Sample Paper for CIG'10: The 2010 IEEE Conference on Computational Intelligence and Games

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II. RESULTS

The main results and findings go here.

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$$a = b + c,$$

$$\dot{x} = f(x, u) + g(x, u),$$

or

$$\ddot{s} = G(s, t)$$

where f, g, and G are functions.

Note that Equation (1) below is numbered! It is produced using \begin{equation}–\end{equation}:

$$F_i(P_i) = a_i + b_i P_i + c_i P_i^2 \tag{1}$$

where a_i, b_i, and c_i are coefficients of unit i, and P_i represents some value for unit i.

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