

# Experiment Name



Lecture: **Course Name**      Instructor: **Instructor**

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## 1 Introduction

To refer paper, use [1].

Insert code:

```
def main():  
    print("hello_world")
```

The coding style could be modified in `sysulab.sty`.

```
#include <iostream>  
using namespace std;  
int main() {  
    printf(123);  
    return 0;  
}
```

## References

- [1] David Silver, Thomas Hubert, Julian Schrittwieser, Ioannis Antonoglou, Matthew Lai, Arthur Guez, Marc Lanctot, Laurent Sifre, Dhharshan Kumaran, Thore Graepel, et al. Mastering chess and shogi by self-play with a general reinforcement learning algorithm. *arXiv preprint arXiv:1712.01815*, 2017.