

Sample Document DB2LaTeX
Full Blown

Blah blah blah
Yet Blah blha blah

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Contents

1. Introduction	9
1.1. Introduction and framework	9
2. L'architecture GMPLS	11
2.1. Towards a Multi-Service asynchronooous network	11
3. Table Tests	15
3.1. Title	15
3.2. Alternate Alignment on Entry	17
3.3. Absolute Widths	18
3.4. Relative Widths	19
3.5. Complex	19
3.6. With Footnotes	20
4. Conclusions et Perspectives	21
4.1. Global Approach	21
A. Software	23
A.1. Generic Programming in C++	23
A.1.1. C++ Templates	23
A.1.1.1. Containers	23
A.1.1.2. Traits	23
A.1.2. Binding Statique en temps de compilation	24
A.2. Librairies utilisés	24
A.2.1. Standard Template Library (STL)	24
A.2.2. ActiveX/Windows Template Library (ATL/WTL)	24
A.2.3. Boost Library et Boost Graph Library (BGL)	24
B. Techniques des Grandes Déviations	25
B.1. Motivation	25
B.1.1. Notation	25
B.4. La Loi des Grandes Nombres	25
Bibliography	27

Thanks

[illegible]

Abstract

kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj
kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj kldsflkjsdlkfjkljsdjfklds fkljds fkljds lfj qslidf lkdsj klj

1. Introduction

1.1. Introduction and framework

This is a para.

$$\int e^x dx = e^x \tag{1.1}$$



Figure 2.1: Traffic Engineering includes mapping the traffic matrix onto the network topology

hsdjkhf kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh
kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh
fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh fkjh sdfjkh
ksjsdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh
fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh
sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh sqdkjfh
kjdsdh fkjsh f jdsfkj kdsdfjkhf hsdjkfkh kjdsdhf kjsdh fkjh sdfjkh ksjsdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh
f

[illegible]

jdsfjk kdsdfjkhf hsdjkhf kjsdhf kjsdh fkjh sdfjkh ksjdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkhf kjsdhf kjsdh fkjh sdfjkh ksjdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkhf kjsdhf kjsdh fkjh sdfjkh ksjdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkhf kjsdhf kjsdh fkjh sdfjkh ksjdfh jksdh fkjhs dfkjh sqdkjfh kjsdh fkjsh f jdsfkj kdsdfjkhf hsdjkhf kjsdhf kjsdh

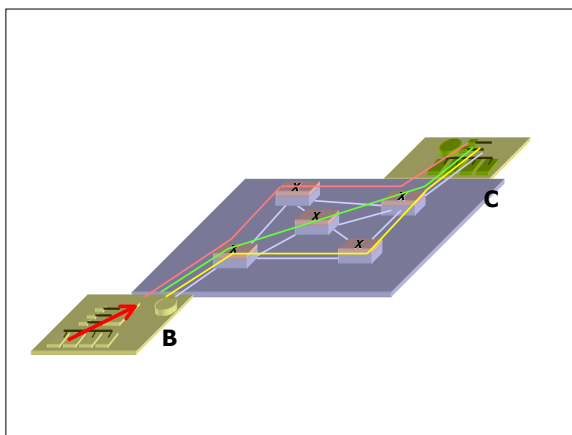


Figure 2.2: Traffic Engineering includes mapping the traffic matrix onto the network topology

[illegible]

3. Table Tests

3.1. Title

[illegible]

Table 3.1: A Table

1%1	1
2	4
3	9

[illegible]

1	1
2	8
3	27

[illegible]

[illegible]

h1	h2	h3
left	center	center
right	right	right

[illegible]

3.3. Absolute Widths

18

h1	h2	h3
e1	e2	e3
e1	e2	e3
e1	e2	e3

3.4. Relative Widths

left	center	right

3.5. Complex

[illegible]

A1	A2	A3	A4	A5	A6
B1	B2	B3	B5	B6	
C1	C2	C3	C4	C5	
D2	D3	D4			
E1	E2	E4			
F1	F2	F3	F4	F5	F6

foo ^a	3 ^b
bar ^a	5 ^b

^bA meaningless number

[illegible]

4. Conclusions et Perspectives

4.1. Global Approach

sdjlmfkjsdljfklsdjflksdjflkj s jsdkljkljsjdflkmjsqdfmkmj ksdlfjklsdqj flksdjqlf kljsdlkf jlksdjf lkjsdqf ljlksdjf lkjsdf lkdsjfklsdjf lkjsdl fjds lfj lkdsfj lksjdq flkjs dflkj sdqfklj sldk klsdjf klsdqjf lkjdsq lkfj lsdkj lkdsj lkmjsq dfklj sdqflmj slkdfj lkdsjf klsdqjf kljsd qlkj sqdljf lksjdf klsdj flksdqj flkjsqd flkjs qdlj lsdk jflksjq dflk slkdjflksjqdf lkjsdf lkjsqd lkj sdqlfj lksjqdf klj

sdjlmfkjsdljfklsdjflksdjflkj s jsdkljkljsjdflkmjsqdfmkmj ksdlfjklsdqj flksdjqlf kljsdlkf jlksdjf lkjsdqf ljlksdjf lkjsdf lkdsjfklsdjf lkjsdl fjds lfj lkdsfj lksjdq flkjs dflkj sdqfklj sldk klsdjf klsdqjf lkjdsq lkfj lsdkj lkdsj lkmjsq dfklj sdqflmj slkdfj lkdsjf klsdqjf kljsd qlkj sqdljf lksjdf klsdj flksdqj flkjsqd flkjs qdlj lsdk jflksjq dflk slkdjflksjqdf lkjsdf lkjsqd lkj sdqlfj lksjqdf klj

sdjlmfkjsdljfklsdjflksdjflkj s jsdkljkljsjdflkmjsqdfmkmj ksdlfjklsdqj flksdjqlf kljsdlkf jlksdjf lkjsdqf ljlksdjf lkjsdf lkdsjfklsdjf lkjsdl fjds lfj lkdsfj lksjdq flkjs dflkj sdqfklj sldk klsdjf klsdqjf lkjdsq lkfj lsdkj lkdsj lkmjsq dfklj sdqflmj slkdfj lkdsjf klsdqjf kljsd qlkj sqdljf lksjdf klsdj flksdqj flkjsqd flkjs qdlj lsdk jflksjq dflk slkdjflksjqdf lkjsdf lkjsqd lkj sdqlfj lksjqdf klj

sdjlmfkjsdljfklsdjflksdjflkj s jsdkljkljsjdflkmjsqdfmkmj ksdlfjklsdqj flksdjqlf kljsdlkf jlksdjf lkjsdqf ljlksdjf lkjsdf lkdsjfklsdjf lkjsdl fjds lfj lkdsfj lksjdq flkjs dflkj sdqfklj sldk klsdjf klsdqjf lkjdsq lkfj lsdkj lkdsj lkmjsq dfklj sdqflmj slkdfj lkdsjf klsdqjf kljsd qlkj sqdljf lksjdf klsdj flksdqj flkjsqd flkjs qdlj lsdk jflksjq dflk slkdjflksjqdf lkjsdf lkjsqd lkj sdqlfj lksjqdf klj

A. Software

A.1. Generic Programming in C++

A.1.1. C++ Templates

A.1.1.1. Containers

A.1.1.2. Traits

```
// traits par défaut
template <typename real_t = double>
class num_traits_std
{
public:
    static real_t sqrt (const real_t x)
    {
        return std::sqrt((double)x);
    }
};

// Traits pour un calcul optimisé
template <typename real_t = double>
class num_traits_opt
{
public:
    static real_t sqrt (const real_t x)
    {
        // Implementation d'un algorithme optimisé
        ...
    }
};

template <typename real_t = double, class num_traits = num_traits_std<real_t> >
real_t f(real_t& x)
{
    real_t result = 0.0;
    result = x + num_traits::sqrt(x);
    return result;
};
```

A.1.2. Binding Statique en temps de compilation

A.2. Librairies utilisés

A.2.1. Standard Template Library (STL)

A.2.2. ActiveX/Windows Template Library (ATL/WTL)

A.2.3. Boost Library et Boost Graph Library (BGL)

B. Techniques des Grandes Déviations

B.1. Motivation

B.1.1. Notation

Définition B.2 (Task). A task is something that has to be done, usually given by your boss, under the hypothesis that you do not want to. (Otherwise it is a pleasure, like working on DB2LaTeX).

Théorème B.3 (Lazy man theorem). *Given a task to do, T
Do not perform task T today, if it can be done tomorrow.*

Proof. A proof will be given tomorrow.

□

B.4. La Loi des Grandes Nombres

La loi des Grandes Nombres établit que la moyenne empirique d'une suite de variables aléatoires i.i.d. tend presque sûrement à sa moyenne.

$$\frac{1}{n} \sum_{i=1}^n X_i \rightarrow E[X_i] \text{ a.s.} \quad (\text{B.1})$$

$$\lim_{n \rightarrow \infty} \mathbb{P} \left(\frac{\sum_{i=1}^n X_i - n\mathbb{E}[X]}{\sqrt{n \text{Var}(X)}} \leq x \right) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^x e^{-t^2/2} dt \quad (\text{B.2})$$

Par rapport à la Loi des Grandes Nombres, les Grandes Déviations estiment la probabilité de s'éloigner de la moyenne.

Bibliography

- [1] Dimitri Bertsekas and Robert Gallager, "*Data Networks*", Prentice Hall International Editions. ISBN 0-13-196981-1, 1987.
- [2] L.R. Ford and D.R. Fulkerson, "*Flows in Networks*", Princeton University Press, Princeton, New Jersey, 1962.

Glossaire

A

attribute Attributes augment the element on which they appear; they also provide additional information about the element.

Attributes appear as name-value pairs in the element's start-tag. For example, to assign the value `hostname` to the Role attribute of `SystemItem`, you would use the mark up: `<systemitem role="hostname">`.

S

SGML See “[Standard Generalized Markup Language](#)”.

Standard Generalized Markup Language (SGML) [ISO 8879:1986]

Some reasonable definition here. See also “[attribute](#)”.