger then there being an earthquake, the alarm ringing and the neighbors calling us, even if the conditional probabilities are reasonably high (0.95, 0.9 and 0.7). This is the result of the calculation of the joint probability being an highly combinatorial problem, which is yet another argument in favor of using PR rather than subjective heuristics.

In practical ML applications, it is often the case that there is an incoming stream of new data, rather than one-time batch calculations. BR can accomodate this way of thinking, which

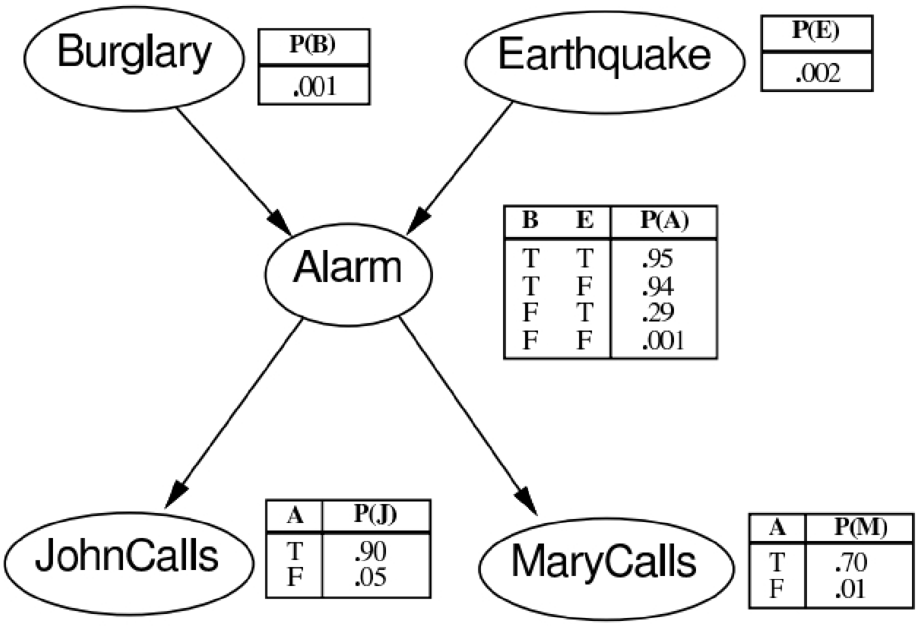


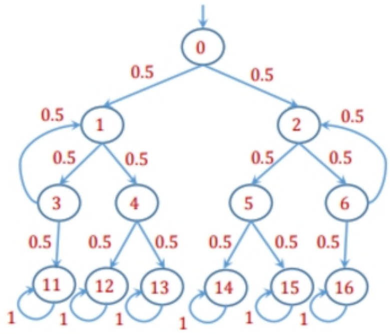
Figure 2.1: Belief network for the alarm problem [Wan02]

A. Downey called diachronic interpretation [Dow12], where diachronic means that something is happening over time (in this case the probability of the hypotheses, as new data arrives). In order to make sense of this definition, we may rewrite Bayes' rule as:

$$P(H \mid D) = \frac{P(D \mid H)\,P(H)}{P(D)}$$

Where:

- H: hypothesis
- D: data
- p(H): probability of the hypothesis before the new data is taken into account. Also called **prior**. It can either be calculated using background information or subjectively defined using domain knowledge. Loses significance as new data is added, so its choice is not determinant to the model's performance in the long run.
- p(H|D): what we want to calculate, the probability of the hypothesis after considering the new date. It is called **posterior**.
- p(D|H): probability of the data if the hypothesis was true, called the **likelihood**.
- p(D): probability of the data under any hypothesis, called the **normalizing constant**.




```
int x = 0;
while (x < 11) {
  bool coin = Bernoulli(0.5);
  if(x=0)
    if (coin) x = 1 else x = 2;
  else if (x=1)
    if (coin) x = 3 else x = 4;
  else if (x=2)
    if (coin) x = 5 else x=  6;
  else if (x=3)
    if (coin) x = 1 else x = 11;
  else if (x=4)
    if (coin) x = 12 else x = 13;
  else if (x=5)
    if (coin) x = 14 else x = 15;
  else if (x=6)
    if (coin) x = 16 else x = 2;
}
return (x);
```

Figure 2.2: Translation of Discrete Time Markov Chain to a PPL [Gor14]

Under this interpretation, you may continuously feed data into the model and see the probabilities getting updated. We will see more practical examples of this in section 2.0.2.2.

At first glance, someone who is learning for the first time about PR applied to ML, may think that graphical models such as the one presented in Figure 2.1 are the best there can be done in terms of using a graphical interface for solving this kind of problems and that the only thing is missing is an automated way to make the calculations.

While it is true we have never refered mentioned techniques or tools that automatically do inference over a Bayesian Network, there are several tools with that capability (including an R package [øjsgaard2013] or standalone tools [Res10]).

However, not all PR can be done via Bayesian Networks and not all graphical models are enough for PR [DL13]. PP are the largest class of models available, and there are also more algorithms for inference than just the calculation of joint probabilities (like we did in the alarm example), as we will discuss in Section 2.0.2.2.

Bayesian Networks are not the only kind of graphical model, another one is Markov Chains, which is yet another example of a model which is not able to represent all PR problems. This is clear when we realize that, while PPLs support a large number of different distributions (such as Normal, Laplace, Gamma, Half-Cauchy or t), all Bayesian Networks and Markov Chain can be represented in a PPL by just using Bernoulli distributions [Gor14]. We can see an example of such a translation in Figure 2.2.

<—– rever com base em prob inference for graphical models

2.0.2.2 Probabilistic Programming Languages

A probabilistic program (PP) is an ordinary program (that can be written in mainstream languages such as C, Java or Haskell) whose purpose is to specify a probability distribution of its variables. This is done by sampling over several executions of the program. The only needed construct the language has to support, in order to be able to write a PP, is having a random number generator [DL]. This whole notion couldn't be better explained than in this text by Freer and Roy, regarding Church (a PPL, which we describe in Section 2.0.4.3) but common to any PP:

> "If we view the semantics of the underlying deterministic language as a map from programs to executions of the program, the semantics of a PPL built on it will be a map from programs to distributions over executions. When the program halts with probability one, this induces a proper distribution over return values. Indeed, any computable distribution can be represented as the distribution induced by a Church program in this way" [FR12]

One way to think about this notion is by considering that the program itself is the model. An example of the relation between a model (expressed in a PPL) and the implied distribution over its variables (obtained using an inference method) can be seen in Figure **??**, where a variable *flip* is set to be a Bernoulli distribution and *x* is defined in terms of *flip*. We can then see how the graphic of the inferred distributions of *flip's* and *x's* values looks like and confirm what was to be expected: for *flip's* values lower than 0.5 we see *x* follows a normal distributon, whereas for values greater than 0.5 it follows a gamma distribution instead. The goal of PP is to enable PR and ML to be accessible to most programmers and data scientists who have enough domain and programming knowledge but not enough expertise in probability theory or machine learning.

What is then, a Probabilistic Programming Language (PPL)? First of all, it can be a standalone language or an extension to a general purpose programming languag. We'll be analyzing examples of languages from either these categories in Section 2.0.4, but many more exist, such as as Figaro [RT15] (hosted in Scala), webppl [GS14] (embedded in Javascript) or Dimple [HBB$^+$12] (has both a Java and a MATLAB API). The key difference between these languages and a PPL is the latter has the added capability of performing conditioning and inference [ADDJ03].

Conditioning is the ability to introduce observations about the real world in the program. That way, you update the prior probability based on those observations. Consider the example in Figure 2.4 (which is a simplified version of how Microsoft applies PP in its Xbox matchmaking algorithm [MWGK12]) where the prior is a normal distribution with equal parameters for all players (shown by the graphic in the top). Then, it defines how the performance of the player is based on his skill (which at the initial point in time, is equal to every one of them) and proceeds to make several observations regarding games between them. Finally, it shows the inferred probability distribution of the posterior on the bottom graphic.

We said that a PPL empowers the user to formalize a model and then query for the probability distribution of its variables, which is automatically done via inference. While general-purpose

```
flip = rand < 0.5
if flip
    x = randg + 2    % Random draw from Gamma(1,1)
else
    x = randn        % Random draw from standard Normal
end
```

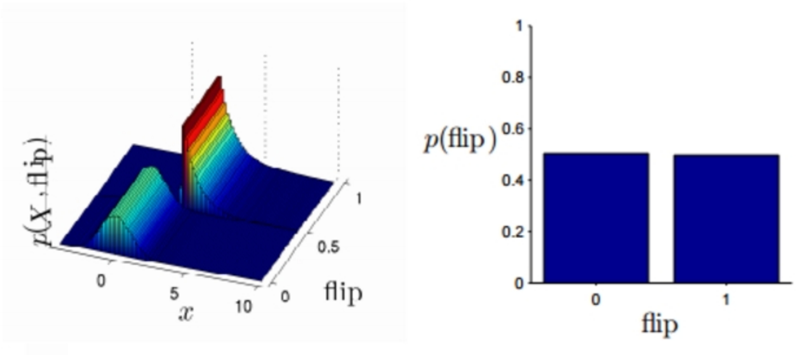


Figure 2.3: Implied distributions over variables [DL]

language require you to write one-time inference methods that tightly coupled to the PP you are inferring on, PPLs ship with an inference engine suited to most PP programs you can write [FMR10].

An inference engine of a PPL acts similarly to a compiler in a traditional language: rather than requiring each user to engineer its own, which requires significant expertise and is a non-trivial and error-prone endeavour, every PPL has one incorporated. Olivier Grisel called this separation of concerns between the language and its inference engine "openbox models, blackbox inference engine" [Gri13].

Having the engine work as a separate model opens up a myriad of new possibilities, mainly in the form of knowledge and tool sharing, as we have seen in the past in the compiler space. Examples of this would be new compiler compiler and interpreter techniques (such as working towards scalability or parallelization), optimizers, profilers or debuggers.

Another great advantage of having a modular inference engine is that we can try different inference algorithms and pick the one that best fits the problem at hand. When analyzing if algorithm suits a certain use case, there are certain characteristics worth noting [Min99]:

- Determinism - in equal initial conditions, an algorithm always yields the same result.
- Exact result or approximation
- Guaranteed convergence - an algorithm may or not be guaranteed to reach a result at some point in time. If not, it's possible that it will run forever.
- Efficiency - related to how fast can it reach a result.

Microsoft's Infer.NET provides three inference algorithms [Res], each one of them from a separate family:

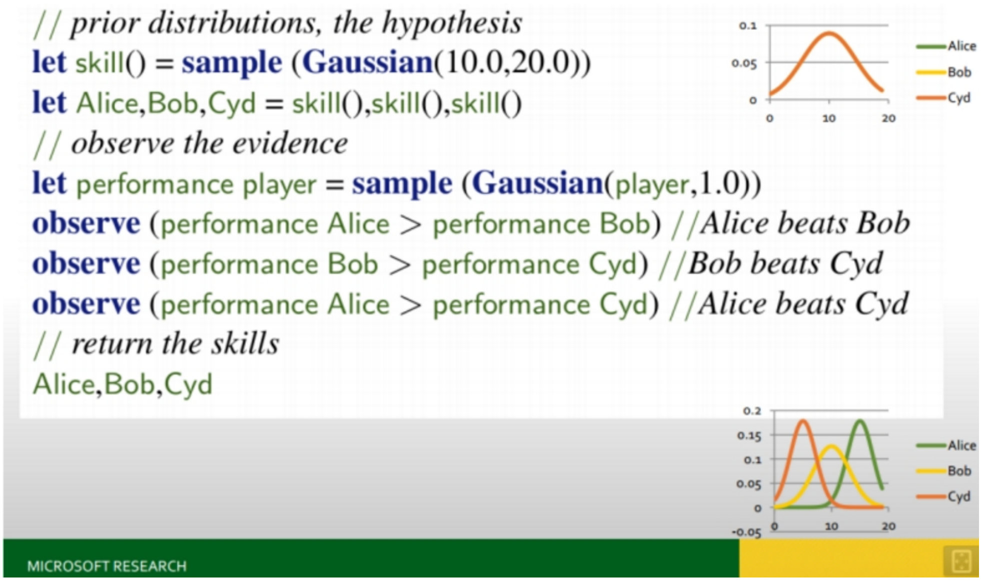


Figure 2.4: Microsoft Xbox Live True Skill [MWGK12]

- Expectation Propagation -
- Variational Message Passing -
- Gibbs sampling -

Please notice than none of these algorithms provides the same kind of exact solution as the calculation of the joint probabilities we did in Section 2.0.2.1. The reason for that is that calculating an exact solution takes time exponential in the number of variables to run, even if we have smarter algorithms than the naive calculations we did [ZP94].

When compared to traditional machine learning methods (such as random forests, neural networks or linear regression), which take homogeneous data as input (requiring the user to separate their domain into different models), probabilistic programming is used to leverage the data's original structure. Plus, it provides full probability distributions over both the predictions and parameters of the model, whereas ML methods can mostly only give the user a certain degree of confidence on the predictions.

-Vantagens Until recently, probabilistic reasoning systems have been limited in scope, and have been hard to apply to many real world situations. Models are communicated using a mix of natural language, pseudo code, and mathematical formulae and solved using special purpose, one-off inference methods. Rather than precise specifications suitable for automatic inference, graphical models typically serve as coarse, high-level descriptions, eliding critical aspects such as fine-grained independence, abstraction and recursion.

It encourages exploration, since different models require less time to setup and evaluate, and enables sharing knowledge in the form of best practices and design or development patterns.

2.0.3 Visual Programming

2.0.3.1 Visual Dataflow Programming

2.0.4 State of the Art

2.0.4.1 Stan

2.0.4.2 WinBUGS

2.0.4.3 Church

2.0.4.4 Infer.NET

2.0.4.5 PyMC

2.0.4.6 VIBES

2.0.4.7 NoFlo

2.0.4.8 RapidMiner

2.0.4.9 Weka Knowledge FLow

2.0.4.10 GoJS

2.0.4.11 Blockly

2.1 Conclusions

Chapter 3

Visualização de Sinópticos SVG

todo: escolher frontend, escolher backend

Este capítulo deve começar por fazer uma apresentação detalhada do problema a resolver[1] podendo mesmo, caso se justifique, constituir-se um capítulo com essa finalidade.

Deve depois dedicar-se à apresentação da solução sem detalhes de implementação. Dependendo do trabalho, pode ser uma descrição mais teórica, mais "arquitetural", etc.

3.1 Secção Exemplo

Neste capítulo apresentam-se exemplos de formatação de figuras e tabelas, equações e referências cruzadas.

Apresenta-se de seguida um exemplo de equação, completamente fora do contexto:

$$CIF_1: \quad F_0^j(a) = \frac{1}{2\pi\imath}\oint_\gamma \frac{F_0^j(z)}{z-a}dz \tag{3.1}$$

$$CIF_2: \quad F_1^j(a) = \frac{1}{2\pi\imath}\oint_\gamma \frac{F_0^j(x)}{x-a}dx \tag{3.2}$$

Na Equação 3.2 lorem ipsum dolor sit amet, consectetuer adipiscing elit. Suspendisse tincidunt viverra elit. Donec tempus vulputate mauris. Donec arcu. Vestibulum condimentum porta justo. Curabitur ornare tincidunt lacus. Curabitur ac massa vel ante tincidunt placerat. Cras vehicula semper elit. Curabitur gravida, est a elementum suscipit, est eros ullamcorper quam, sed cursus velit velit tempor neque. Duis tempor condimentum ante.

Phasellus imperdiet, orci vel pretium sollicitudin, magna nunc ullamcorper augue, non venenatis dui nunc quis massa. Pellentesque dolor elit, dapibus venenatis, viverra ultricies, accumsan cursus, orci. Aliquam erat volutpat. Mauris ornare tristique leo. Maecenas eros. Curabitur velit

[1] Na introdução a apresentação do problema foi breve.

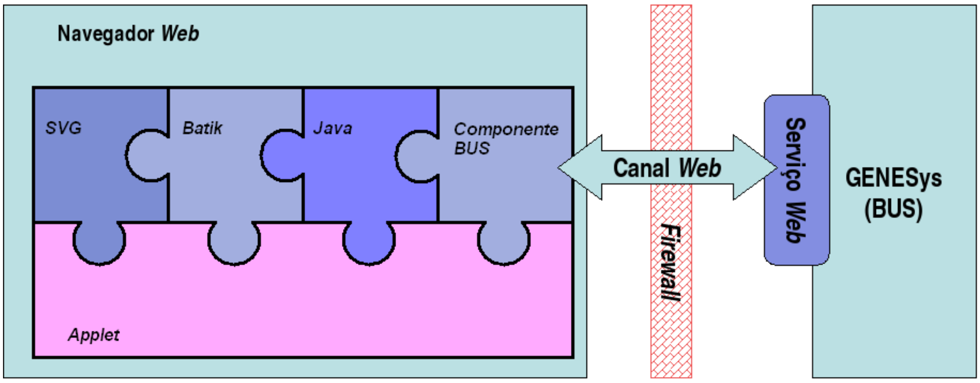


Figure 3.1: Arquitectura da Solução Proposta

nunc, tincidunt vitae, dictum posuere, pulvinar nec, diam. In suscipit mauris a nunc. Pellentesque gravida. Morbi quam lacus, pretium eget, tincidunt vulputate, interdum sed, turpis. Curabitur quis est. Sed lectus lorem, congue vel, dignissim laoreet, blandit a, nisi. Aenean nunc ligula, tincidunt eu, hendrerit vel, suscipit non, erat. Aliquam gravida. Integer non pede. In laoreet augue id leo. Mauris placerat.

A arquitetura do visualizador assenta sobre os seguintes conceitos base [**?**]:

- **Componentes** — Suspendisse auctor mattis augue *push*;
- **Praesent** — Sit amet sem maecenas eleifend facilisis leo;
- **Pellentesque** — Habitant morbi tristique senectus et netus.

3.1.1 Exemplo de Figura

É apresentado na Figura 3.1 um exemplo de figura flutuante.

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Duis eget diam. In est justo, tristique in, lacinia vel, feugiat eget, quam. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Fusce feugiat, elit ac placerat fermentum, augue nisl ultricies eros, id fringilla enim sapien eu felis. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Sed dolor mi, porttitor quis, condimentum sed luctus.

3.1.2 Exemplo de Tabela

É apresentado na Tabela 3.1 um exemplo de tabela flutuante e na Tabela 3.2 um exemplo de tabela flutuante, um pouco mais complicada.

Table 3.1: Uma Tabela Simples

Acrónimo	**Significado**
ADT	*Abstract Data Type*
ANDF	*Architecture-Neutral Distribution Format*
API	*Application Programming Interface*

Integer quis pede. Fusce nibh. Fusce nec erat vel mi condimentum convallis. Sed at tortor non mauris pretium aliquet. In in lacus in dolor molestie dapibus. Suspendisse potenti. Pellentesque sagittis porta erat. Mauris sodales sapien id augue. Nam eu dolor. Donec sit amet turpis non orci rhoncus commodo. Etiam condimentum commodo libero.

Mauris pede. Curabitur faucibus dictum nibh. Proin tincidunt diam vitae mauris. Sed hendrerit dolor vel ipsum. Nullam dapibus. Vivamus tellus diam, egestas sit amet, vulputate non, vulputate id, eros. Nunc sit amet nibh eget nibh imperdiet ornare. Cras vehicula mattis ipsum. Sed diam arcu, semper at, gravida vitae, fermentum et, nulla. Aenean massa orci, tristique nec, rutrum id, fringilla eget, erat. Curabitur nulla ipsum, aliquam sed, rutrum vitae, semper quis, ante. Fusce at nunc in dolor condimentum tempor. Duis sit amet massa.

Curabitur convallis nulla quis risus. Nulla mollis porttitor purus. Fusce ultricies odio at ligula pellentesque suscipit. Nulla velit libero, blandit a, aliquet quis, hendrerit id, arcu. Phasellus porttitor porttitor purus. Suspendisse velit tortor, fringilla sit amet, commodo a, ultrices et, mi. Donec eu metus in erat ornare adipiscing. Praesent varius mi ac nunc. Vestibulum leo lacus, elementum in, vestibulum sit amet, hendrerit at, justo. Sed sit amet neque. Donec libero risus, commodo sit amet, dignissim ut, tincidunt a, eros. Ut non lacus quis tortor mattis ullamcorper. Vivamus consequat augue vel erat. Sed tincidunt. Sed leo eros, ornare a, pulvinar non, mattis quis, nibh. Aliquam faucibus mi ac nisi.

Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Duis aliquet, libero sit amet ornare viverra, augue erat interdum dolor, vitae tincidunt lorem erat a lacus. Sed lectus nisi, auctor in, hendrerit a, molestie vel, lectus. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Duis lacinia tempor dui. Vivamus rhoncus, tellus a viverra dignissim, pede dui adipiscing odio, non faucibus metus mi gravida eros. Nullam a tellus ut velit elementum tempus. Aenean rutrum convallis tellus. Vestibulum nulla ante, dapibus ut, lobortis ut, varius sed, nisl. Fusce lobortis. Sed ac lorem. Nulla tincidunt nulla eget leo. Maecenas ac lectus eu neque ultrices pharetra. Curabitur a risus nec arcu placerat tempor. Suspendisse magna nisl, viverra a, adipiscing eget, ornare ultricies, ligula. Maecenas eu ligula vitae eros convallis dignissim.

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Table 3.2: Uma Tabela Mais Complicada

Iteração k de $f(x_n)$				
$\boldsymbol{k}$	x_1^k	x_2^k	x_3^k	comentários
0	-0.3	0.6	0.7	-
1	0.47102965	0.04883157	-0.53345964	$\delta < \varepsilon$
2	0.49988691	0.00228830	-0.52246185	$\delta < \varepsilon$
3	0.49999976	0.00005380	-0.523656	N
4	0.5	0.00000307	-0.52359743	
$\vdots$	$\vdots$	$\ddots$	$\vdots$	
7	0.5	0.0	**-0.52359878**	$\delta < 10^{-8}$

Duis eget diam. In est justo, tristique in, lacinia vel, feugiat eget, quam. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Fusce feugiat, elit ac placerat fermentum, augue nisl ultricies eros, id fringilla enim sapien eu felis. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Sed dolor mi, porttitor quis, condimentum sed luctus.

3.2 Secção Exemplo

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Duis eget diam. In est justo, tristique in, lacinia vel, feugiat eget, quam. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Fusce feugiat, elit ac placerat fermentum, augue nisl ultricies eros, id fringilla enim sapien eu felis. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Sed dolor mi, porttitor quis, condimentum sed luctus.

3.3 Resumo e Conclusões

Resumir e apresentar as conclusões que se podem tirar no fim deste capítulo.

Chapter 4

Implementação

Este capítulo pode ser dedicado à apresentação de detalhes de nível mais baixo relacionados com o enquadramento e implementação das soluções preconizadas no capítulo anterior. Note-se no entanto que detalhes desnecessários à compreensão do trabalho devem ser remetidos para anexos.

Dependendo do volume, a avaliação do trabalho pode ser incluída neste capítulo ou pode constituir um capítulo separado.

4.1 Secção Exemplo

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Integer hendrerit commodo ante. Pellentesque nibh libero, aliquam at, faucibus id, commodo a, velit. Duis eleifend sem eget leo. Morbi in est. Suspendisse magna sem, varius nec, hendrerit non, tincidunt quis, quam. Aenean congue. Vivamus vel est sit amet sem iaculis posuere. Cras mollis, enim vel gravida aliquam, libero nunc ullamcorper dui, ullamcorper sodales lectus nulla sed urna. Morbi aliquet porta risus. Proin vestibulum ligula a purus. Maecenas a nulla. Maecenas mattis est vitae neque auctor tempus. Etiam nulla dui, mattis vitae, porttitor sed, aliquet ut, enim. Cras nisl magna, aliquet et, laoreet at, gravida ac, neque. Sed id est. Nulla dapibus dolor quis ipsum rhoncus cursus.

4.2 Mais uma Secção

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```
map(String key, String value):
// key: document name
// value: document contents
for each word w in value:
EmitIntermediate(w, "1");

reduce(String key, Iterator values):
// key: a word
// values: a list of counts
int result = 0;
for each v in values:
result += ParseInt(v);

Emit(AsString(result))
```

Listing 4.1: Example map and reduce functions for word counting

Quisque ullamcorper. Aliquam vel magna. Sed pulvinar dictum ligula. Sed ultrices dolor ut turpis. Vivamus sagittis orci malesuada arcu venenatis auctor. Proin vehicula pharetra urna. Aliquam egestas nunc quis nisl. Donec ullamcorper. Nulla purus. Ut suscipit lacus vitae dui. Mauris semper. Ut eget sem. Integer orci. Nam vitae dui eget nisi placerat convallis.

Sed id lorem. Proin gravida bibendum lacus. Sed molestie, urna quis euismod laoreet, diam dolor dictum diam, vitae consectetuer leo ipsum id ante. Integer eu lectus non mauris pharetra viverra. In feugiat libero ut massa. Morbi cursus, lorem sollicitudin blandit semper, felis magna pellentesque lacus, ut rhoncus leo neque at tellus. Sed mattis, diam eget eleifend tincidunt, ligula eros tincidunt diam, vitae auctor turpis est vel nunc. In eu magna. Donec dolor metus, egestas sit amet, ultrices in, faucibus sed, lectus. Etiam est enim, vehicula pharetra, porta non, viverra vel, nunc. Ut non sem. Etiam nec neque.

4.3 Resumo ou Conclusões

Proin vehicula pharetra urna. Aliquam egestas nunc quis nisl. Donec ullamcorper. Nulla purus. Ut suscipit lacus vitae dui. Mauris semper. Ut eget sem. Integer orci. Nam vitae dui eget nisi placerat convallis.

Chapter 5

Conclusões e Trabalho Futuro

Deve ser apresentado um resumo do trabalho realizado e apreciada a satisfação dos objetivos do trabalho, uma lista de contribuições principais do trabalho e as direções para trabalho futuro.

A escrita deste capítulo deve ser orientada para a total compreensão do trabalho, tendo em atenção que, depois de ler o Resumo e a Introdução, a maioria dos leitores passará à leitura deste capítulo de conclusões e recomendações para trabalho futuro.

5.1 Satisfação dos Objetivos

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Nullam erat est, vehicula id, tempor non, scelerisque at, tellus. Pellentesque tincidunt, ante vehicula bibendum adipiscing, lorem augue tempor felis, in dictum massa justo sed metus. Suspendisse placerat, mi eget molestie sodales, tortor ante interdum dui, ac sagittis est pede et lacus. Duis sapien. Nam ornare turpis et magna. Etiam adipiscing adipiscing ipsum. Fusce sodales nisl a arcu. Cras massa leo, vehicula facilisis, commodo a, molestie faucibus, metus. Suspendisse potenti. Duis sagittis. Donec porta. Sed urna. Maecenas eros. Vivamus erat ligula, pharetra sit amet, bibendum et, fermentum sed, dolor. Nullam eleifend condimentum nibh. Integer leo nibh, consequat eget, mollis et, sagittis ac, felis. Duis viverra pede in pede. Phasellus molestie placerat leo. Praesent at tellus a augue congue molestie. Proin sed justo eu sapien eleifend elementum. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas.

5.2 Trabalho Futuro

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Appendix A

Loren Ipsum

Depois das conclusões e antes das referências bibliográficas, apresenta-se neste anexo numerado o texto usado para preencher a dissertação.

A.1 O que é o *Loren Ipsum*?

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum [**?**].

A.2 De onde Vem o Loren?

Contrary to popular belief, Lorem Ipsum is not simply random text. It has roots in a piece of classical Latin literature from 45 BC, making it over 2000 years old. Richard McClintock, a Latin professor at Hampden-Sydney College in Virginia, looked up one of the more obscure Latin words, consectetur, from a Lorem Ipsum passage, and going through the cites of the word in classical literature, discovered the undoubtable source. Lorem Ipsum comes from sections 1.10.32 and 1.10.33 of “de Finibus Bonorum et Malorum” (The Extremes of Good and Evil) by Cicero, written in 45 BC. This book is a treatise on the theory of ethics, very popular during the Renaissance. The first line of Lorem Ipsum, “Lorem ipsum dolor sit amet…”, comes from a line in section 1.10.32.

The standard chunk of Lorem Ipsum used since the 1500s is reproduced below for those interested. Sections 1.10.32 and 1.10.33 from “de Finibus Bonorum et Malorum” by Cicero are also reproduced in their exact original form, accompanied by English versions from the 1914 translation by H. Rackham.

A.3 Porque se usa o Loren?

It is a long established fact that a reader will be distracted by the readable content of a page when looking at its layout. The point of using Lorem Ipsum is that it has a more-or-less normal distribution of letters, as opposed to using "Content here, content here", making it look like readable English. Many desktop publishing packages and web page editors now use Lorem Ipsum as their default model text, and a search for "lorem ipsum" will uncover many web sites still in their infancy. Various versions have evolved over the years, sometimes by accident, sometimes on purpose (injected humour and the like).

A.4 Onde se Podem Encontrar Exemplos?

There are many variations of passages of Lorem Ipsum available, but the majority have suffered alteration in some form, by injected humour, or randomised words which don't look even slightly believable. If you are going to use a passage of Lorem Ipsum, you need to be sure there isn't anything embarrassing hidden in the middle of text. All the Lorem Ipsum generators on the Internet tend to repeat predefined chunks as necessary, making this the first true generator on the Internet. It uses a dictionary of over 200 Latin words, combined with a handful of model sentence structures, to generate Lorem Ipsum which looks reasonable. The generated Lorem Ipsum is therefore always free from repetition, injected humour, or non-characteristic words etc.