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ABSTRACT

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# **Introduction**

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# **MAIN RESULTS**

**Definition 2.1.** This is a definition.

**Proposition 2.2.** This is a proposition.

**Lemma 2.3.** This is a lemma.

**Theorem 2.4.** This is a theorem.

*Proof.* This is a proof.

**Corollary 2.5.** This is a corollary.

**Example 2.6.** This is an example.

**Remark 2.7.** This is a remark.

‎You can refer to Definition 2.1‎, ‎Proposition 2.2‎, ‎Lemma 2.3‎, ‎Theorem 2.4‎, ‎Corollary 2.5‎, ‎Example 2.6 and Remark 2.7 in your manuscript‎.

# **EQUATIONS**

‎Consider in a high school‎, ‎we have classes and teachers‎. ‎The requirement of class is , ‎for and the availability of teacher is , ‎for ‎. ‎Now‎, ‎define‎

‎Then‎, ‎we must find a feasible solution to the following zero-one system‎:

(3.1)

(3.2)

‎Constraints (3.1) indicate that for each class‎, ‎a teacher must be assigned and constraints (3.2) imply the number of hours assigned to a teacher must be equal to his/her availability.

**3.1. Multi-line equations**

You can have:

s.t.

and also,

1. **FIGURES, TABLES AND ALGORITHMS**

**4.1. A simple table**

You can create any table using either simple or advanced Latex commands. Here we give a simple example. In Table 1, we summarize the numerical results. Note that the caption of the table must appear at the top of the table.

Table 1: Numerical Results.

|  |  |  |
| --- | --- | --- |
| Test Problem | SA (Time in Sec.) | CPLEX(Time in Sec.) |
| ct-200-500-5 | 0.03 | 835.67 |
| ct-200-500-50 | 0.02 | 18000 |
| ct-10-100-5 | 0.01 | 0.17 |
| ct-200-1000-100 | 0.08 | 10378.05 |

**4.2. Figure**

You can insert a figure in your paper and refer to it in the text (see Figure 1).



Figure 1: SIAM

**4.3. Simple Algorithm Environment**

You can have a simple algorithm. For example, in Algorithm 1, a simulated annealing (SA) is given.

|  |
| --- |
| **Algorithm 1:** A simulated annealing (SA) |
| **Step** 1: {Initialization} Select starting temperature , temperature update factor , number of moves at a  temperature plateau , an initial solution x and final temperature . Let and .  Step 2: **For** **do**  - Select in the neighborhood of , randomly.  - **If** , then ,  **else** with probability , let .  **Step** 3: If , then .  **Step** 4: .  **Step** 5: **If** **stop**, **else go to Step** 2. |

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