Bare Demo of IEEEtran.cls for IEEECS Conferences

Authors Name/s per 1st Affiliation (Author)
line 1 (of Affiliation): dept. name of organization
line 2: name of organization, acronyms acceptable
line 3: City, Country
line 4: Email: name@xyz.com

Authors Name/s per 2nd Affiliation (Author)
line 1 (of Affiliation): dept. name of organization
line 2: name of organization, acronyms acceptable
line 3: City, Country
line 4: Email: name@xyz.com

***Abstract*—The abstract goes here. DO NOT USE SPECIAL CHARACTERS, SYMBOLS, OR MATH IN YOUR TITLE OR ABSTRACT.**

***Keywords*-component; formatting; style; styling;**

I. Introduction

This demo file is intended to serve as a "starter file" for IEEE conference papers produced under LaTeX using IEEEtran.cls version 1.7 and later.

All manuscripts must be in English. These guidelines include complete descriptions of the fonts, spacing, and related information for producing your proceedings manuscripts. Please follow them and if you have any questions, direct them to the production editor in charge of your proceedings at Conference Publishing Services (CPS): Phone +1 (714) 821-8380 or Fax +1 (714) 761-1784.

A. Subsection Heading Here

Subsection text here.

1) Subsubsection Heading Here: Subsubsection text here.

II. Type style and Fonts

Wherever Times is specified, Times Roman or Times New Roman may be used. If neither is available on your system, please use the font closest in appearance to Times. Avoid using bit-mapped fonts if possible. True-Type 1 or Open Type fonts are preferred. Please embed symbol fonts, as well, for math, etc.

III. Conclusion

The conclusion goes here. this is more of the conclusion ratio The ratio option replaces the width to specify the ratio between iterations run on the CPU and the GPU. More precisely, the ratio is a floating point number between 0 and 1 representing the percentage of iterations to run on the CPU. As mentioned above, this argument is optional, and its default value is a non-trivial problem. For the time being, we have decided to compute the default ratio based on the floating point capability of the CPU cores and GPU available. By default the ratio is (coresSIMDwidth)/(GPUcores). This default is based on balancing floating point capability between the two, and performs well for compute bound floating point heavy applications, but not for memory bound applications, or highly conditional applications, as will be discussed fur- ther in Section V. schedulSeprecifies the scheduler the runtime should use to divide the problem among the available compute units, we have identified four initial options. Static The default scheduler, static divides tasks based on either the ratio specified, or the default ratio. Each entry into the region runs one GPU kernel and one CPU thread team with work distributed based on the ratio, no attempts at load balancing are made. DynamTiche dynamic schedu

Acknowledgment

The authors would like to thank... more thanks here

References

[1] H. Kopka and P. W. Daly, *A Guide to LaTeX*, 3rd ed. Harlow, England: Addison-Wesley, 1999.