



**This is the Title of the Thesis and it is a very Big Title  
covering More than One Line**

This is the Thesis Subtitle if Necessary

**The Full Name of the Author Goes Here**

Thesis to obtain the Master of Science Degree in

**Computer Science and Engineering**

Supervisors: Prof. Name of the Supervisor  
Prof. Name of the Co-Supervisor

**Examination Committee**

Chairperson: Prof. Name of the Chairperson  
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Members of the Committee: Prof. Name of First Committee Member  
Dr. Name of Second Committee Member  
Eng. Name of Third Committee Member

**Month 20XX**

This work was created using  $\text{\LaTeX}$  typesetting language  
in the Overleaf environment ([www.overleaf.com](http://www.overleaf.com)).

# **Declaration**

I declare that this document is an original work of my own authorship and that it fulfills all the requirements of the Code of Conduct and Good Practices of the Universidade de Lisboa.



# Acknowledgments

I would like to thank my parents for their friendship, encouragement and caring over all these years, for always being there for me through thick and thin and without whom this project would not be possible. I would also like to thank my grandparents, aunts, uncles and cousins for their understanding and support throughout all these years.

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I would also like to acknowledge my dissertation supervisors Prof. Some Name and Prof. Some Other Name for their insight, support and sharing of knowledge that has made this Thesis possible.

Last but not least, to all my friends and colleagues that helped me grow as a person and were always there for me during the good and bad times in my life. Thank you.

To each and every one of you – Thank you.



# **Abstract**

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# **Keywords**

Maecenas tempus dictum libero; Donec non tortor in arcu mollis feugiat;Cras rutrum pulvinar tellus.



# **Resumo**

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## **Palavras Chave**

Colaborativo; Codificação; Conteúdo Multimédia; Comunicação;



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# List of Symbols

$A_s$	Surface Area	$\mu m^2$
$D_0$	Initial Diameter	$\mu m$



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# Acronyms

<b>AVC</b>	Advanced Video Coding
<b>CC</b>	Cloud Computing
<b>CDN</b>	Content Distribution Network
<b>CPU</b>	Central Processing Unit
<b>DASH</b>	Dynamic Adaptive Streaming over HTTP
<b>GPRS</b>	General Packet Radio Service
<b>HD</b>	High Definition
<b>HTTP</b>	Hypertext Transfer Protocol
<b>LAN</b>	Local Area Network
<b>LTE</b>	Long Term Evolution
<b>OS</b>	Operating System
<b>SD</b>	Standard Definition
<b>SVC</b>	Scalable Video Coding
<b>UI</b>	User Interface
<b>UMTS</b>	Universal Mobile Telecommunication System
<b>WLAN</b>	Wireless Local Area Network
<b>WWAN</b>	Wireless Wide Area Network



# Glossary

## **formula**

A mathematical expression ..... 5

## **LaTeX**

LaTeX It is a mark up language specially suited for scientific documents as it can correctly format documents with all the typographical rules ..... 5

## **mathematics**

Mathematics is what mathematicians do ..... 5



# 1

## Introduction

### Contents

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1.2 Organization of the Document . . . . .	5

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Rui Cruz: The examples of techniques, tools, and packages along the document are for you to get familiarized with them. It is advisable to preserve those examples of usage, for reference, by moving the respective blocks of text to the last Chapter of this template (or to a Chapter file that you know you will not use), until you finish your document.

Example of using package `todo` for notes of authors. In this case the author Johnny is calling the attention for something at the specific place in the text.

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In this other case, another co-author is commenting on something inline.

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3G/4G Wireless Wide Area Networks (WWANs).

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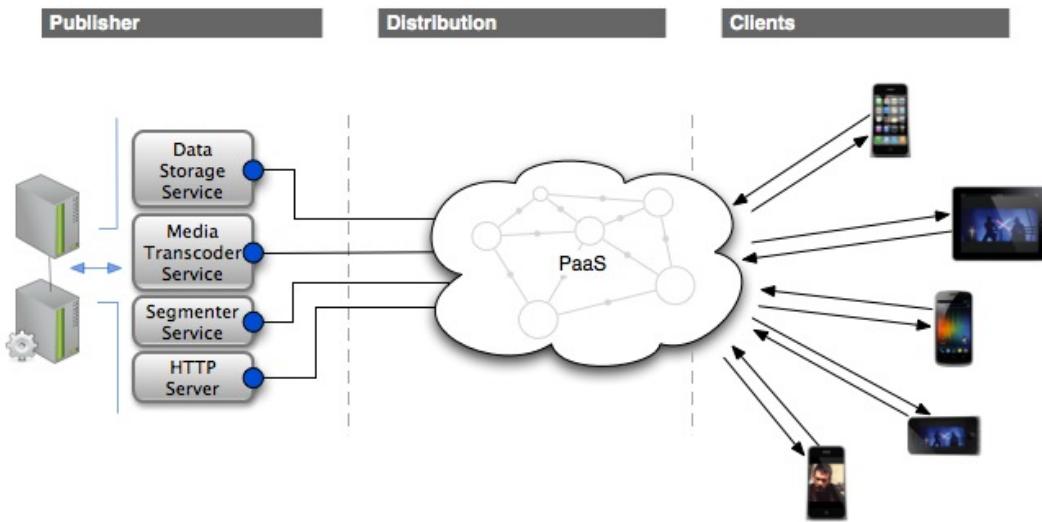
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**Figure 1.1:** Ecosystem

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# 2

## This is the Second Chapter

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## 2.1 Traditional Streaming Technologies

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Table 2.1.

**Table 2.1:** Streaming Technologies Comparison

	Dynamic Streaming	Smooth Streaming	HLS
Streaming Protocol	RTMP	HTTP	HTTP
Video Codec	H.264, VP6	H.264	H.264
Audio Codec	AAC, MP3	WMA, AAC	AAC, MP3
Container Format	MP4, FLV,	MP4	MPEG2-TS
iOS	NO	YES	YES
Android	NO	YES	YES

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Table 2.2 illustrates the use of a Spreadsheet-like table producing calculations by columns and by lines (observe the code).

**Table 2.2:** A nice Spreadsheet using package “spreadtab”. Notice the calculations.

22	54	76
43	65	108
49	37	86
114	156	270

## 2.2 Cras lobortis tempor velit

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**Table 2.3:** Comparison between today's and target Architectures of Telcos

Today		Target	
Rigid	Each evolutionary requirement involves development of multiple components, interfaces, platforms,etc.	Flexible	It is possible to modify or add new functionalities rapidly.
Slow	Development of a new application takes months or years.	Fast	Development of a new application takes weeks instead of months or years.
Closed	Limited integration with external environments.	Open	It is simple to integrate internal, applications with external entities.
Complex	Heterogeneous technologies, obsolescence, lack,of standards, high redundancy.	Standardised	Use of homogeneous architectural models.
Expensive	High Capex (for new service development) and,high,Opex (to ensure running of IT).	Cost-Effective	Capex and Opex are optimised.

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# 3

## This is the Third Chapter

### Contents

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3.2 Architecture Design Requirements . . . . .	15

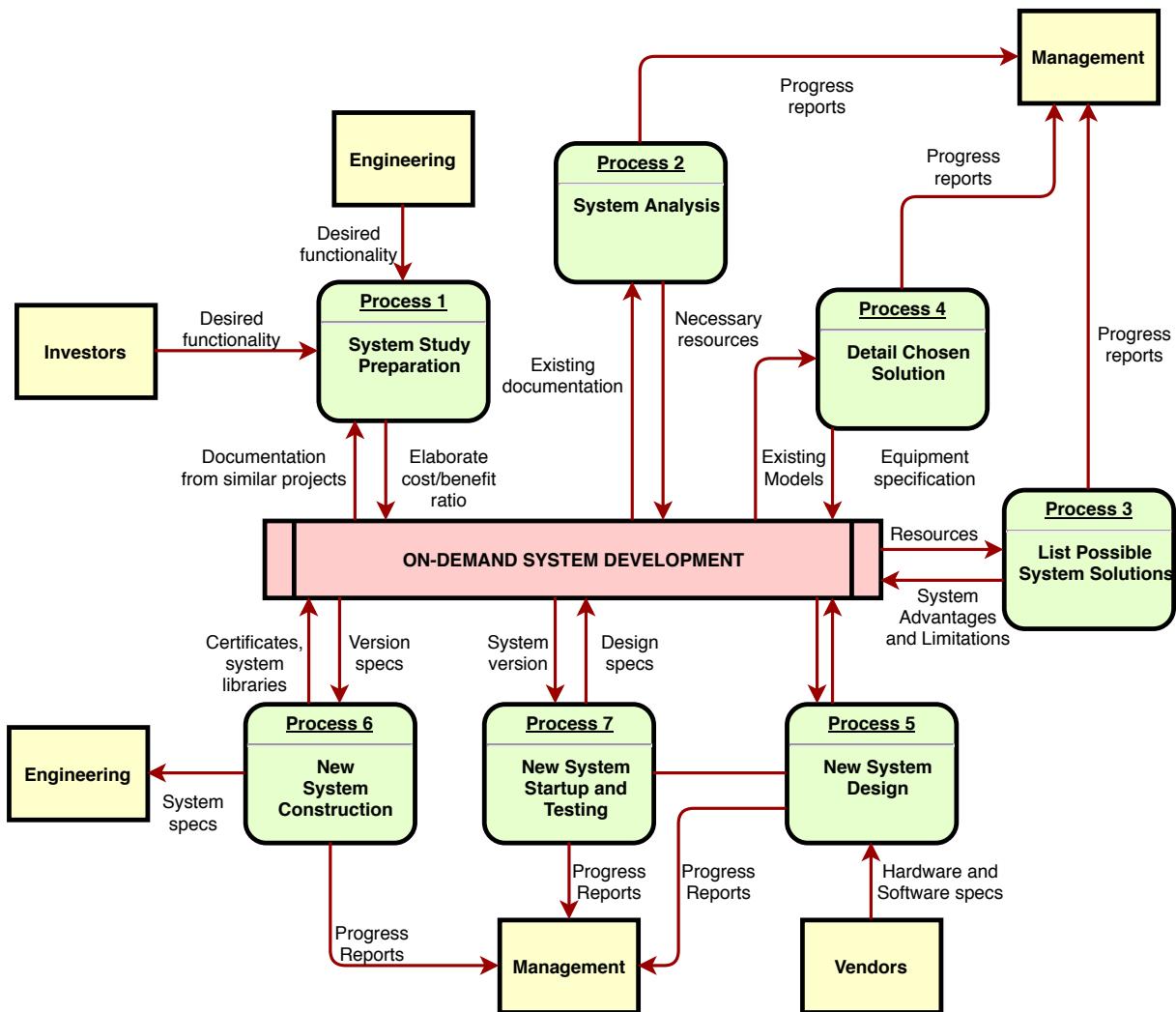
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### 3.1 Architecture Design

Example of a Flowchart for a system, in Figure 3.1, created with <https://app.diagrams.net> and then exported as “PDF” crop format (a true vector image that can be scaled to no end, with no pixels or distortion).

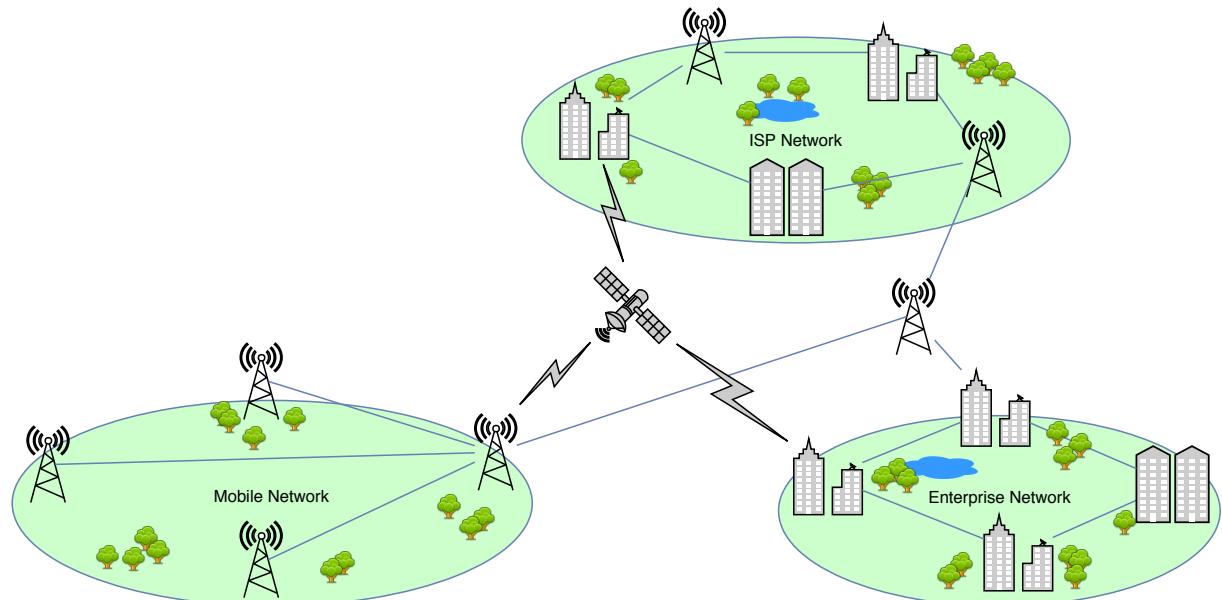


**Figure 3.1:** System Processes

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And here another diagram of a network (Figure 3.2) created with <https://app.diagrams.net> and then exported as “PDF” crop format.



**Figure 3.2:** Network Diagram

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**Web-streaming:** The client application should support streaming media using Hypertext Transfer Protocol (HTTP) protocols.

**Multi-source streaming:** The client application should support multi-source streaming media, i.e., “simultaneous” streaming of media content components from a network, supported/complemented by Content Distribution Network (CDN)/Cloud Computing (CC) services.

**Support content Metadata Description:** The client application should support content metadata description in a format similar or compliant with MPEG Dynamic Adaptive Streaming over HTTP (DASH) [11].

**Scalable and Adaptive Media Contents:** The system should support on-demand streaming of scal-

able and adaptive contents based on SVC.

**Heterogenous End-User Devices:** The client application should be compatible with current and future generations of end-user devices form factors, irrespective of their performance, screen size and resolution.

**Access Network independency:** The solution should provide the expected service over different types of access networks supported by the end-user devices, such as Wireless Local Area Networks (LANs) (IEEE 802.11) or cellular data networks such as General Packet Radio Service (GPRS), Universal Mobile Telecommunication System (UMTS), Long Term Evolution (LTE), etc.

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## 3.2 Architecture Design Requirements

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**Listing 3.1:** Example of a MPD file.

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <StreamInfo version="2.0">
3   <Clip duration="PT01M0.00S">
4     <BaseURL>videos/</BaseURL>
5     <Description>svc_1</Description>
6     <Representation mimeType="video/SVC" codecs="svc" frameRate="30.00" bandwidth="401.90"
7       width="176" height="144" id="L0">
8       <BaseURL>svc.1/</BaseURL>
9       <SegmentInfo from="0" to="11" duration="PT5.00S">
10        <BaseURL>svc_1-L0-</BaseURL>
11      </SegmentInfo>
12    </Representation>
13    <Representation mimeType="video/SVC" codecs="svc" frameRate="30.00"
14      bandwidth="1322.60"
15      width="352" height="288" id="L1">
16      <BaseURL>svc.1/</BaseURL>
17      <SegmentInfo from="0" to="11" duration="PT5.00S">
18        <BaseURL>svc_1-L1-</BaseURL>
19      </SegmentInfo>
20    </Representation>
21  </Clip>
22 </StreamInfo>
```

RC  
A listing for  
XML code,  
with syntax  
highlighting

Nam malesuada ornare dolor. Cras gravida, diam sit amet rhoncus ornare, erat elit consectetur erat, id egestas pede nibh eget odio. Proin tincidunt, velit vel porta elementum, magna diam molestie sapien, non aliquet massa pede eu diam.



# 4

## This is the Fourth Chapter

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4.2 Development Environment . . . . .	20
4.3 Client Application . . . . .	20

---



Aliquam aliquet, est a ullamcorper condimentum, tellus nulla fringilla elit, a iaculis nulla turpis sed wisi. Fusce volutpat. Etiam sodales ante id nunc. Proin ornare dignissim lacus. Nunc porttitor nunc a sem. Sed sollicitudin velit eu magna. Aliquam erat volutpat. Vivamus ornare est non wisi. Proin vel quam. Vivamus egestas. Nunc tempor diam vehicula mauris. Nullam sapien eros, facilisis vel, eleifend non, auctor dapibus, pede.

## 4.1 Development Process

Suspendisse vestibulum dignissim quam. Integer vel augue. Phasellus nulla purus, interdum ac, venenatis non, varius rutrum, leo. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Duis a eros. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Fusce magna mi, porttitor quis, convallis eget, sodales ac, urna. Phasellus luctus venenatis magna. Vivamus eget lacus. Nunc tincidunt convallis tortor. Duis eros mi, dictum vel, fringilla sit amet, fermentum id, sem. Phasellus nunc enim, faucibus ut, laoreet in, consequat id, metus. Vivamus dignissim. Cras lobortis tempor velit. Phasellus nec diam ac nisl lacinia tristique. Nullam nec metus id mi dictum dignissim. Nullam quis wisi non sem lobortis condimentum. Phasellus pulvinar, nulla non aliquam eleifend, tortor wisi scelerisque felis, in sollicitudin arcu ante lacinia leo.:.

- Technology Research and Related Works
- Requirements Gathering and Study
- Design of the Architecture
- Implementation Process
- Testing and Functional Validation

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## 4.2 Development Environment

Cras sed ante. Phasellus in massa. Curabitur dolor eros, gravida et, hendrerit ac, cursus non, massa.

RC  
Notice the reference to the Algorithm construct

Aliquam lorem. In hac habitasse platea dictumst. Cras eu mauris Algorithm 4.1. Quisque lacus. Donec ipsum. Nullam vitae sem at nunc pharetra ultricies. Vivamus elit eros, ullamcorper a, adipiscing sit amet, porttitor ut, nibh.

---

### Algorithm 4.1: Time Control Strategy

---

```
begin
    nextBitrate ← nextDownloadLevel
    nextBitrate ← GetNextBitrate()
    cpuLoad ← GetCpuLoad()
    bitrateDelta ← getBitrateDelta(currentBitrate, nextBitrate)

    if bitrateDelta > maxThreshold then
        SetBitrate(nextBitrate)

    if minThreshold < bitrateDelta < maxThreshold and numAttempts < 2 then
        numAttempts ← numAttempts + 1

    else if minThreshold < bitrateDelta < maxThreshold and numAttempts = 2 then
        numAttempts ← 0

    else
        SetBitrate(nextBitrate)

    if 0 < bitrateDelta < minThreshold and numAttempts < 3 then
        numAttempts ← numAttempts + 1

    else if 0 < bitrateDelta < minThreshold and numAttempts = 3 then
        SetBitrate(nextBitrate)
```

---

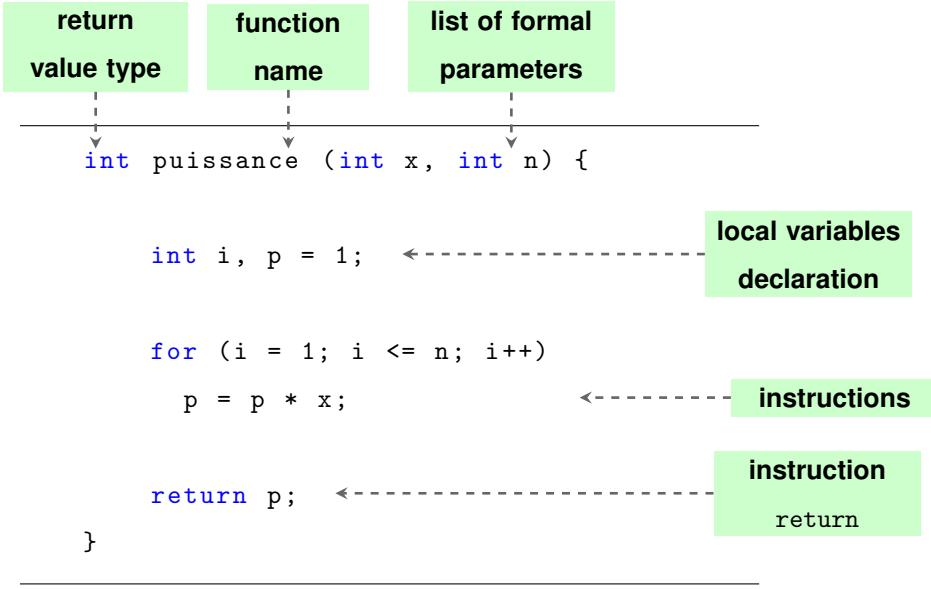
Maecenas adipiscing mollis massa. Nunc ut dui eget nulla venenatis aliquet. Sed luctus posuere justo. Cras vehicula varius turpis. Vivamus eros metus, tristique sit amet, molestie dignissim, malesuada et, urna..

## 4.3 Client Application

Cras sed ante. Phasellus in massa. Curabitur dolor eros, gravida et, hendrerit ac, cursus non, massa. Aliquam lorem. In hac habitasse platea dictumst. Cras eu mauris. Quisque lacus. Donec ipsum. Nullam vitae sem at nunc pharetra ultricies.

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Quisque lacus. Donec ipsum. Nullam vitae sem at nunc pharetra ultricies. Cras vehicula varius turpis.



**Listing 4.1:** A listing with a Tikz picture overlayed

And here another method (Listing 4.1) for mixing (overlay) a picture with a listing of code.

### 4.3.1 User Interface

Donec semper turpis sed diam. Sed consequat ligula nec tortor. Integer eget sem. Ut vitae enim eu est vehicula gravida. Morbi ipsum ipsum, porta nec, tempor id, auctor vitae, purus. Pellentesque neque. Nulla luctus erat vitae libero. Integer nec enim. Phasellus aliquam enim et tortor. Quisque aliquet, quam elementum condimentum feugiat, tellus odio consectetur wisi, vel nonummy sem neque in elit. Curabitur eleifend wisi iaculis ipsum. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. In non velit non ligula laoreet ultrices. Praesent ultricies facilisis nisl. Vivamus luctus elit sit amet mi. Phasellus pellentesque, erat eget elementum volutpat, dolor nisl porta neque, vitae sodales ipsum nibh in ligula. Maecenas mattis pulvinar diam. Curabitur sed leo..

Cras eu mauris. Quisque lacus. Donec ipsum. Nullam vitae sem at nunc pharetra ultricies. Vivamus elit eros, ullamcorper a, adipiscing sit amet, porttitor ut, nibh. Maecenas adipiscing mollis massa. Nunc ut dui eget nulla venenatis aliquet. Sed luctus posuere justo. Cras vehicula varius turpis.

### 4.3.2 Vivamus luctus elit sit amet mi

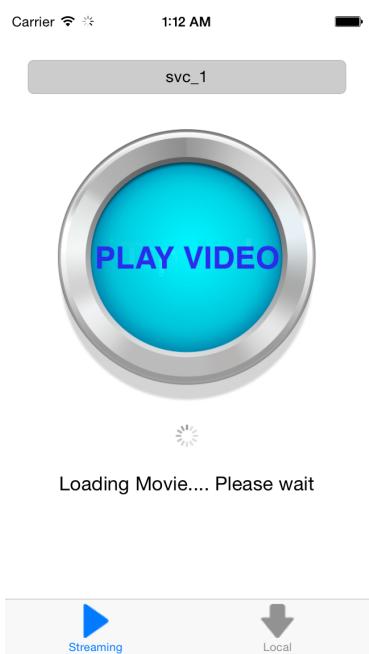
Nulla facilisi. In vel sem. Morbi id urna in diam dignissim feugiat. Proin molestie tortor eu velit. Aliquam erat volutpat. Nullam ultrices, diam tempus vulputate egestas, eros pede varius leo, sed imperdiet lectus est ornare odio. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Proin consectetur velit in dui. Phasellus wisi purus, interdum vitae, rutrum accumsan, viverra in, velit. Sed enim risus, congue non, tristique in, commodo eu, metus. Aenean tortor mi, imperdiet id, gravida eu, posuere eu, felis.

Mauris sollicitudin, turpis in hendrerit sodales, lectus ipsum pellentesque ligula, sit amet scelerisque

urna nibh ut arcu. Aliquam in lacus.

Figures 4.1(a) and 4.1(b) proin at eros non eros adipiscing mollis.

RC  
A figure  
with Subfig-  
ures



(a) Media Loading Window



(b) Play-out Session UI

**Figure 4.1:** Complete User Interface

Vestibulum ante ipsum primis in User Interface (UI) faucibus orci luctus et ultrices posuere cubilia Curae; Nulla placerat aliquam wisi. Mauris viverra odio. Quisque fermentum pulvinar odio. Proin posuere est vitae ligula. Etiam euismod. Cras a eros.

# 5

## This is the Fifth Chapter

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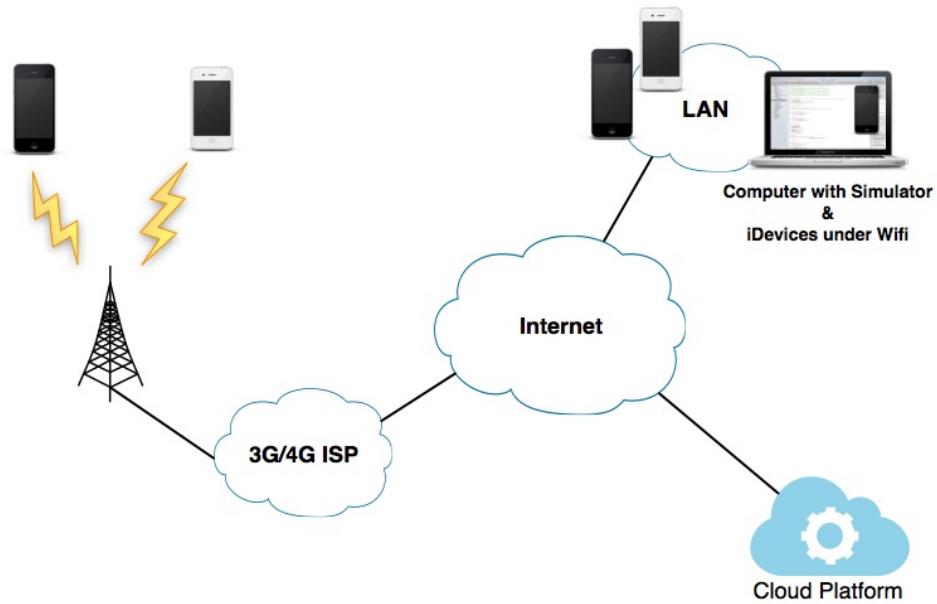
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Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Morbi commodo, ipsum sed pharetra gravida, orci magna rhoncus neque, id pulvinar odio lorem non turpis. Nullam sit amet enim. Suspendisse id velit vitae ligula volutpat condimentum. Aliquam erat volutpat. Sed quis velit. Nulla facilisi. Nulla libero. Vivamus pharetra posuere sapien. Nam consectetuer. Sed aliquam, nunc eget euismod ullamcorper, lectus nunc ullamcorper orci, fermentum bibendum enim nibh eget ipsum. Donec porttitor ligula eu dolor. Maecenas vitae nulla consequat libero cursus venenatis. Nam magna enim, accumsan eu, blandit sed, blandit a, eros.

## 5.1 Maecenas vitae nulla consequat

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**Figure 5.1:** Test Environment

Aliquam aliquet, est a ullamcorper condimentum, tellus nulla fringilla elit, a iaculis nulla turpis sed wisi. Fusce volutpat. Etiam sodales ante id nunc. Proin ornare dignissim lacin. Nunc porttitor nunc a sem. Sed sollicitudin velit eu magna. Aliquam erat volutpat. Vivamus egestas. Nunc tempor diam vehicula mauris. Nullam sapien eros, facilisis vel, eleifend non, auctor dapibus, pede Table 5.1 used in the tests. The Network Link Conditioner allows to force/simulate fluctuations in fixed network segments.

**Table 5.1:** Network Link Conditioner Profiles

Network Profile	Bandwidth	Packets Dropped	Delay
Wifi	40 mbps	0%	1 ms
3G	780 kbps	0%	100 ms
Edge	240 kbps	0%	400 ms

Aliquam aliquet, est a ullamcorper condimentum, tellus nulla fringilla elit, a iaculis nulla turpis sed wisi. Fusce volutpat. Etiam sodales ante id nunc. Proin ornare dignissim lacus. Nunc porttitor nunc a sem. Sed sollicitudin velit eu magna. Aliquam erat volutpat. Vivamus ornare est non wisi. Proin vel quam. Vivamus egestas. Nunc tempor diam vehicula mauris. Nullam sapien eros, facilisis vel, eleifend non, auctor dapibus, pede.

## 5.2 Proin ornare dignissim lacus

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Et “optimistic” nulla dui purus, eleifend vel, consequat non, dictum porta, nulla. Duis ante mi, laoreet ut, commodo eleifend, cursus nec, lorem. Aenean eu est. Etiam imperdiet turpis. Praesent nec augue. Curabitur ligula quam, rutrum id, tempor sed, consequat ac, dui  $G_j$ , nec ligula et lorem consequat ullamcorper  $p$  ut mauris eu mi mollis luctus  $j$ , porttitor ut, Equation (5.1), uestus posuere justo:

$N_j$  Is the number of times peer  $j$  has been optimistically unchoked.

$n_j$  Among the  $N_j$  unchokees, the number of times that peer  $j$  responded with unchoke or supplied segments to peer  $p$ .

$C_{r[j]}$  The cooperation ratio of peer  $j$ . If peer  $j$  never supplied peer  $p$ , the information of  $C_{r[j]}$  may not be available.

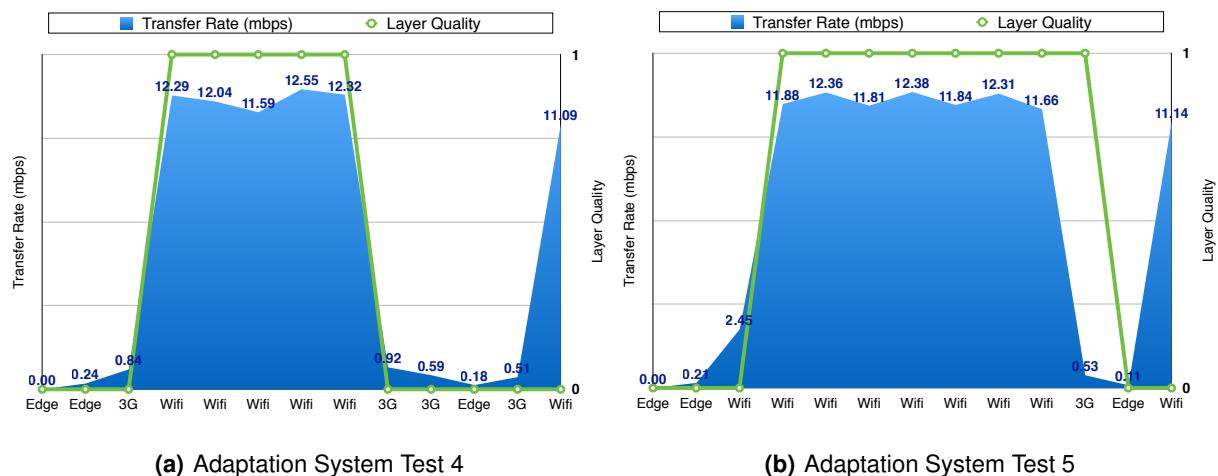
$C_{r(max)}$  The maximum cooperation ratio of peer  $p$ 's neighbors, i.e.,  $C_{r(max)} = \max(C_r)$ .

$$G_j = \begin{cases} \frac{n_j C_{r[j]}}{N_j} & \text{if } n_j > 0 \\ \frac{C_{r(max)}}{N_j + 1} & \text{if } n_j = 0 \end{cases} \quad (5.1)$$

Cursus  $C_{r(max)}$  conubia nostra, per inceptos hymenaeos  $j$  gadipiscing mollis massa  $N_j = 0$ , unc ut dui eget nulla venenatis aliquet  $G_j = C_{r(max)}$ .

Vestibulum accumsan eros nec magna. Vestibulum vitae dui. Vestibulum nec ligula et lorem consequat ullamcorper. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Phasellus eget nisl ut elit porta ullamcorper. Maecenas tincidunt velit quis orci. Sed in dui. Nullam ut mauris eu mi mollis luctus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Sed cursus cursus velit. Sed a massa.

Both Figures 5.2(a) and 5.2(b) Phasellus eget nisl ut elit porta “perfect” tincidunt. Class aptent taciti sociosqu ad litora torquent per conubia nostra.



**Figure 5.2: Adaptation System Behavior Test**

Cras sed ante. Phasellus in massa. Curabitur dolor eros, gravida et, hendrerit ac, cursus non, massa. Aliquam lorem. In hac habitasse platea dictumst. Cras eu mauris. Quisque lacus. Donec ipsum. Nullam vitae sem at nunc pharetra ultricies. Vivamus elit eros, ullamcorper a, adipiscing sit amet, porttitor ut, nibh. Maecenas adipiscing mollis massa. Nunc ut dui eget nulla venenatis aliquet. Sed luctus posuere justo. Cras vehicula varius turpis. Vivamus eros metus, tristique sit amet, molestie dignissim, malesuada et, urna.



# 6

## Conclusion

### Contents

---

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6.2 System Limitations and Future Work . . . . .	32

---



Pellentesque vel dui sed orci faucibus iaculis. Suspendisse dictum magna id purus tincidunt rutrum. Nulla congue. Vivamus sit amet lorem posuere dui vulputate ornare. Phasellus mattis sollicitudin ligula. Duis dignissim felis et urna. Integer adipiscing congue metus.

Rui Cruz  
You should  
always  
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Chapter  
with an in-  
troduction  
text

## 6.1 Conclusions

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non, tristique in, commodo eu, metus. Aenean tortor mi, imperdiet id, gravida eu, posuere eu, felis. Mauris sollicitudin, turpis in hendrerit sodales, lectus ipsum pellentesque ligula, sit amet scelerisque urna nibh ut arcu. Aliquam in lacus. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Nulla placerat aliquam wisi. Mauris viverra odio. Quisque fermentum pulvinar odio. Proin posuere est vitae ligula. Etiam euismod. Cras a eros.

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## 6.2 System Limitations and Future Work

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## Code of Project

Nulla dui purus, eleifend vel, consequat non, dictum porta, nulla. Duis ante mi, laoreet ut, commodo eleifend, cursus nec, lorem. Aenean eu est. Etiam imperdiet turpis. Praesent nec augue. Curabitur ligula quam, rutrum id, tempor sed, consequat ac, dui. Vestibulum accumsan eros nec magna. Vestibulum vitae dui. Vestibulum nec ligula et lorem consequat ullamcorper.

**Listing A.1:** Example of a XML file.

---

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <StreamInfo version="2.0">
3   <Clip duration="PT01M0.00S">
4     <BaseURL>videos/</BaseURL>
5     <Description>svc_1</Description>
6     <Representation mimeType="video/SVC" codecs="svc" frameRate="30.00" bandwidth="401.90"
7       width="176" height="144" id="L0">
8       <BaseURL>svc_1/</BaseURL>
9       <SegmentInfo from="0" to="11" duration="PT5.00S">
```

```

10          <BaseURL>svc_1-L0-</BaseURL>
11      </SegmentInfo>
12  </Representation>
13  <Representation mimeType="video/SVC" codecs="svc" frameRate="30.00" bandwidth="1322.60"
14      width="352" height="288" id="L1">
15      <BaseURL>svc_1/</BaseURL>
16      <SegmentInfo from="0" to="11" duration="PT5.00S">
17          <BaseURL>svc_1-L1-</BaseURL>
18      </SegmentInfo>
19  </Representation>
20 </Clip>
21 </StreamInfo>

```

---

Etiam imperdiet turpis. Praesent nec augue. Curabitur ligula quam, rutrum id, tempor sed, consequat ac, dui. Maecenas tincidunt velit quis orci. Sed in dui. Nullam ut mauris eu mi mollis luctus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Sed cursus cursus velit. Sed a massa. Duis dignissim euismod quam.

**Listing A.2:** Assembler Main Code.

```

1 ; ****
2 ; * Constantes
3 ; ****
4
5 ON    EQU 1 ; contagem ligada
6 OFF   EQU 0 ; contagem desligada
7 INPUT EQU 8000H ; endereço do porto de entrada
8           ;(bit 0 = RTC; bit 1 = botão)
9 OUTPUT EQU 8000H ; endereço do porto de saída.
10
11
12 ; ****
13 ; * Stack
14 ; ****
15
16 PLACE 1000H
17 pilha: TABLE 100H ; espaço reservado para a pilha
18 fim_pilha:
19
20 ; ****
21
22 PLACE 2000H
23
24 ; Tabela de vectores de interrupção
25
26 tab: WORD rot0
27
28 ; ****
29 ; * Programa Principal
30 ; ****
31
32 PLACE 0
33
34 inicio:
35     MOV BTE, tab      ; inicializa BTE
36     MOV R9, INPUT      ; endereço do porto de entrada
37     MOV R10, OUTPUT     ; endereço do porto de saída
38     MOV SP, fim_pilha
39     MOV R5, 1           ; inicializa estado do processo P1
40     MOV R6, 1           ; inicializa estado do processo P2
41     MOV R4, OFF          ; inicializa controle de RTC
42     MOV R8, 0            ; inicializa contador
43     MOV R7, OFF          ; inicialmente não permite contagem
44     EIO                  ; permite interrupções tipo 0

```

```

45     EI           ; activa interrupções
46
47 ciclo:
48     CALL  P1       ; invoca processo P1
49     CALL  P2       ; invoca processo P2
50     JMP   ciclo    ; repete ciclo
51
52 ; ****
53 ; * ROTINAS
54 ; ****
55
56 P1:
57     CMP  R5, 1     ; se estado = 1
58     JZ   P1_1
59     CMP  R5, 2     ; se estado = 2
60     JZ   P1_2
61 sai_P1:
62     RET           ; sai do processo.
63
64
65 P1_1:
66     MOVB R0, [R9]  ; lê porto de entrada
67     BIT  R0, 1
68     JZ   sai_P1    ; se botão não carregado, sai do processo
69     MOV  R7, ON      ; permite contagem do display
70     MOV  R5, 2      ; passa ao estado 2 do P1
71     JMP  sai_P1
72
73 P1_2:
74     MOVB R0, [R9]  ; lê porto de entrada
75     BIT  R0, 1
76     JNZ  sai_P1    ; se botão continua carregado, sai do processo
77     MOV  R7, OFF     ; caso contrário, desliga contagem do display
78     MOV  R5, 1      ; passa ao estado 1 do P1
79     JMP  sai_P1

```

Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Phasellus eget nisl ut elit porta ullamcorper. Maecenas tincidunt velit quis orci. Sed in dui. Nullam ut mauris eu mi mollis luctus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos.

This inline MATLAB code `for i=1:3, disp('cool'); end;` uses the `\mcode{}` command.<sup>1</sup>

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#### **Listing A.3:** Matlab Function

```

1  for i = 1:3
2      if i >= 5 && a ~= b          % literate programming replacement
3          disp('cool');            % comment with some LATEX in it:  $\pi x^2$ 
4      end
5      [ :,ind] = max(vec);
6      x_last = x(1,end) - 1;
7      v(end);
8      ylabel('Voltage ( $\mu$ V)');
9  end

```

---

<sup>1</sup>MATLAB Works also in footnotes: `for i=1:3, disp('cool'); end;`

Nullam ut mauris eu mi mollis luctus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Sed cursus cursus velit. Sed a massa. Duis dignissim euismod quam. Nullam euismod metus ut orci.

**Listing A.4:** function.m

```
1 % Copyright 2010 The MathWorks, Inc.
2 function ObjTrack(position)
3 % #codegen
4 % First, setup the figure
5 numPts = 300; % Process and plot 300 samples
6 figure;hold;grid; % Prepare plot window
7 % Main loop
8 for idx = 1: numPts
9     z = position(:,idx); % Get the input data
10    y = kalmanfilter(z); % Call Kalman filter to estimate the position
11    plot_trajectory(z,y); % Plot the results
12 end
13 hold;
14 end % of the function
```

Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Phasellus eget nisl ut elit porta ullamcorper. Maecenas tincidunt velit quis orci. Sed in dui. Nullam ut mauris eu mi mollis luctus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Sed cursus cursus velit. Sed a massa. Duis dignissim euismod quam. Nullam euismod metus ut orci. Vestibulum erat libero, scelerisque et, porttitor et, varius a, leo.

**Listing A.5:** HTML with CSS Code

```
1 <!DOCTYPE html>
2 <html>
3     <head>
4         <title>Listings Style Test</title>
5         <meta charset="UTF-8">
6         <style>
7             /* CSS Test */
8             * {
9                 padding: 0;
10                border: 0;
```

```

11         margin: 0;
12     }
13 
```

```

14     </style>
15     <link rel="stylesheet" href="css/style.css" />
16 
```

```

17 </head>
18 <header> hey </header>
19 <article> this is a article </article>
20 
```

```

21 <body>
22     <!-- Paragraphs are fine -->
23     <div id="box">
24         <p>
25             Hello World
26         </p>
27         <p>Hello World</p>
28         <p id="test">Hello World</p>
29         <p></p>
30     </div>
31     <div>Test</div>
32     <!-- HTML script is not consistent -->
33     <script src="js/benchmark.js"></script>
34 
```

```

35     <script>
36         function createSquare(x, y) {
37             // This is a comment.
38             var square = document.createElement('div');
39             square.style.width = square.style.height = '50px';
40             square.style.backgroundColor = 'blue';
41
42             /*
43             * This is another comment.
44             */
45             square.style.position = 'absolute';
46             square.style.left = x + 'px';
47             square.style.top = y + 'px';
48
49             var body = document.getElementsByTagName('body')[0];
50             body.appendChild(square);
51         };
52 
```

```

49     // Please take a look at +=
50
51     window.addEventListener('mousedown', function(event) {
52
53         // German umlaut test: Berührungspunkt ermitteln
54
55         var x = event.touches[0].pageX;
56         var y = event.touches[0].pageY;
57
58         var lookAtThis += 1;
59     });
60
61     </script>
62
63     </body>
64
65 </html>

```

---

Nulla dui purus, eleifend vel, consequat non, dictum porta, nulla. Duis ante mi, laoreet ut, commodo eleifend, cursus nec, lorem. Aenean eu est. Etiam imperdiet turpis. Praesent nec augue. Curabitur ligula quam, rutrum id, tempor sed, consequat ac, dui. Vestibulum accumsan eros nec magna. Vestibulum vitae dui. Vestibulum nec ligula et lorem consequat ullamcorper.

**Listing A.6:** HTML CSS Javascript Code

```

1
2 @media only screen and (min-width: 768px) and (max-width: 991px) {
3
4     #main {
5
6         width: 712px;
7
8         padding: 100px 28px 120px;
9     }
10
11    /* .mono {
12        font-size: 90%;
13    } */
14
15
16    .cssbtn a {
17
18        margin-top: 10px;
19
20        margin-bottom: 10px;
21
22        width: 60px;
23
24        height: 60px;
25
26        font-size: 28px;
27
28        line-height: 62px;
29    }
30

```

---

Nulla dui purus, eleifend vel, consequat non, dictum porta, nulla. Duis ante mi, laoreet ut, commodo eleifend, cursus nec, lorem. Aenean eu est. Etiam imperdiet turpis. Praesent nec augue. Curabitur ligula quam, rutrum id, tempor sed, consequat ac, dui. Vestibulum accumsan eros nec magna. Vestibulum vitae dui. Vestibulum nec ligula et lorem consequat ullamcorper.

**Listing A.7:** PYTHON Code

```
1 class TelegramRequestHandler(object):
2     def handle(self):
3         addr = self.client_address[0]          # Client IP-adress
4         telegram = self.request.recv(1024)      # Recieve telegram
5         print "From: %s, Received: %s" % (addr, telegram)
6         return
```



# B

## A Large Table

Aliquam et nisl vel ligula consectetuer suscipit. Morbi euismod enim eget neque. Donec sagittis massa. Vestibulum quis augue sit amet ipsum laoreet pretium. Nulla facilisi. Duis tincidunt, felis et luctus placerat, ipsum libero vestibulum sem, vitae elementum wisi ipsum a metus. Nulla a enim sed dui hendrerit lobortis. Donec lacinia vulputate magna. Vivamus suscipit lectus at quam. In lectus est, viverra a, ultricies ut, pulvinar vitae, tellus. Donec et lectus et sem rutrum sodales. Morbi cursus. Aliquam a odio. Sed tortor velit, convallis eget, porta interdum, convallis sed, tortor. Phasellus ac libero a lorem auctor mattis. Lorem ipsum dolor sit amet, consectetuer adipiscing elit.

Nunc auctor bibendum eros. Maecenas porta accumsan mauris. Etiam enim enim, elementum sed, bibendum quis, rhoncus non, metus. Fusce neque dolor, adipiscing sed, consectetuer et, lacinia sit amet, quam. Suspendisse wisi quam, consectetuer in, blandit sed, suscipit eu, eros. Etiam ligula enim, tempor ut, blandit nec, mollis eu, lectus. Nam cursus. Vivamus iaculis. Aenean risus purus, pharetra in, blandit quis, gravida a, turpis. Donec nisl. Aenean eget mi. Fusce mattis est id diam. Phasellus faucibus interdum sapien. Duis quis nunc. Sed enim. Nunc auctor bibendum eros. Maecenas porta accumsan mauris. Etiam enim enim, elementum sed, bibendum quis, rhoncus non, metus. Fusce neque dolor, adipiscing sed, consectetuer et, lacinia sit amet, quam.

**Table B.1:** Example table

Benchmark: ANN	#Layers (1)	#Nets (2)	#Nodes* (3) = 8 · (1) · (2)	Critical path (4) = 4 · (1)	Latency ( $T_{iter}$ ) (5)
A1	<b>3–1501</b>	1	<b>24–12008</b>	<b>12–6004</b>	4
A2	501	1	4008	2004	<b>2–2000</b>
A3	10	<b>2–1024</b>	<b>160–81920</b>	40	60 <sup>†</sup>
A4	10	50	4000	40	<b>80–1200</b>
Benchmark: FFT	FFT size <sup>‡</sup> (1)	#Inputs (2) = $2^{(1)}$	#Nodes* (3) = $10 \cdot (1) \cdot (2)$	Critical path (4) = 4 · (1)	Latency ( $T_{iter}$ ) (5)
F1	<b>1–10</b>	2–1024	<b>20–102400</b>	4–40	6–60 <sup>†</sup>
F2	<b>5</b>	32	1600	20	<b>40 – 1500</b>
Benchmark: Random networks	#Types (1)	#Nodes (2)	#Networks (3)	Critical path (4)	Latency ( $T_{iter}$ ) (5)
R1	3	10–2000	500	variable	(4)
R2	3	50	500	variable	(4) × [1; · · · ; 20]

\* Excluding constant nodes.

† Value kept proportional to the critical path: (5) = (4) \* 1.5.

‡ A size of  $x$  corresponds to a  $2^x$  point FFT.

Values in bold indicate the parameter being varied.

As Table B.1 shows, the data can be inserted from a file, in the case of a somehow complex structure. Notice the Table footnotes.

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And now an example (Table B.2) of a table that extends to more than one page. Notice the repetition of the Caption (with indication that is continued) and of the Header, as well as the continuation text at the bottom.

**Table B.2:** Example of a very long table spreading in several pages

Time (s)	Triple chosen	Other feasible triples
0	(1, 11, 13725)	(1, 12, 10980), (1, 13, 8235), (2, 2, 0), (3, 1, 0)
2745	(1, 12, 10980)	(1, 13, 8235), (2, 2, 0), (2, 3, 0), (3, 1, 0)
5490	(1, 12, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
8235	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
Continued on next page		

**Table B.2 – continued from previous page**

Time (s)	Triple chosen	Other feasible triples
10980	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
13725	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
16470	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
19215	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
21960	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
24705	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
27450	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
30195	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
32940	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
35685	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
38430	(1, 13, 10980)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
41175	(1, 12, 13725)	(1, 13, 10980), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
43920	(1, 13, 10980)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
46665	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
49410	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
52155	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
54900	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
57645	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
60390	(1, 12, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
63135	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
65880	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
68625	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
71370	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
74115	(1, 12, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
76860	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
79605	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
82350	(1, 12, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
85095	(1, 12, 13725)	(1, 13, 10980), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
87840	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
90585	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
93330	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
96075	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
98820	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
101565	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
104310	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
107055	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
109800	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
112545	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
115290	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
118035	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
120780	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
123525	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
126270	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)
129015	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
131760	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
134505	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
137250	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
139995	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
142740	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
145485	(1, 12, 16470)	(1, 13, 13725), (2, 2, 2745), (2, 3, 0), (3, 1, 0)

Continued on next page

**Table B.2 – continued from previous page**

<b>Time (s)</b>	<b>Triple chosen</b>	<b>Other feasible triples</b>
148230	(2, 2, 2745)	(2, 3, 0), (3, 1, 0)
150975	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
153720	(1, 12, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
156465	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
159210	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
161955	(1, 13, 16470)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)
164700	(1, 13, 13725)	(2, 2, 2745), (2, 3, 0), (3, 1, 0)

An example of a large Table that autofits the size to the page margins is illustrated in Table B.3.

Please notice the text size that is shrunken in order for the table to adjust to the page:

**Table B.3: Sample Table.**

URL	First Time Visit	Last Time Visit	URL Counts	Value	Reference
https://web.facebook.com/	1521241972	1522351859	177	56640	[facebook-2021]
http://localhost/phpmyadmin/	1518413861	1522075694	24	39312	database-management
https://mail.google.com/mail/u/	1516596003	1522352010	36	33264	Google-Gmail-2021
https://github.com/shawon100	1517215489	1522352266	37	27528	Code-Repository
https://www.youtube.com/	1517229227	1521978502	24	14792	Youtube-video-2021

