

Thesis Report Title

Name of author/s

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Master's Thesis in Computing Science, 30 credits
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Abstract

An abstract is a short description (10-20 lines) of the results and how (very short) these results were obtained. This is an advertisement of the Thesis and should announce why a reader must continue to read this report.

This Skeleton for Master's Thesis reports using \LaTeX is written by Jonas Birmé during the work with his MT-report in 2004. Jonas is a former student and Assistant at Computing Science, UmU. Jonas is also the author of `thesis_report.cls` which contains some definitions. Both these files have been modified and extended by Per Lindström at Comp. Sc., UmU in December 2004.

It should be regarded as an example of how the layout may look and hopefully it will reduce the time you have to spend in finding the right layout. The **title page**, defined below must be used!

Remember to spell-check your source code by running the `spell`-command in Unix.

Normally you should not use citation in an Abstract but here is one if you would like to learn about \LaTeX Many documents can be found on the Internet, e.g. see [1] and [4].

Titel på Exjobbssrapporten

Sammanfattning

If you write in English you don't have to write an Abstract in Swedish but if you write in Swedish you also must write an extended abstract in English. If you write a second abstract, in a language different from the report itself, you should also give the title in the second language.

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Chapter 1

Introduction

A generic layout of the report can be done as in the following sections/chapters. Of course you can use other names for the section/chapters.

A short description of the task and why someone (a company) is interested in this problem. How does it fit into larger applications/research.

A short description of the company where you have done your MT-project.

Give a short description of the different sections/chapters of the report such that the reader might skip some parts.

Chapter 2

Problem Description

Give a detailed description of the project and what exactly is your task. Remember to keep the description at a level such that a person with an education corresponding to yours and your fellow students should understand.

This part might be split in several subtitles. See examples below.

2.1 Problem Statement

Describe what was the aim/goal of the project and your part of it. What are the restrictions for the prototype you should create.

2.2 Goals

2.3 Purposes

2.4 Methods

2.5 Related Work

Chapter 3

Name of your "In-depth Study"

A scientific in-depth-study comprising 3-4 credits should be included in a MT-project at the D-level (both for 10 and 20 credits). An in-depth-study is normally done as information retrieval over scientific literature and the web on a subject closely related to the project.

Remember to cite the literature and web-papers in an appropriate way. There are many ways to do that, such as the following [2] where you can read about how to create a reference list in a \LaTeX report using BibTeX.

Just to create some references in the Reference list in the end of this report I give some more reference although they don't make sense here. E.g. see Lindström [3] and Wedin [5]. It is often appropriate to present your in-depth-study as a part of this chapter/section. In the cases where two students co-operate in a MT-project they must do an in-depth-study each of them.

Remember to read and write critically and report on your own thoughts and reflections of the material.

Try to compare different methods and algorithms. Why did you choose one before some others. Motivate your choices! Hopefully, the in-depth-study give you new ideas of how to solve the problem.

Chapter 4

Accomplishment

Describe the different steps in your work. How did you plan to do the work, how was it done and what was the outcome of the parts. This part might differ a lot depending on the nature of your work (a theoretical work, software development, an exploration).

4.1 Preliminaries

4.2 How the work was done

Chapter 5

Results

If the outcome is some software the software itself is the result so here you might describe different parts of the software such as technical description, functional description, user interfaces and user's guide. Complete User's guides should be placed in an Appendix.

If your work is to develop and implement a numerical algorithm the behaviour of the program is the result and some typical numerical tests should be listed and analyzed here. More extensive ones might be listed in an Appendix. Figures showing some interesting behaviour might also be placed here and/or in an Appendix.

Chapter 6

Conclusions

Here you can assume the reader has read the report (different from the abstract in the beginning of the report) and you should say something short about the achievements of the work.

Quite often the work is more time-consuming than planned and you might tell about the limitations, the restrictions and future work.

Did you reach the original goals, what did you have time to do, what did you skip?

6.1 Restrictions

6.2 Limitations

6.3 Future work

Chapter 7

Acknowledgements

It is common to thank the supervisors and others who have contributed.

References

- [1] L. Lamport. Text Processing using LaTeX. <http://www-h.eng.cam.ac.uk/help/tpl/textprocessing/> (visited 2004-12-29).
- [2] L. Lamport. *LaTeX users guide & reference manual*. Addison-Wesley, London, 1994.
- [3] P. Lindström. Writing Thesis Reports at CS-UmU using LaTeX. Technical report, Dept. of Comp. Sc., Umeå University, Umeå, Sweden, not published.
- [4] I. Hyna T. Oetiker, H. Partl and E. Schlegel. The Not So Short Introduction to *LaTeX*2_ε. <http://www.ctan.org/tex-archive/info/lshort/english/lshort.pdf> (visited 2004-12-29).
- [5] P.-Å Wedin. The nonlinear least squares problem from a numerical point of view, - geometrical properties. Technical report, Dept. of Comp. Sc., University of Lund, Lund, Sweden, 1972.

Appendix A

Source Code

Not necessary - normally not include except from some very interesting parts.

Appendix B

User's Guide

Not necessary!