Formatting Rules for Contributions to the OAGM/AAPR Workshop

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Abstract. Use this template to write papers for OAGM workshops. Users of typesetting systems other than LaTeX should emulate this format as closely as possible.

1 Introduction

This paper illustrates the format for the OAGM Workshop 2014.

For the initial submission, use the `review` document class option.

For the final version, do not set any document class options. Instead, in the preamble, set `\OAGMarXiv{1234.1234}` to the arXiv ID of the OAGM proceedings, which will be communicated to you in due time. The value to be used will consist of two sequences of four digits, separated by a period (without any `arXiv:` prefix).

2 Technical Content

This is the bulk of your paper, one or more sections, with nice illustrations.

Formulas should be centered and spaced as the following example.

$$x + y = z \tag{1}$$

Figures and tables should be centered between the margins, and should be referenced in the text (Fig. 1). Prepare graphics such that they reproduce nicely and without visual artifacts both on screen and in print, at minimal file size. Use vector formats if at all possible, lossless raster formats if discrete colors are used, and lossy compression for photographs (`https://iis.uibk.ac.at/misc/graphics`).

Figure 1: Not very good at language.

Footnotes should be numbered[1].

Cited references should be listed alphabetically at the end of the paper [1, 2].

3   Conclusions

This document class is perhaps useful as a starting point for future OAGM workshops and other events with open-access-only publication. To this end, we ask that this class not be altered or used for any other purpose than the OAGM 2014 workshop. Instead, we ask for any changes to be sent to `emorvant@ ist.ac.at`, who will incorporate them, and will publish the class file under an appropriate, free (-speech) license on `github` or a similar, publicly-accessible service, before the end of the year 2014, for open, collaborative maintenance.

Acknowledgments

References

[1] Norbert Krüger, Peter Janssen, Sinan Kalkan, Markus Lappe, Aleš Leonardis, Justus Piater, Antonio Rodríguez-Sánchez, and Laurenz Wiskott. Deep Hierarchies in the Primate Visual Cortex: What Can We Learn For Computer Vision? *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2013. To appear.

[2] Antonio Rodríguez-Sánchez and John Tsotsos. The roles of endstopped and curvature tuned computations in a hierarchical representation of 2D shape. *PLoS ONE*, 7(8):1–13, 2012.

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[1]They should appear on the same page they are referenced.