

L^AT_EXTemplate for English Report

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Chapter 1

L^AT_EX

1.1 Text

1. normal
2. **bold**
3. *italic*
4. ~~delete line~~
5. ~~*italic delete line*~~
6. wave
7. underline
8. underline
9. double underline
10. dash underline
11. dot underline
12. highlight

1.2 Figure

1.2.1 One Figure



Figure 1.1: Logo of SCUT

1.2.2 Subfigure



Figure 1.2: subfigures

1.3 Table

Table 1.1: Paramter Value

Parameter	Value
α	1
β	1

Table 1.2: Paramter Value

Module	Parameter	Value
contrastive model	number of RBF centers, $k_{\text{rbf_c}}$	\sqrt{n}
	number of hidden neurons, k_{hidden}	$\frac{\sqrt{n}}{2}$
	dropout rate	0.3
regression model	repetition rate of offline data	10%
	number of centers of one RBFN, $k_{\text{rbf_r}}$	$\sqrt{\frac{1.1n}{3}}$
topological sorting	threshold thr	$0.3 * nv_{\text{remain}}$
GA	distribution index η_c in SBX	15
	probability of crossover	100%
	distribution index η_m in PM	15
	probability of mutation	$\frac{1}{d}$

You cant take a screenshot, and throw the picture into the table environment, such as the table aboved.

1.4 Pseudo-code

Algorithm 1 KahnAlgorithm

Input: Graph $G(\mathbb{V}, \mathbb{E})$

Output: Sequence L

```

1:  $L \leftarrow$  an empty sequence
2:  $Q \leftarrow$  the vertices whose indegree is zero
3: while  $Q$  is not empty do
4:    $u \leftarrow$  remove the top node of  $Q$ 
5:   add  $u$  to  $L$ 
6:   for each node  $v$  with an edge  $e$  from  $u$  to  $v$  do
7:     remove edge  $e$  from graph  $G$ 
8:     if indegree of  $v$  is 0 then
9:       push  $v$  to  $Q$ 
10:    end if
11:  end for
12: end while
13: return  $L$ 
```

Algorithm 2 Framework**Input:** Training data \mathbb{D} , Maximum generation g_{\max} , Population size n **Output:** The best solution

```

1: Creating paired dataset  $\mathbb{D}_{cl}$ 
2: Training contrastive model  $M_{con}$  from  $\mathbb{D}_{cl}$ 
3:  $i \leftarrow 0$ 
4:  $P \leftarrow$  Latin hypercube sampling.
5: while  $i < g_{\max}$  do
6:    $C \leftarrow$  apply SBX and PM on  $P$ 
7:    $P \leftarrow P \cup C$ 
8:    $M_{reg} \leftarrow \text{BuildRegressionModel}(P, \mathbb{D})$ 
9:    $L \leftarrow \text{TopologicalSort}(P, M_{con}, M_{reg}, n)$ 
10:   $P \leftarrow P[L]$ 
11:   $i \leftarrow i + 1$ 
12: end while
13: return  $P[0]$ 

```

You take a screenshot, and throw the picture into the algorithm environment, such as the algorithm aboved.

1.5 Highlight

```

1  #include <algorithm>
2  using namespace std;
3  void quickSort(int arr[],
4                int begin,
5                int end) {
6      int i, j, t, pivot;
7      if (begin > end)
8          return;
9
10     pivot = arr[begin];
11     i = begin;
12     j = end;
13     while (i != j) {
14         while (arr[j] >= pivot && i < j)
15             j--;
16         while (arr[i] <= pivot && i < j)
17             i++;
18         if (i < j)
19             swap(arr[i], arr[j]);
20     }
21
22     arr[begin] = arr[i];
23     arr[i] = pivot;

```

```

24   quickSort(arr, begin, i - 1);
25   quickSort(arr, i + 1, end);
26 }

```

1.6 Multiple Columns

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1.7 Math

Interline Formula:

$$a_n = a_{n-1} + 1 \tag{1.1}$$

Inline Formula: This is a simple arithmetic progression formula $a_n = a_{n-1} + 1$.

1.8 Ref

- figure: [Figure 1.1](#)
- subfigure: [Figure 1.2a](#)
- table: [Table 1.1](#)

- pseudo-code: [Algorithm 1](#)
- equation: [Equation 1.1](#)
- chapter: [chapter 1](#)
- paper: [\[1\]](#)
- url 1: [baidu](#)
- url 2: <https://baidu.com>

Reference

- [1] K. He, X. Zhang, S. Ren, and J. Sun, “Deep residual learning for image recognition,” in Proceedings of the IEEE conference on computer vision and pattern recognition, 2016, pp. 770–778.