

# Paper Title

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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.