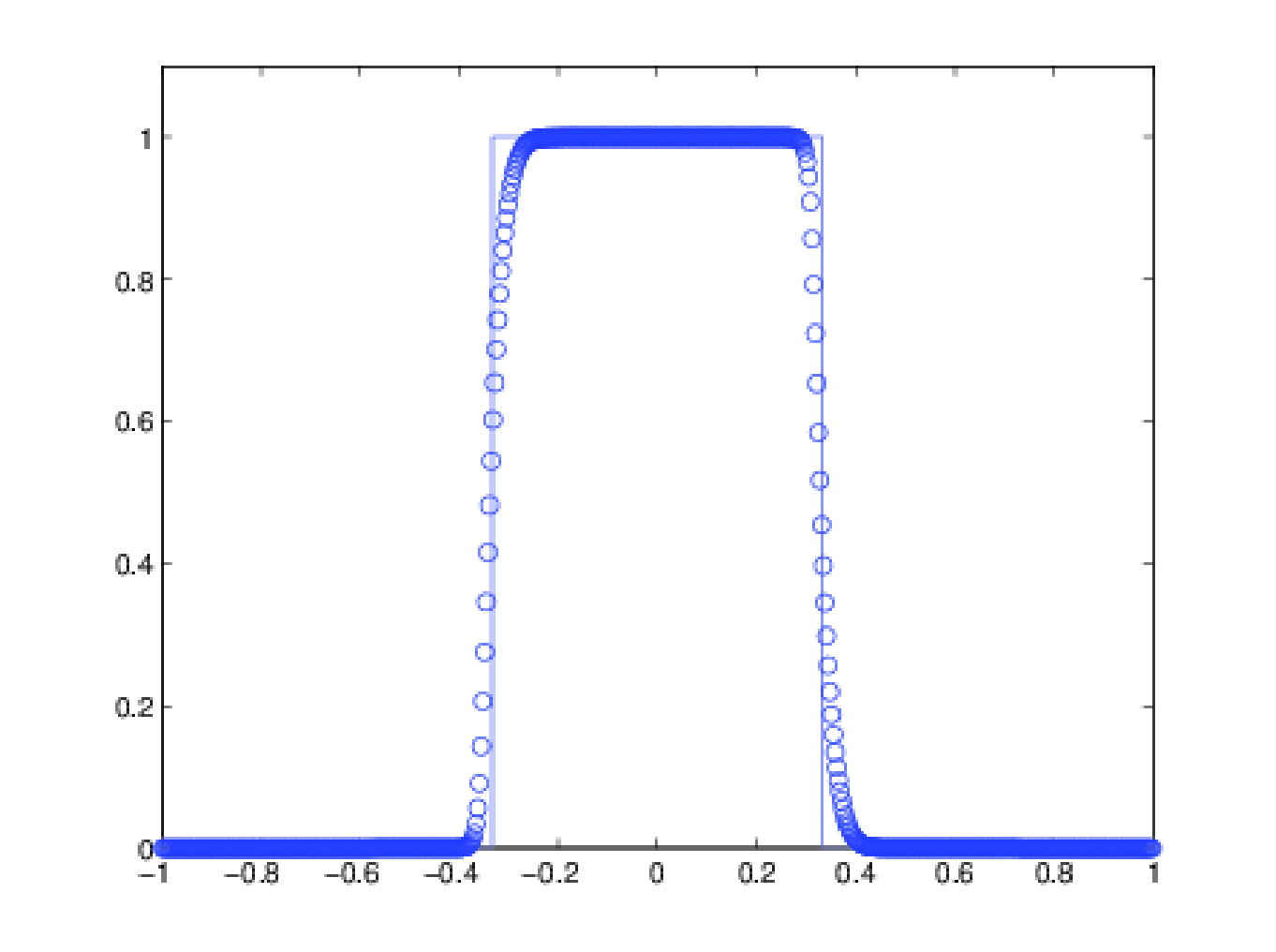


My MPhil Project Title

Outline	Method	My results
Here I describe an overview of what my project was about.	I used the sieve of Erastothenes, based on the axiom of choice. Since I needed to check an infinite number of possible integer triples, I decided to parallelise the method in order to reduce the time required. This was done using NVIDIA's CUDA language.	The following graph shows my coffee intake over the year: <div></div>
Background		
Here I describe what problem I am trying to solve and why.		
Formulation		
Some equations to solve: <div><math display="block">a^n + b^n = c^n \quad n \geqslant 3</math></div> For more fancy equations, see [1].		
		<div>References and Acknowledgements</div> <div><div>[1] <a href="#">D. Knuth. Addison-Wesley, 1984.</a></div><div>Thanks to my sponsor, my supervisor, and to other students for fruitful discussions and caffeine.</div></div>