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 pages¹. 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).

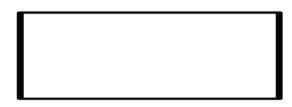


Fig. 1. Our system is fairly simple. It consists of a single rectangle

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;
}</pre>
```

We can also use footnotes².

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.

¹http://wikipedia.org

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