CSE 559A Project Template

First-Name Last-Name

wustl-key@wustl.edu

Abstract

Right out roughly a one paragraph abstract that introduces your report and project and provides a short summary. Keep this to less than 15 lines.

1 Introduction

Please follow the steps outlined below when submitting your report.

- Divide the paper into sections (use the grading rubric on the project page as a guide)
- Excluding the references and acknowledgments section, your report should be six pages long in this two column format.
- Use BibTeX to generate references and cite them in your text using "cite" commands like so [1].
- Please number all of your sections and displayed equations—by using equation environments instead of equation*. This is good practice as it is important for readers to be able to refer to any particular equation.
- Use either single column figures like 2, or two column ones like 1. Use the [!t] option in latex to make sure all figures are at the top of the page. Add captions to all your figures.
- Try to lay out your report so that the abstract and figure captions tell an "elevator pitch" version of your story.
- Please use footnotes¹ sparingly. Indeed, try to avoid footnotes altogether and include necessary peripheral observations in the text (within parentheses, if you prefer, as in this sentence).

Figure 1: Example of caption.

2 Background & Related Work

3 Proposed Approach

You might want to break this up into multiple sections, or just subsections like so.

- 3.1 Description of Part A
- 3.2 Description of Part A
- 4 Experimental Results

Experimental results, or other analysis.

5 Conclusion

Acknowledgments

Describe what sources you had help from, and so on. But try to put as much as possible as direct references in the

¹This is what a footnote looks like. It often distracts the reader from the main flow of the argument.

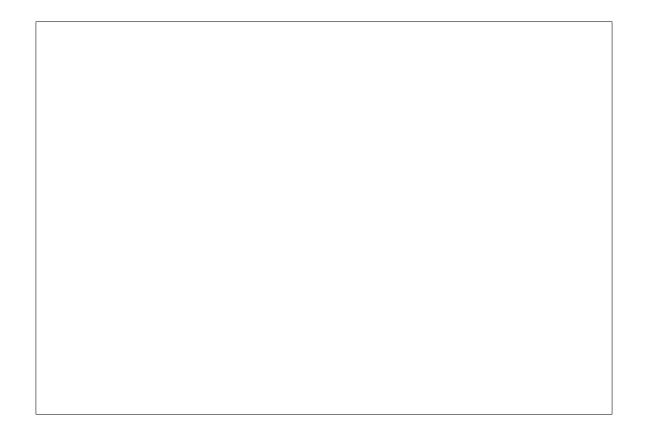


Figure 2: Example of caption.

body of the paper (like to say, "adapting the code provided by the authors of [?]).

References

[1] R. Szeliski. *Computer vision: algorithms and applications*. Springer Science & Business Media, 2010.