Your Great Title For Your Thesis

A THESIS
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Acknowledgements

Some acks are nice.

Dedication

Your dedication goes here.

Abstract

This thesis examines the use of interactive immersive displays for exploiring urban design data. Exploratory interfaces that utilzes human center algorithms will convey more information.

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1 Introduction

It's always good to introduce your (1) problem, (2) why it is interesting, (3) what you did, and (4) roughly, how well did it work. You might even have citations in here, as in this paper Takashi Asawa 2007.

2 Background

2.1 Background

In this work, we investigate human computer interaction.

2.1.1 Robot Interfaces

In seminar today, we looked for papers on the ACM Digital Library. The following paper is about virtual reality (Kreylos et al. 2006), whereas this paper investigates robotics issues (Drascic, Milgram, and Grodski 1989).

2.2 Previous Work

Previous work by Ranga in this area focused on measurement of peer to peer sysmtes and found that .... citeranga15. This thesis will build upon Ranga's work by exploiring t.....

A new article showed that ultization is.... (Abbasi and Ghaderi 2013). Deep learning is everywhere (Tang et al. 2019).

??? N.d.

[1]

In seminar today, we looked for papers on the ACM Digital Library. The following paper is about virtual reality (Kreylos et al. 2006).

[1] This information found on www.resilio.com on Oct 20, 2016.

Found another paper... think the tile has VRGP in it... make sure to read.

3 Implementation

3.1 First section

You may need a nice figure, which you can algorithmically render using the Tikz package. You should really check out the Texample web site where several nice tikz examples are provided (http://www.texample.net/tikz/examples/all/).

3.2 Initial Section

- What language am I doing this in?
- What is the question the urban p[lanner want solved?

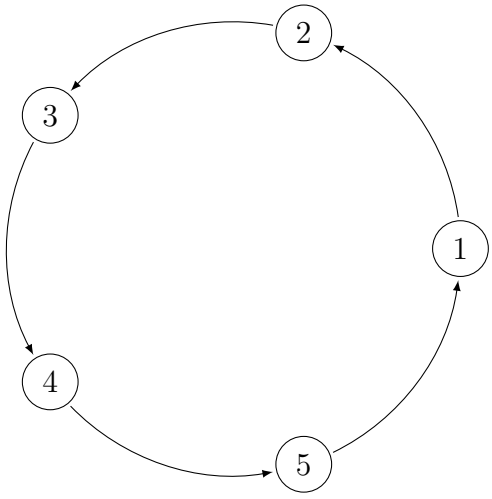

Figure 3.1: Clear and concise figure captions are important to write. This one illustrates the cycle of a graph.

Math is really nice with LaTeXtoo!

$$L_s(\vec{k_o}) = L_e(\vec{k_o}) \int_{\text{all } \vec{k_i}} \rho(\vec{k_i}, \vec{k_o}) L_f(\vec{k_i}) \cos\theta_i d\sigma_i$$

1. What languge am I doing this in?
2. What is the question the urban p[lanner want solved?
3. new item
    - new 1
    - new 2

A graph rendered with the Tikz package is shown in Figure 3.1.

3.2.1 Subsection One

3.2.2 Subsection Two

3.2.3 Subsection Three

3.3 New Section For Next Important Topic

3.3.1 Algorithm Initialization

3.3.2 Atomic Operations

You may even need code in your thesis. Here is a way to nicely include code with LaTeXusing the listings package.

```
1 for (unsigned int idx=0; idx<maxSize; idx++) {
2   atomic_add( idx );
3 }
```

3.3.3 Programming Style

Explaining Fine Detail Here

TODO: Make sure to finish this!

Last Subsection

4 Results

Your results. This worked great. Here's a plot to show how great it worked.

TODO: Need to get results!!!! Make sure to finish this!

We can reference the plot in Figure 4.1. Also, it's sometimes nice to include tables.

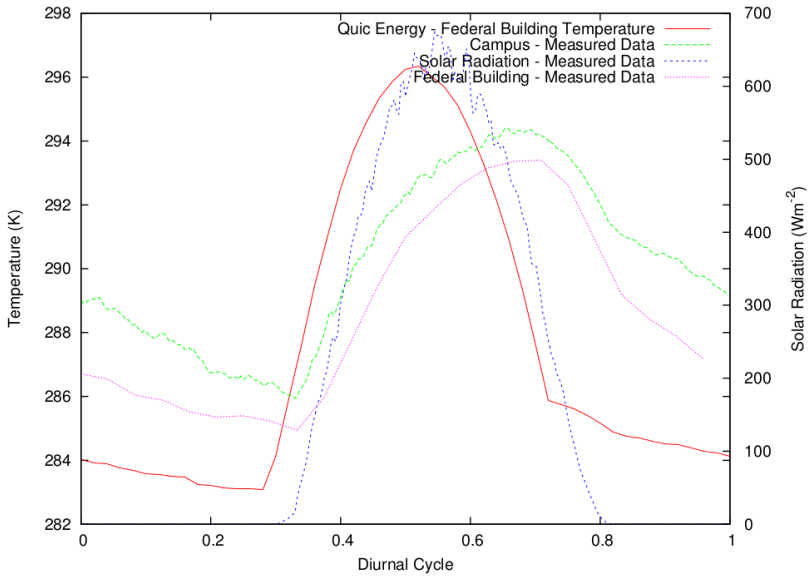

Figure 4.1: Good data.

Variable	Condition 1	Condition 2
arc	1.796	0.304
boo	3.112	0.411
gar	4.344	0.629

Table 4.1: Illustrates the relationship between variables and the related experiment conditions.

5 Conclusions

How can you wrap this up?

References

??? (N.d.). *article tutle*. Website. Website describing... (cit. on p. 2).

Abbasi, Ali and Majid Ghaderi (2013). "Distributed Base Station Activation for Energy-efficient Operation of Cellular Networks". In: *Proceedings of the 16th ACM International Conference on Modeling, Analysis & Simulation of Wireless and Mobile Systems*. MSWiM '13. Barcelona, Spain: ACM, pp. 427–436. ISBN: 978-1-4503-2353-6. DOI: 10.1145/2507924.2507961. URL: http://doi.acm.org/10.1145/2507924.2507961 (cit. on p. 2).

Drascic, D., P. Milgram, and J. Grodski (Nov. 1989). "Learning effects in telemanipulation with monoscopic versus stereoscopic remote viewing". In: *Systems, Man and Cybernetics, 1989. Conference Proceedings., IEEE International Conference on*, 1244–1249 vol.3. DOI: 10.1109/ICSMC.1989.71502 (cit. on p. 2).

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Tang, Yibin et al. (Oct. 2019). "MV-Net: Toward Real-Time Deep Learning on Mobile GPGPU Systems". In: *J. Emerg. Technol. Comput. Syst.* 15.4, 35:1–35:25. ISSN: 1550-4832. DOI: 10.1145/3358696. URL: http://doi.acm.org/10.1145/3358696 (cit. on p. 2).

A Appendix A

Do you need an Appendix? You can include several of them if you want.