An awesome paper on an amazing topic

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Abstract

There is the need for an awesome system, so we built one.

1 Introduction

The intro goes here. We can cite existing work [1] and some more [2–4].

The article can also include links to pages[1]. We can also refer to other sections, for example, see Section 2.

2 Background

Then some background so that people can understand

3 Our System

The architecture of the system can be seen below (Figure 1).

Figure 1: Our system is fairly simple. It consists of a single rectangle

Table 1: Here's the caption. It, too, may span multiple lines.

Centered Header	Default Aligned	Right Aligned	Left Aligned
First	row	12.0	Example of a row that spans multiple lines.
Second	row	5.0	Here's another one. Note the blank line between rows.

3.1 The high-level features

The article can also tables. And a table listing some things:

3.2 The Details

Then some details. With some cpp code:

```
#include <iostream.h>

main()
{
    cout << "Hello World!";
    return 0;
}
```

We can also use footnotes[2].

[1] http://wikipedia.org

[2] This footnote is for illustration purposes only, don't take it too seriously.

4 Bibliography

[1] L. Lamport, "Time, clocks, and the ordering of events in a distributed system," *Commun. ACM*, vol. 21, Jul. 1978, pp. 558–565.

[2] J. Gray, R.A. Lorie, G.R. Putzolu, and I.L. Traiger, "Granularity of locks and degrees of consistency in a shared data base," *IFIP working conference on modelling in data base management systems*, 1976, pp. 365–394.

[3] B.W. Lampson, "How to build a highly available system using consensus," *Distributed algorithms*, Ö. Babaoğlu and K. Marzullo, eds., Springer Berlin Heidelberg, 1996, pp. 1–17.

[4] M. Stonebraker and J.M. Hellerstein, *Readings in database systems*, The MIT Press, 1988.