

# L<sup>A</sup>T<sub>E</sub>X Presentation Template

a simple and clean beamer package

**Presenter Name**

Complete Institute Name

October 12, 2025



- 1 Introduction
- 2 Related Work
- 3 Proposed Method
- 4 Result
- 5 Discussion
- 6 Conclusion

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# Motivation

subtitle



This is the first **highlighted keyword** to emphasize an important concept.

The second point addresses **another key idea** in Knuth 1984.

# Objectives

Scope



## Sample Block Title

This block presents a **key concept** that is crucial for understanding the topic.

## Sample Alert Block Title

This block presents a more alarming **key concept** that is crucial for understanding the topic.

# Actors & Features



**Actors:**  
**Features:**

# Contributions



Scientific Contribution

Real-world Contribution

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# Advancements



# Research gaps



Research gap

⇒ **Concluding statement.**

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# Overview



**Figure.** The caption of the figure.

# Sample Process

Algorithm

Pseudocode

**Goal:****Result:****Step:****Scope:**

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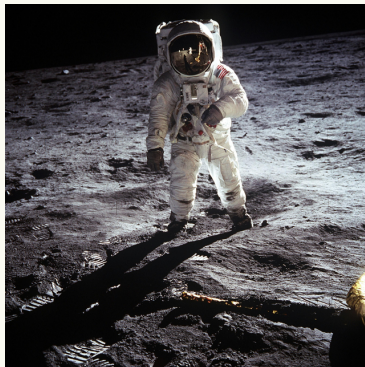
# Prototyping



**GitHub repository:**  
**Demo Website:**



**Figure.** The caption of the figure.



**Figure.** The caption of the figure.

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# Limitations



⇒ **Concluding statement.**

# Comparison



**Table.** Comparison of different methods (✓: YES, ✗: NO).

	<b>Your Method</b>	Method B	Method C	Method D	Method E	Method F
Feature 1	✓	✓	✗	✓	✗	✓
Feature 2	✓	✗	✓	✓	✓	✗
Feature 3	✗	✓	✓	✗	✗	✓
Feature 4	✓	✓	✗	✗	✓	✗
Feature 5	✗	✗	✓	✓	✗	✓
Feature 6	✓	✗	✓	✗	✗	✗

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# Demonstration



Process A

Scenario 1

Scenario 2

Process B

thank  
you!

# Scope

[Back to Objectives](#)



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**Algorithm** (Result)  $\leftarrow$  Sample(Input1)

---

**Require:** Input1 is a predefined parameter.

```
1: Set  $\leftarrow \emptyset$ 
2: for element  $\in$  Input1 do
3:   if Condition(element) is true then
4:     Set  $\leftarrow$  Set  $\cup$  {Process(element)}
5:   else
6:     continue
7:   end if
8: end for
9: Intermediate  $\leftarrow$  Transform(Set)
10: return Result
```

---



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# References I



- [Knu84] Donald E. Knuth. “Literate Programming”. In: *The Computer Journal* 27.2 [1984], pp. 97–111.