# Conference Paper Title\* 04 - TeamRGB

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Abstract—Can finish during FINAL part of the project.

Index Terms—Will finish during final part of the project.
Include keywords about paper here.

### I. INTRODUCTION

### FINISH THIS.

We were interested in building a ...... by using videos from a popular Youtube channel to build a binary classifier that

We are interested in this problem because of wide applications. For example, we want to optimize the focus features in cameras, we could use our work here to have a better measurement of the amount of delay between a face entering the frame and the focus feature activation. This problem is quite challenging because we are using video data in a timeseries fashion. Hence, causality in neural networks is a crucial component for our structures. For our training and testing purposes, we will select five videos from KSI channel and use it. Our selection will determine whether Beerus appeared more than 30 seconds in the video. Our solution is to apply a tuned version of You Only Look Once (YOLO) to lower the dimensionality of our data. Then, use Information Retrieval techniques to annotate the videos. After building multi-label annotated videos, we will have a binary classifier to indicate if Beerus is in the video. Although we will use a combination of already established methods, we did not find some work that is targeted towards finding inanimate objects in Youtube videos. Hence, our criterion would be the predicted number of frames that have Beerus over the actual number of frames. This problem is an amazing application of deep learning techniques, because the goal is for our networks to build relevant features to find Beerus. For the workload, we have to inform the course staff that our third team member has dropped the course. Furthermore, we will dissect the infrastructure of our model into three main categories

II. RELATED WORK

FINISH THIS.

III. DATA

FINISH THIS.

**CONTRIBUTIONS** 

**FINISH THIS** 

### REFERENCES

Please number citations consecutively within brackets [1]. The sentence punctuation follows the bracket [2]. Refer simply to the reference number, as in [3]—do not use "Ref. [3]" or "reference [3]" except at the beginning of a sentence: "Reference [3] was the first ..."

Number footnotes separately in superscripts. Place the actual footnote at the bottom of the column in which it was cited. Do not put footnotes in the abstract or reference list. Use letters for table footnotes.

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### REFERENCES

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## EXTRA HELP. ERASE OR COMMENT OUT AT END

### A. Abbreviations and Acronyms

Define abbreviations and acronyms the first time they are used in the text, even after they have been defined in the abstract. Abbreviations such as IEEE, SI, MKS, CGS, ac, dc, and rms do not have to be defined. Do not use abbreviations in the title or heads unless they are unavoidable.

### B. Equations

Number equations consecutively. To make your equations more compact, you may use the solidus ( / ), the exp function, or appropriate exponents. Italicize Roman symbols for quantities and variables, but not Greek symbols. Use a long dash rather than a hyphen for a minus sign. Punctuate equations with commas or periods when they are part of a sentence, as in:

$$a + b = \gamma \tag{1}$$

Be sure that the symbols in your equation have been defined before or immediately following the equation. Use "(1)", not "Eq. (1)" or "equation (1)", except at the beginning of a sentence: "Equation (1) is . . ."

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Please use "soft" (e.g., \eqref{Eq}) cross references instead of "hard" references (e.g., (1)). That will make it possible to combine sections, add equations, or change the order of figures or citations without having to go through the file line by line.

Please don't use the {eqnarray} equation environment. Use {align} or {IEEEeqnarray} instead. The {eqnarray} environment leaves unsightly spaces around relation symbols.

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TABLE I TABLE TYPE STYLES

Table	Table Column Head		
Head	Table column subhead	Subhead	Subhead
copy	More table copy <sup>a</sup>		
<sup>a</sup> Sample of a Table footnote.			

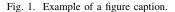


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