

Project 4 Writeup

Instructions

- Provide an overview about how your project functions.
- Describe any interesting decisions you made to write your algorithm.
- Show and discuss the results of your algorithm.
- Feel free to include code snippets, images, and equations.
- List any extra credit implementation and result (optional).
- Use as many pages as you need, but err on the short side.
- Please make this document anonymous.

Project Overview

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. See Equation ??.

$$a = b + c \tag{1}$$

Implementation Detail

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

My code snippet highlights an interesting point.

```
one = 1;
two = one + one;
if two == 2
    disp( 'This computer is not broken.' );
end
```

Result

1. Result 1 was a total failure, because...
2. Result 2 (Figure ??, left) was surprising, because...
3. Result 3 (Figure ??, right) blew my socks off, because...

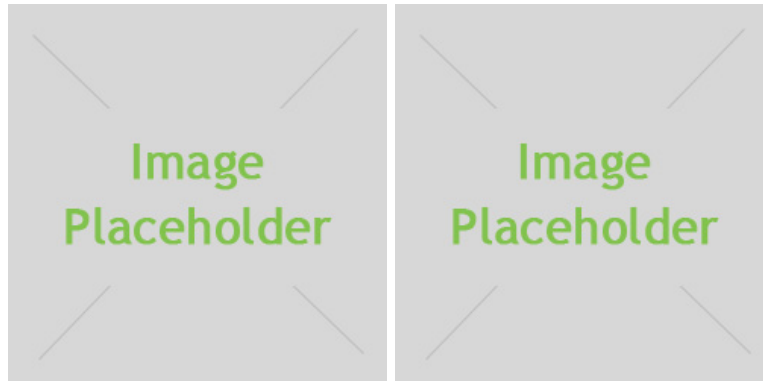


Figure 1: Left: My result was spectacular. Right: Curious.

My results are summarized in Table ??.

Condition	Time (seconds)
Test 1	1
Test 2	1000

Table 1: Stunning revelation about the efficiency of my code.

Extra Credit (Optional)

1. Implementation A, code snippets, and results

```
one = 1;
two = one + one;
if two == 2
    disp( 'This computer is not broken.' );
end
```

2. Implementation B, code snippets, and results

```
one = 1;
two = one + one;
if two == 2
    disp( 'This computer is not broken.' );
end
```