LaTeX 中文报告模板

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目录

第一章 LaTeX

1.1 文本

1. 正常
2. **加粗**
3. *斜体*
4. 下划线
5. highlight

1.2 图片

1.2.1 单图

图 1.1: SCUT 的 Logo

1.2.2 子图

(a) 子图 1

(b) 子图 2

(c) 子图 3

(d) 子图 4

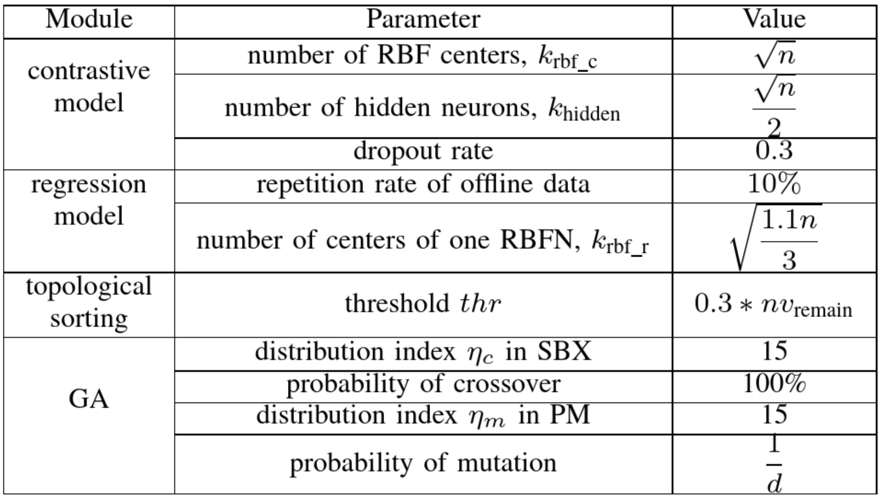
图 1.2: 子图

1.3 表

表 1.1: 参数值

Parameter	Value
α	1
β	1

表 1.2: 参数值



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	$\frac{1}{d}$

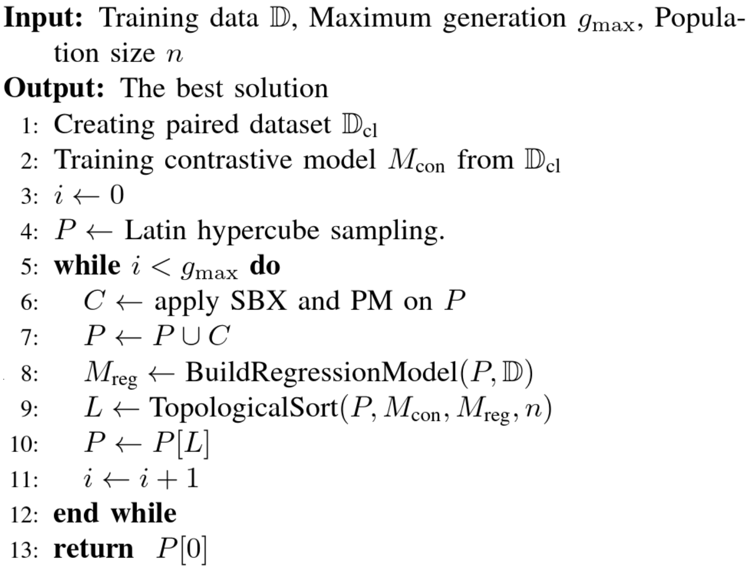
有时候太懒了，直接截图，把图片扔到 table 环境，例如上边的表。

1.4 伪代码

Algorithm 1 KahnAlgorithm

```
Input: Graph $G(\mathbb{V}, \mathbb{E})$
Output: Sequence $L$
$L \leftarrow$ an empty sequence
$Q \leftarrow$ the vertices whose indegree is zero
while $Q$ is not empty do
    $u \leftarrow$ remove the top node of $Q$
    add $u$ to $L$
    for each node $v$ with an edge $e$ from $u$ to $v$ do
        remove edge $e$ from graph $G$
        if indegree of $v$ is 0 then
            push $v$ to $Q$
        end if
    end for
end while
return $L$
```

Algorithm 2 框架



```
Input: Training data $\mathbb{D}$, Maximum generation $g_{\max}$, Population size $n$
Output: The best solution
1: Creating paired dataset $\mathbb{D}_{\text{cl}}$
2: Training contrastive model $M_{\text{con}}$ from $\mathbb{D}_{\text{cl}}$
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:     $M_{\text{reg}} \leftarrow \text{BuildRegressionModel}(P, \mathbb{D})$
9:     $L \leftarrow \text{TopologicalSort}(P, M_{\text{con}}, M_{\text{reg}}, n)$
10:    $P \leftarrow P[L]$
11:    $i \leftarrow i + 1$
12: end while
13: return $P[0]$
```

有时候太懒了，直接截图，把图片扔到 algorithm 环境，例如上边的算法。

1.5 高亮

```cpp
#include <algorithm>
using namespace std;
void quickSort(int arr[],
               int begin,
               int end) {
  int i, j, t, pivot;
  if (begin > end)
    return;

  pivot = arr[begin];
  i = begin;
  j = end;
  while (i != j) {
    while (arr[j] >= pivot && i < j)
      j--;
    while (arr[i] <= pivot && i < j)
      i++;
    if (i < j)
      swap(arr[i], arr[j]);
  }

  arr[begin] = arr[i];
  arr[i] = pivot;
  quickSort(arr, begin, i - 1);
  quickSort(arr, i + 1, end);
}
```

1.6　多栏

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1.7　数学

Interline Formula:

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

行内公式: 这是一个简单的等差数列公式 $a_n = a_{n-1} + 1$ 。

1.8　引用

- 图片: 图 1.1
- 子图: 子图 1.2a
- 表: 表 1.1
- 伪代码: 算法 1
- 公式: 式 1.1
- 章: chapter 一
- 论文:[1]
- URL 1: baidu
- URL 2: https://baidu.com

参考文献

[1] HE K, ZHANG X, REN S, et al. Deep residual learning for image recognition[C]//Proceedings of the IEEE conference on computer vision and pattern recognition. 2016: 770-778.