Surfing on the Gower

Mark Well
111111 – G500

November 1, 2004

Abstract

Here you could summarise in a few sentences what exactly you want to say about surfing and why this is of utmost relevance in the context of computer science.

[It is always an excellent idea to write the abstract last – just after having finished with the introduction, and certainly after having selected, structured and formulated all the rest of the material that goes into the main sections]
Contents

1 Introduction 3
  1.1 Historical background 3
    1.1.1 Prehistory 3
    1.1.2 Roman contributions: the surfing circus at Cardiff 3
    1.1.3 Early medieval surfing culture 3
    1.1.4 Modern day surfing 3
  1.2 The abstract surfing problem 3

2 Mathematical background 3

3 Parallel distributed surfing 3

4 Web surfing versus the real thing 3

5 An application 3

6 Waves 4

7 Conclusions 6
1 Introduction

1.1 Historical background

1.1.1 Prehistory

1.1.2 Roman contributions: the surfing circus at Cardiff

1.1.3 Early medieval surfing culture

1.1.4 Modern day surfing

1.2 The abstract surfing problem

2 Mathematical background

Large or important formulae are best put into a display, like

$$\alpha^{-1} \left( \omega + 17 \chi^2(V) + (\rho(x) - 2^{4-y}) \right) = \sum_{i=2}^{\infty} S_i(x, y)$$

If we were to explain something about it, e.g., about the significance of the term $(\rho(x) - 2^{4-y})$, we can do so within the body of the text as well.

Don’t forget to reference the important textbooks and papers in the field, like [1], and to indicate the source of all quotations (see [2, 4]).

3 Parallel distributed surfing

Parallel surfing is a specific case of distributed surfing.

4 Web surfing versus the real thing

5 An application

This is our chapter for systematic listings. An itemised list:

- this is the first item.
- I can’t think of a second one, though.