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## How to Produce a Level 4 Project Report

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Level 4 Project — October 18, 2012

## **Abstract**

We show how to produce a level 4 project report using latex and pdflatex using the style file l4proj.cls

## Education Use Consent

I hereby give my permission for this project to be shown to other University of Glasgow students and to be distributed in an electronic format. **Please note that you are under no obligation to sign this declaration, but doing so would help future students.**

Name: \_\_\_\_\_ Signature: \_\_\_\_\_

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# Chapter 1

## Introduction

The first page, abstract and table of contents are numbered using Roman numerals. From now on pages are numbered using Arabic numerals. Therefore, immediately after the first call to `\chapter` we need the call `\pagenumbering{arabic}` and this should be called once only in the document.

The first Chapter should then be on page 1. You are allowed 50 pages for a 30 credit project and 35 pages for a 20 credit report. This includes everything up to but excluding the appendices and bibliography, i.e. this is a limit on the body of the report.

You are not allowed to alter text size (it is currently 11pt) neither are you allowed to alter the margins.

Note that in this example, and some of the others, you need to execute the following commands the first time you process the files. Multiple calls to `pdflatex` are required to resolve references to labels and citations. The file `bib.bib` is the bibliography file.

```
> pdflatex example0
> bibtex example0
> pdflatex example0
> pdflatex example0
```

### 1.1 First Section in Chapter

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog [1]. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

#### 1.1.1 A subsection

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox [3] jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

## Chapter 2

# The Fox and Dog

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

### 2.1 The Fox Jumps Over

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over Uroborus (Figure 2.1). The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick

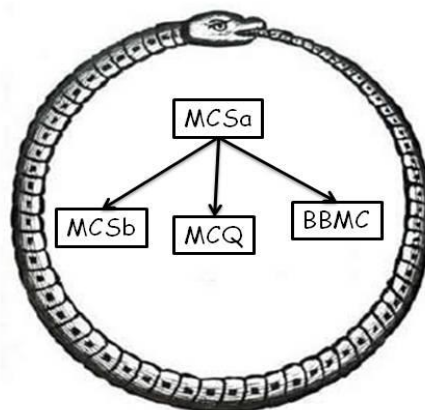


Figure 2.1: An alternative hierarchy of the algorithms.

brown fox jumped over the lazy dog. The quick brown fox jumped over [2] the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

## **2.2 The Lazy Dog**

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox [4] jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.



# **Appendices**

## Appendix A

# Running the Programs

An example of running from the command line is as follows:

```
> java MaxClique BBMC1 brock200_1.clq 14400
```

This will apply *BBMC* with *style* = 1 to the first brock200 DIMACS instance allowing 14400 seconds of cpu time.

## Appendix B

# Generating Random Graphs

We generate Erdős-Rényi random graphs  $G(n, p)$  where  $n$  is the number of vertices and each edge is included in the graph with probability  $p$  independent from every other edge. It produces a random graph in DIMACS format with vertices numbered 1 to  $n$  inclusive. It can be run from the command line as follows to produce a clq file

```
> java RandomGraph 100 0.9 > 100-90-00.clq
```

# Bibliography

- [1] DIMACS clique benchmark instances. <ftp://dimacs.rutgers.edu/pub/challenge/graph/benchmarks/clique>.
- [2] Peter Cheeseman, Bob Kanefsky, and William M. Taylor. Where the really hard problems are. In *Proceedings IJCAI'91*, pages 331–337, 1991.
- [3] Torsten Fahle. Simple and Fast: Improving a Branch-and-Bound Algorithm for Maximum Clique. In *Proceedings ESA 2002, LNCS 2461*, pages 485–498, 2002.
- [4] Brian Hayes. Can't get no satisfaction. *American Scientist*, 85:108–112, 1997.