

# An awesome paper on an amazing topic

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

## I. INTRODUCTION

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

The article can also include links to pages<sup>1</sup>. We can also refer to other sections, for example, see [Section II](#).

## II. BACKGROUND

Then some background so that people can understand

## III. OUR SYSTEM

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



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

### A. The high-level features

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

TABLE I: 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

### B. The Details

Then some details. With some cpp code:

```
#include <iostream.h>

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

We can also use footnotes<sup>2</sup>.

## IV. 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.

<sup>1</sup><http://wikipedia.org>

<sup>2</sup>This footnote is for illustration purposes only, don’t take it too seriously.