# **Sample Title**

John Doe

## **ABSTRACT**

abstract

## **Categories and Subject Descriptors**

C.3 [Special-purpose And Application-based Systems]: Real-time and embedded systems; H.5.2 [Information Interfaces And Presentation]: User Interfaces—User-centered design

### **General Terms**

Design; Experimentation; Performance

# Keywords

Key1; Key2

# 1. INTRODUCTION

We propose NAME in this paper.

# 2. DESIGN

design

## 3. EXAMPLES

#### 3.1 subsection

#### 3.2 subsubsection

Cite Section 3, Section 3.1, Section 3.2

LEMMA 3.1. This is a lemma.

Cite Lemma 3.1

COROLLARY 3.2. This is a corollary.

Cite Corollary 3.2

THEOREM 3.3. This is a theorem.

Cite Theorem 3.3

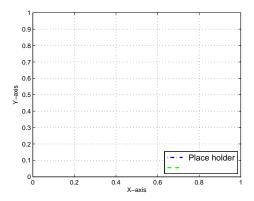


Figure 1: A placeholder.

Cite Figure 1, Figure 2, Figure 2(a), Figure 2(b), Figure 3, Figure 3(a), Figure 3(b), Figure 3(c), Figure 4, Figure 5, Figure 6
Cite Algorithm 1
Cite Table 1
Cite [1]

#### 4. CONCLUSION

conclusion

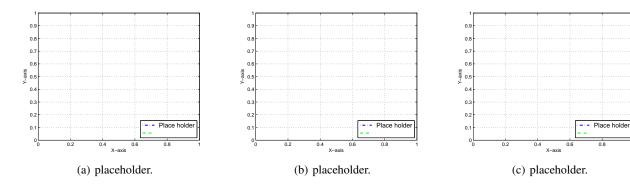


Figure 3: A placeholder.

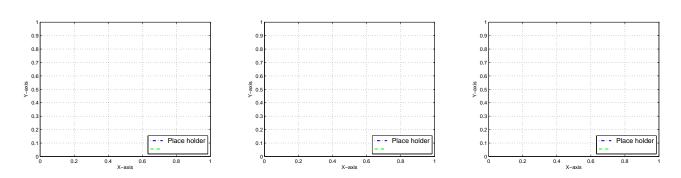


Figure 4: placeholder.

Figure 5: placeholder.

Figure 6: placeholder.

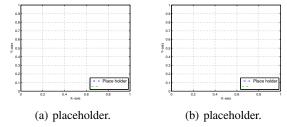


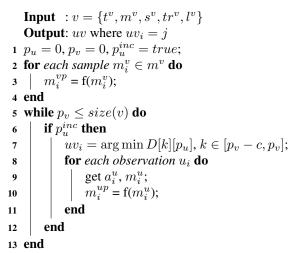
Figure 2: A placeholder.

# References

[1] John Doe. title. journal name, 1(1):100–111, 2000.

# **APPENDIX**

appendix



**ALGORITHM 1:** algorithm example

Table 1: table example

| aaaa | $m = \langle t_i, m_i^x, m_i^y, m_i^z \rangle$       |
|------|--|
| bbbb | $s = \langle t_i, s_i \rangle, s_i = 1, 2, 3, \dots$ |