Paper Title

Joshua Gruenstein and Michael Truell

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Abstract

Our abstract.

1 Introduction

Introduction here.

2 Software Design

Software design goes here.

2.1 Neuron Architecture

2.2 Learning Experimentation

2.3 Q Learning Implementation

2.4 Design and Simulation

3 Hardware and Electrical

Hardware goes here.

3.1   Input/Output Selection

3.2   Platform and Benchmarking

3.3   Final Design

3.4   Mechanical Implementation

4   Results

Results, testing, and applications go here.

4.1   Training Methods

4.2   Findings

4.3   Further Applications

5   Conclusion

Restate, discuss further study, improving experimentation, etc.

References

[1] John W. Dower *Readings compiled for History 21.479.* 1991.

[2] The Japan Reader *Imperial Japan 1800-1945* 1973: Random House, N.Y.

[3] E. H. Norman *Japan's emergence as a modern state* 1940: International Secretariat, Institute of Pacific Relations.

[4] Bob Tadashi Wakabayashi *Anti-Foreignism and Western Learning in Early-Modern Japan* 1986: Harvard University Press.