

Title

Subtitle

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Outline

1. Guide

2. Demo

2.1 Basic

2.2 Block

2.3 Table & Figure

2.4 Algorithm & Code

3. Conclusion

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Global Structure

To create the “global structure” of a presentation, with the time constraints in mind, proceed as follows:

1. Make a mental inventory of the things you can reasonably talk about within the time available.
2. Categorize the inventory into sections and subsections. Both the sections and the subsections should follow a logical pattern.
3. Do not use more than four sections and not less than two per part.
4. Keep section and subsection titles self-explaining.

Time Control

- A simple rule for the number of frames is that you should have at most one frame per minute.
- In most situations, you will have less time for your presentation than you would like.
- Do not try to squeeze more into a presentation than time allows for.

Beginning and End

People pay most attention at the beginning and at the end of talks.

- Begin with an explanation of what your talk is all about.
Then explain what you or someone else has found out concerning the subject matter.
- Always conclude your talk with a summary that repeats the main message of the talk in a short and simple way.

Frame Title

1. The title should really explain things, not just give a cryptic summary that cannot be understood unless one has understood the whole slide.
2. In English, you should either always capitalize all words in a frame title except for words like “a” or “the” (as in a title), or you always use the normal lowercase letters.
 - Introduction to Algorithms.
 - Introduction to algorithms.

Frame Content

1. Use block environments like 'theorem' and so on.
2. Prefer enumerations and itemize environments over plain text.
3. Do not use more than two levels of subitemizing.
4. A frame with too little on it is better than a frame with too much on it.

Graphic

1. Visualization is helpful to the audience.
2. Like text, you should explain everything that is shown on a graphic.
3. Sometimes the complexity of a graphic is intentional and you are willing to spend much time explaining the graphic in great detail.

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Highlighted Math

Some important formulas will be **highlighted** because it's important.

We consider the system of linear equations

$$Ax = b \tag{1}$$

where $A \in \mathbb{R}^{n \times n}$, $b \in \mathbb{R}^n$.

Reference

Dynamical Low-Rank Approximation¹.

¹Othmar Koch and Christian Lubich (Jan. 2007). “Dynamical Low-Rank Approximation”. In: *SIAM Journal on Matrix Analysis and Applications* 29.2, pp. 434–454. ISSN: 0895-4798, 1095-7162. DOI: [10.1137/050639703](https://doi.org/10.1137/050639703).

Columns & Description & List

Description 1 Explanation 1

Description 2 Explanation 2

Description 3 Explanation 3

- Item 1
- Item 2
 1. First item
 2. Second item
 3. Third item
- Item 3
 1. First item
 2. Second item

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Blocks 1

Block Title

This is a regular block.

Alert Block Title

This is an alert block.

Example Block Title

This is an example block.

Blocks 2

Definition (XXX)

This is a definition block.

Lemma (XXX)

This is a lemma block.

Corollary (XXX)

This is a corollary block.

Example (XXX)

This is an example block.

Blocks 3

Theorem (XXX)

This is a theorem block.

$$a^2 + b^2 = c^2$$

Proof.

This is a proof block.



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Tables

Table 1: Example Table

| Header 1 | Header 2 | Header 3 |
|----------|----------|----------|
| Cell 1 | Cell 2 | Cell 3 |
| Cell 4 | Cell 5 | Cell 6 |

Table 2: Error and order

| m | 80 | 160 | 320 | 640 |
|-------|---------|---------|---------|---------|
| error | 1.95e-4 | 4.88e-5 | 1.22e-5 | 3.05e-6 |
| order | - | 2.00 | 2.00 | 2.00 |
| error | 1.95e-4 | 4.88e-5 | 1.22e-5 | 3.05e-6 |
| order | - | 2.00 | 2.00 | 2.00 |

Figure

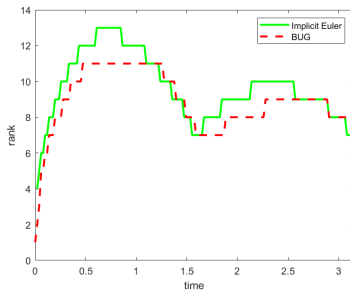
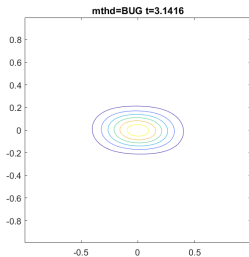
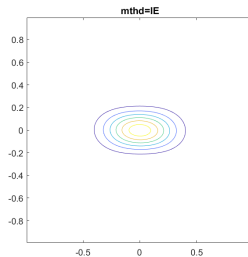


Figure 1: XXX

Figures



(a) XXX



(b) XXX

Figure 2: XXX

Figure + Columns

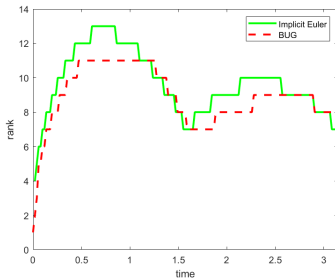


Figure 3: XXX

This is column one with
0.4 text width.

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Algorithm

Algorithm 1: Euclid's algorithm

Data: Two nonnegative integers a and b

Result: Their greatest common divisor $d = \gcd(a, b)$

```
1 while  $b \neq 0$  do  
2    $r \leftarrow a \bmod b$ ;  
3    $a \leftarrow b$ ;  
4    $b \leftarrow r$ ;  
5 end  
6  $d \leftarrow a$ ;
```

Code

```
#include <iostream>

int main() {
    std::cout << "Hello, world!" << std::endl;
    return 0;
}
```

```
def greet(name):
    print(f"Hello, {name}!")

greet("John")
```

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Conclusion & Future work

- This is the conclusion
- This is the future work

Thank You!