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.

Left-Aligned	Center Aligned	Right Aligned
col 3 is	some wordy text	$1600
col 2 is	centered	$12
zebra stripes	are neat	$1

3.1 The high-level features

The article can also include tables. A table might contain and be formatted in different ways (see Table 1).

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].

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.

[1] http://wikipedia.org

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

[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.