

# Conference Paper Title\*

\*\*Note: Sub-titles are not captured in Xplore and should not be used

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**Abstract**—This document is a model and instructions for LATEX. This and the IEEEtran.cls file define the components of your paper [title, text, heads, etc.]. **\*CRITICAL: Do Not Use Symbols, Special Characters, Footnotes, or Math in Paper Title or Abstract.**  
**Index Terms**—component, formatting, style, styling, insert

## I. INTRODUCTION

### A. No Line Breaks

Text goes here. Text goes here. Text goes here.

### B. Line Breaks

Text goes here.  
More Text goes here

### C. Special text

- 1) *Referencing:* TODO: Add referencing
- 2) *Citing:* TODO: Add citations
- 3) *Special Text:* You can add comments so you dont forget to ad TODO : Add TODOs ! : Add warnings \* :  
Add information ? : Add highlighted questions

## II. LISTS AND TABLES

### A. Lists

You can make an itemized list

- Here is an item.
- And another one.
- One more for good luck.

You can make an enumerated list

- 1) Here is an item.
- 2) And another one.
- 3) One more for good luck.

Or a description list

**Here is an item description** item1  
**Here is an item description** 12  
**Here is an item description** item3

Identify applicable funding agency here. If none, omit this.

### B. Tables

Tables are very easy to make.

TABLE I  
TEST TABLE 1 CAPTION

Table Header 1	Table Header 2	Table Header 3
75%	56.61	58.94

## III. PLOTTING AND FIGURES

### A. Matplotlib.pyplot plots

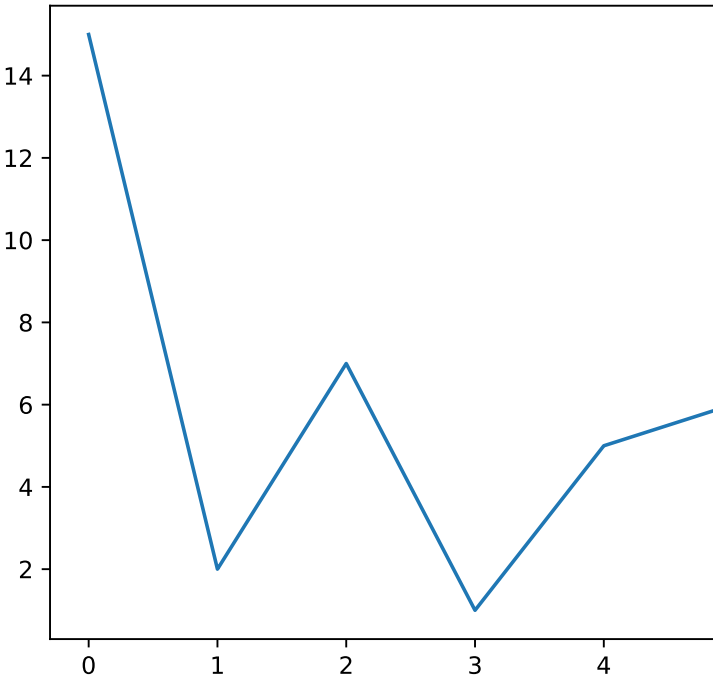


Fig. 1. Test Plot 1

## B. Figures



Fig. 2. University Logo

## IV. MATH

### A. Inputting (and automatically generating) functions

Here are some generated functions

$$\text{solve}(a, b, c) = \frac{-b + \sqrt{b^2 - 4ac}}{2a} \quad (1)$$

Equation 1: Generated Function

$$\text{solve}(x) = \begin{cases} 0, & \text{if } x = 0 \\ 1, & \text{if } x = 1 \\ \text{fib}(x-1) + \text{fib}(x-2), & \text{otherwise} \end{cases} \quad (2)$$

Equation 2: Generated Function (if and or)

Here is a handmade function

$$\oint \sqrt{x^2 + 1} \quad (3)$$

Equation 3: Handmade Function

## V. MATH AND MATRIXES

### A. Standard Matrix

$$M = \begin{bmatrix} 2 & 3 & 4 \\ 0 & 0 & 1 \\ 0 & 0 & 2 \end{bmatrix}$$

### B. Formatting to look like a vector

$$\boldsymbol{\alpha} = \begin{pmatrix} 100 \\ 10 \\ 20 \end{pmatrix}$$

### C. Showing how easy it is to combine two

$$M\boldsymbol{\alpha} = \begin{bmatrix} 310 \\ 20 \\ 40 \end{bmatrix}$$