Paper Title

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Abstract

Our abstract.

1 Introduction

Introduction here.

2 Software Design

Software design goes here.

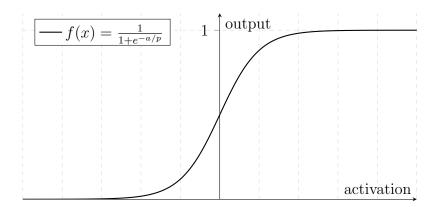


Figure 1: Sigmoid Function Graph

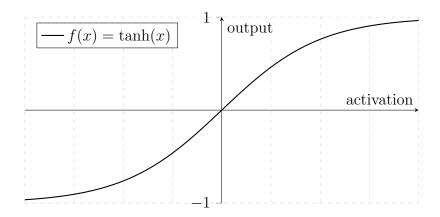


Figure 2: Hyperbolic Tangent Function Graph

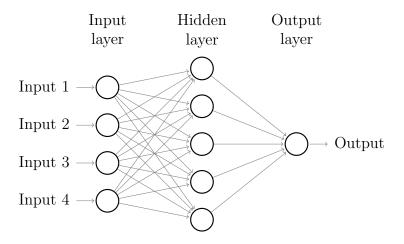


Figure 3: Single Output Feedforward Network

- 2.1 Neuron Architecture
- 2.2 Learning Experimentation
- 2.3 Q Learning Implementation
- 2.4 Design and Simulation
- 3 Results

Results, testing, and applications go here.

Algorithm 1 FizzBuzz Algorithm

```
1: for each integer i 1 to 100 do
 2:
       if 15 \mid i then
 3:
           print "FizzBuzz"
       else if 3 \mid i then
 4:
           print "Fizz"
 5:
       else if 5 \mid i then
 6:
           print "Buzz"
 7:
       else
 8:
           print i
 9:
       end if
10:
11: end for
```

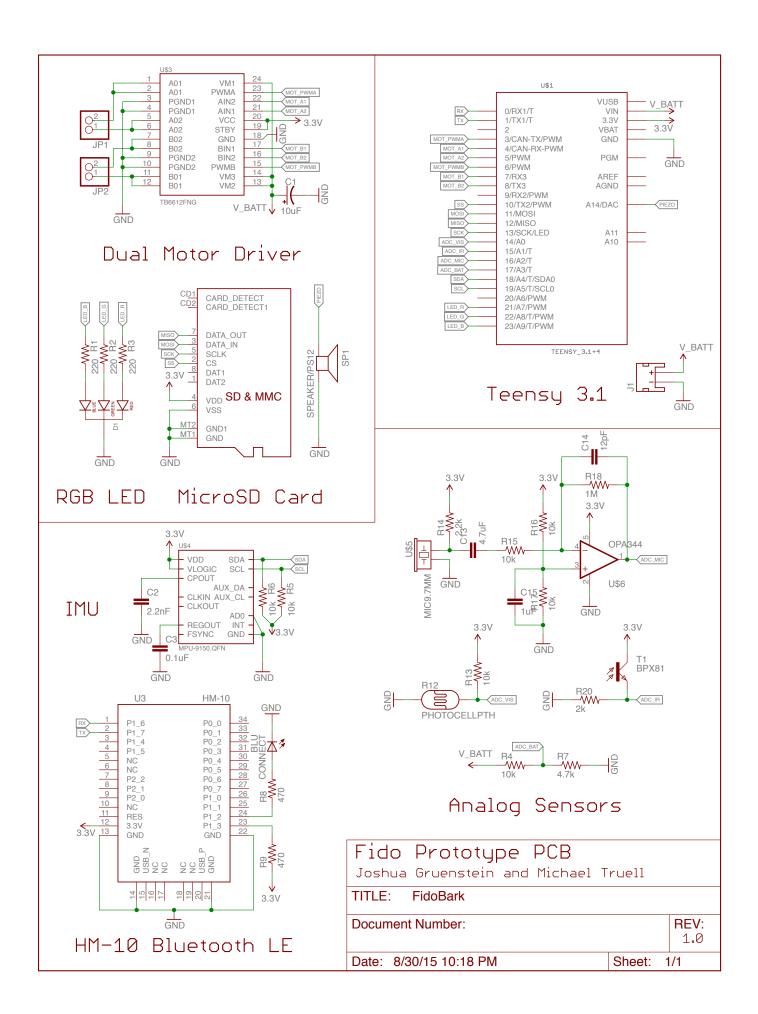
3.1 Training Methods

- 3.2 Findings
- 3.3 Further Applications

4 Conclusion

Restate, discuss further study, improving experimentation, etc.

- 5 Appendix
- 5.1 Electrical Schematic



References

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