

Learning L^AT_EX by Doing

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Contents

1	Introduction	3
2	A Simple Example	3
2.1	Running L ^A T _E X and Related Programs	3
2.2	The Structure of a L ^A T _E X Document	5
2.3	If Formatting Goes Wrong	10
2.4	Basic Conventions	11
2.4.1	Spacing, Line Breaking and Page Breaking	12
2.4.2	Modes and Environments	12
2.4.3	Forbidden Characters	14
3	Basic Tools for Formatting Text	14
3.1	Structuring	14
3.1.1	Sectioning Commands	14
3.1.2	Title and Table of Contents	15
3.1.3	Cross-Referencing	15
3.2	Creating Lists	16
3.3	Changing Fonts	17
3.3.1	Changing the Typeface	17
3.3.2	Changing the Font Size	18
3.4	Paragraph Justification	19
3.5	Using Accents	19
3.6	Creating Tables	20
3.7	Importing Graphics	20
4	Mathematical Formulas	21
4.1	Math Environments	21
4.2	Basic Conventions in Math Mode	22
4.2.1	Spacing	22
4.2.2	Mathematical Symbols and Greek Letters	22
4.2.3	Brackets and Ordinary Text in Formulas	23
4.2.4	Changing the Mathematical Style	24
4.3	Simple Mathematical Formulas	24
4.4	Alignments	26
4.5	Matrices	27

4.6	Dots in Formulas	28
4.7	Delimiters	29
4.8	Decorations	31
4.9	Theorem, Conjectures, etc.	31
5	Odd and Ends	32
6	Where to Get L^AT_EX?	33
A	Answers to the Exercises	34
B	List of Mathematical Symbols	36

List of Tables

1	Standard Document Classes.	5
2	Class Options.	6
3	Some Useful L ^A T _E X _{2ϵ} Packages.	6
4	Page Breaking, Line Breaking, and Spacing	12
5	Ten Forbidden Characters.	14
6	Sectioning Commands.	15
7	Changing the Typeface.	17
8	Changing the Font Size.	18
9	Paragraph Mode Accents.	19
10	Math Mode Accents.	20
11	Horizontal Spacing in Math Mode.	22
12	Changing the Mathematical Typeface	23
13	Changing the Mathematical Style	24
14	Common Constructions in Math Mode.	24
15	Matrix Environments.	28
16	Delimiters.	29
17	Resizing Delimiters.	30
18	Dashes and Hyphens.	32

1 Introduction

LaTeX is a document preparation system developed from Donald Knuth's T_EX program. The most recent version, L^AT_EX 2_ε, is a sophisticated program designed to produce high-quality typesetting especially for mathematical text. This course is only meant as a short, hands-on introduction to L^AT_EX for newcomers who want to prepare rather simple documents. The main objective is to get students started with L^AT_EX 2_ε on a UNIX platform. A more thorough, but also much longer Dutch introduction is *Handleiding L^AT_EX* of Piet van Oostrum [Oos97]. For complete descriptions we refer to the *L^AT_EX-Manual* of Leslie Lamport [Lam94] and *the L^AT_EX Companion* of Michel Goossens, Frank Mittelbach and Alexander Samarin [GSM94]. The tables make this course document also useful as a reference manual.

We have followed a few didactical guidelines in writing the course. Learning is best done from examples, learning is done from practice. The examples are often formatted in two columns, as follows:¹

$\frac{1}{2}$ is a fraction	<code>\frac{1}{2}</code> is a fraction.
-----------------------------	---

The exercises give you the opportunity to practice L^AT_EX, instead of only reading about the program. You can compare your answers with the ones in Appendix A.

2 A Simple Example

L^AT_EX is neither a desktop publishing package nor a word processor. It is a document preparation system. First, you write a plain text containing formatting commands into a file by means of your favorite editor. Next, the L^AT_EX-program converts this text into formatted matter that you can preview and print. Here we shall describe the basics of this process.

2.1 Running L^AT_EX and Related Programs

EXERCISE 1

Do the following steps:

1. Create a text file, say `example.tex`, that contains the following text and L^AT_EX commands:

```
\documentclass{article}
\begin{document}
This is a simple example to start with \LaTeX.
\end{document}
The first task.
```

Figure 1: A Simple L^AT_EX document.

For example, you can use the editor XEMACS:

```
xemacs example.tex
```

¹On the left is printed the result of formatting the input on the right.

The above UNIX command starts the editor and creates the source file `example.tex`.

Good advice: always give a source file a name with extension `.tex`.

This will make it easier for you to distinguish the source document from files with other extensions, which \LaTeX will create during the formatting.

2. Convert this file into formatted, printable code. Here the \LaTeX -program does the job:

```
latex example
```

It is not necessary to give the filename extension here. \LaTeX now creates some additional files:

`example.dvi` that can be printed and previewed;
`example.aux` that is needed for cross-referencing;
`example.log` that is a transcript of the formatting.

3. Preview the **d**evice **i**ndependent document (with extension `.dvi`) on your computer screen by typing:

```
xdvi example
```

4. Convert the dvi-file into a printable PostScript document by typing:

```
dvips example
```

It creates the file `example.ps` that you can print in the usual way. For example, when you want print it on the printer `s11`, just enter:

```
lpr -Ps11 example.ps
```

5. Alternatively, convert the dvi-file into a printable pdf-document (Portable Display Format) by typing:

```
dvipdf example
```

It creates the file `example.pdf`, which you can view on the computer screen with the Adobe Acrobat Reader by entering the command:

```
acroread example.pdf
```

You can print this file in the usual way.

Two shortcuts:

- You can immediately print a dvi-file, without creating a PostScript file. For example, to print the file `example.dvi` on the printer `s11`, you can enter the command:

```
dvips -f example.dvi | lpr -Ps11
```

- You can immediately format the source file into a pdf-file. Use the `pdflatex` command instead of `latex` for formatting.

Figure 2 summarizes the standard processing of a \LaTeX document.

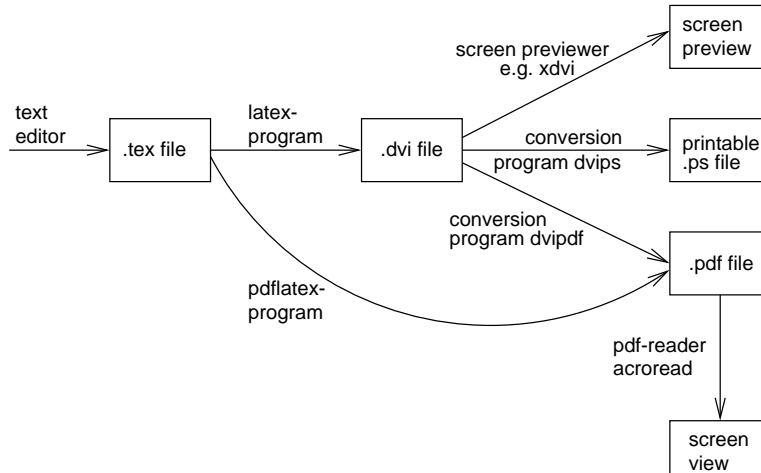


Figure 2: Standard Processing of a \LaTeX document.

2.2 The Structure of a \LaTeX Document

We shall use the above example to explain the basic structure of a \LaTeX document. As stated before, the source file `example.tex` contains both text and \LaTeX commands. You can easily recognize the formatting commands: they always start with a backslash (`\`). For example, the first line

```
\documentclass{article}
```

is the command that informs \LaTeX what kind of document will be compiled. The five standard document classes are:

<i>class</i>	<i>purpose</i>
<code>article</code>	papers in scientific journals, short tutorials, etc.
<code>report</code>	rather long texts, master theses, etc.
<code>book</code>	actual books
<code>letter</code>	letters
<code>slides</code>	transparencies

Table 1: Standard Document Classes.

EXERCISE 2

Change the document class of `example.tex` from `article` into `slides`, format the document again, and see the effect on the dvi-file.

In addition to choosing the document class, you can select from among certain document-class options and additional packages. The options for the `article` and `report` classes include the following:

<i>class option</i>	<i>purpose</i>
<code>11pt</code>	specifies an eleven-point type size, which is 10% larger than the default ten-point type size.
<code>12pt</code>	specifies an twelve-point type size.
<code>twocolumn</code>	produces two-column output.
<code>a4paper</code>	generates an A4 page layout.
<code>landscape</code>	uses the landscape orientation, where the longer side of the paper is horizontally oriented.

Table 2: Class Options.

You specify options between square brackets. For example, the line

```
\documentclass[12pt,a4paper]{article}
```

specifies that the document should be formatted in the article style, using a twelve-point character size and an A4 page layout.

Additional packages must be declared via the `\usepackage` command in the *preamble*, i.e., they must be declared between the `\documentclass` command and `\begin{document}`. Much used packages are listed below:

<i>packages</i>	<i>purpose</i>
<code>a4wide</code>	produces an A4 page layout with longer lines.
<code>amssymb</code>	allows the use of mathematical symbols developed by the American Mathematical Society (AMS).
<code>babel</code>	facilitates the use of several languages.
<code>graphicx</code>	allows the use of the imported graphics via the extended graphics package.
<code>color</code>	allows the use of colors.

Table 3: Some Useful L^AT_EX 2_ε Packages.

For example, the two lines

```
\usepackage[dutch]{babel}
\usepackage{a4wide}
```

specify that

- document elements like chapter headings, section headings, and so on, are in Dutch;
- Dutch hyphenation rules are applied;
- the document is formatted in an A4 page layout with long lines.

In case you want to deviate from the standard settings, you can place further instructions in the preamble. For example, the two lines

```
\addtolength{\textheight}{2cm}
\setlength{\parindent}{0pt}
```

will make the text height two centimeters longer than the default size and causes paragraphs to be displayed without indentation.

Finally, the text is placed between the `\begin{document}` command and `\end{document}`. All lines after the `\end{document}` command are considered by L^AT_EX as commentary, as you may have noticed in the example. By the way, everything that occurs after a percent sign (%) until the end of the line in the source file is considered by L^AT_EX as commentary, too.

EXERCISE 3

In the introduction we stated that L^AT_EX is *the* program to create mathematical texts. To get you motivated, change the contents of the `example.tex` file into the following:

```
\documentclass{article}
\usepackage{amssymb}
\setlength{\parindent}{0pt}

\begin{document}
This is a simple example to start with \LaTeX.
A mathematical formula can appear in the running
text and on a separate line, as the following example
shows:
\bigskip

Define the function  $f:(0,\infty)\to\mathbb{R}$  by
\[ f(x) = \frac{\ln x}{x^2} \]
then
\[ \lim_{x\to\infty} f(x)=0 \]
\end{document}
```

Format the file again and preview the result. Note that a mathematical formula in a running text is put between single dollar symbols $\$$. A formula is centered on a separate line if it is between $\[$ and $\]$, or between double dollar symbols $\$\$$.

We end this subsection with a more elaborate document structure. A screen shot of the two pages is shown in Figure 3.

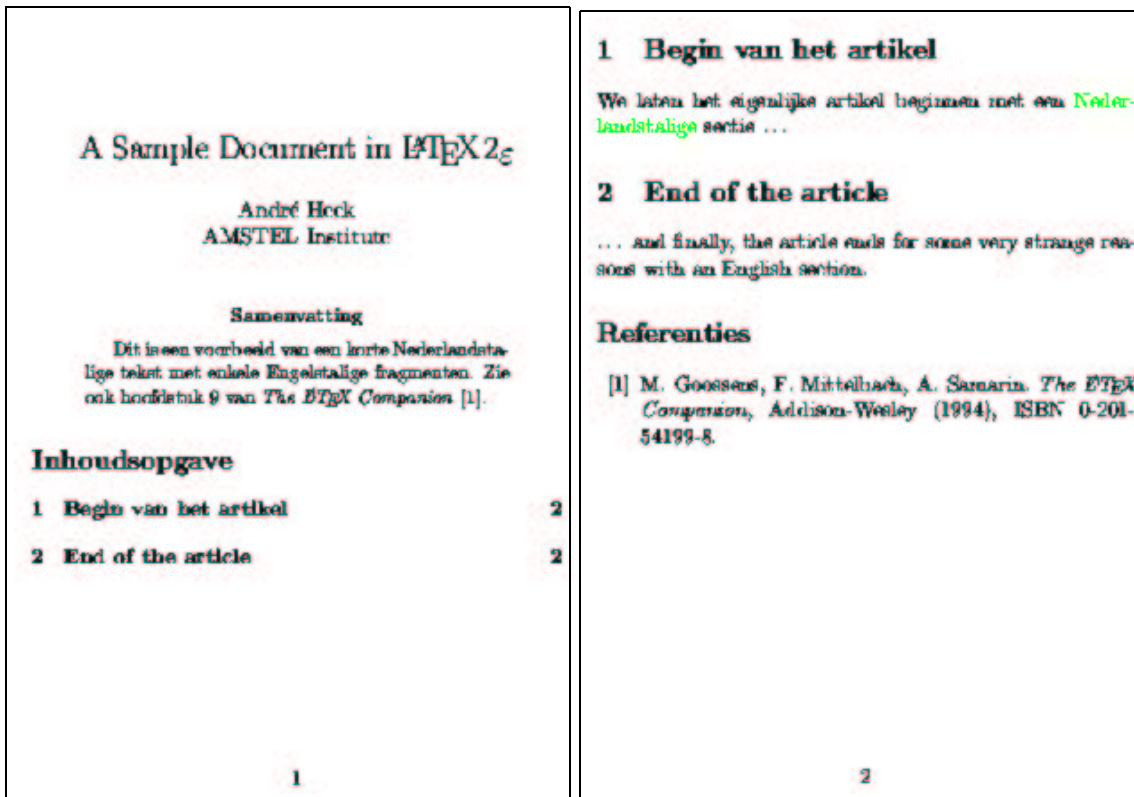


Figure 3: The Formatted Sample Document.

The program listing is in Figure 4. It shows, among other things, how to

- add a title and the name of the author,
- use accents
- omit a date,
- add a table of contents,
- add a bibliography,
- introduce sections,
- switch between language choices.

Do not worry too much if not every detail of the program is clear to you. We shall explain many of the issues later on in this tutorial.

```

\documentclass[a5paper,11pt]{article}
\usepackage[english, dutch]{babel}
% Note: the last language is the default at the beginning.
\usepackage{color}

\author{Andr\'e Heck\
        AMSTEL Institute}
\title{A Sample Document in \LaTeXe}
\date{}

\begin{document}
\maketitle
\begin{abstract}
Dit is een voorbeeld van een korte Nederlandstalige tekst met
enkele Engelstalige fragmenten. Zie ook hoofdstuk 9 van
\emph{The \LaTeX\ Companion} \cite{GMS94}.
\end{abstract}
\tableofcontents

\section{Begin van het artikel}
We laten het eigenlijke artikel beginnen met een
\textcolor{green}{Nederlandstalige} sectie \ldots

\selectlanguage{english} % we choose the English language
\section{End of the article}
\ldots\ and finally, the article ends for some very
strange reasons with an English section.

\selectlanguage{dutch} % terug naar Nederlandstalige tekst
\begin{thebibliography}{99}
\bibitem{GMS94}
M.~Goossens, F.~Mittelbach, A.~Samarin. \emph{The \LaTeX\ Companion},
Addison-Wesley (1994), ISBN~0-201-54199-8.
\end{thebibliography}

\end{document}

```

Figure 4: A Sample L^AT_EX document.

EXERCISE 4

The sample text in Figure 4 is available in the source file `sample.tex`.

1. Format the document once with the `latex` command. Verify with the `ls sample.*` command that four new documents have been created. Ignore the formatting warnings for the moment.
2. Preview the dvi-file `sample.dvi` and verify that the table of contents and the bibliographic

citation in the abstract are not correct, yet. Note that L^AT_EX uses hyphenation rules according to the choice of language.

3. Format the document once more and verify that the table of contents and the citation are correct now.
4. The previewer `xdvi` does not display the text `Nederlandstalige` in section 1 in the green color. Convert the dvi-file into a printable pdf-document and use the Acrobat reader to verify the proper use of colors.

2.3 If Formatting Goes Wrong

If you make a mistake in the source file and L^AT_EX cannot format your document, the formatting process is interrupted. In the following exercise, you will practice the identification and correction of errors.

EXERCISE 5

Deliberately make the following typographical error in the source file `sample.tex`: Change the line

```
\section{Begin van het artikel}
```

into

```
\sectino{Begin van het artikel}
```

1. Try to format the document. L^AT_EX will be unable to do this and the processing would be interrupted. The terminal window where you entered the `latex` command looks like:²

```
% latex sample.tex
This is TeX, Version 3.14159 (Web2C 7.3.1)
(sample.tex
LaTeX2e <1998/12/01> patch level 1
Babel <v3.6x> and hyphenation patterns for american, french, german,
ngerman, dutch, spanish, nohyphenation, loaded.
(/opt/teTeX/share/texmf/tex/latex/base/article.cls
Document Class: article 1999/01/07 v1.4a Standard LaTeX document class
(/opt/teTeX/share/texmf/tex/latex/base/size11.clo))
(/opt/teTeX/share/texmf/tex/generic/babel/babel.sty
.....
(/opt/teTeX/share/texmf/tex/latex/graphics/dvipsnam.def))
No file sample.aux.

LaTeX Warning: Citation ‘GMS94’ on page 1 undefined on input line 16.

No file sample.toc.
[1]
! Undefined control sequence.
```

²We omit some output for clarity.

```
1.21 \sectino
      {Begin van het artikel}
?
```

The first warning is innocent. You will be reminded later on that you have to format the document once more to get the cross-references correct. The second error message is serious. The \LaTeX program notifies the location where it signalled that something goes wrong, viz., line number 21. However, this does not mean that the error is necessarily there.

2. There are several ways to proceed after the interrupt. Enter a question mark and you see your options:

```
? ?
Type <return> to proceed, S to scroll future error messages,
R to run without stopping, Q to run quietly,
I to insert something, E to edit your file,
1 or ... or 9 to ignore the next 1 to 9 tokens of input,
H for help, X to quit.
```

3. Press RETURN. \LaTeX will continue formatting and tries to make the best of it. Logging continues:

```
[2] (sample.aux)
```

```
LaTeX Warning: There were undefined references.
```

```
LaTeX Warning: Label(s) may have changed.
Rerun to get cross-references right.
```

```
)
Output written on sample.dvi (2 pages, 2040 bytes).
Transcript written on sample.log.
```

4. Preview the dvi-file and identify the error.
5. Format again, but this time enter the character `e`. Your default editor will be opened and the cursor will be at the location where \LaTeX spotted the error. Correct the source file³ and give the formatting another try.

2.4 Basic Conventions

We end this chapter with some basic conventions of \LaTeX that are essential for your understanding of the program.

³If you have not specified in your UNIX shell the \TeX editor that you prefer, then the `vi`-editor will be started. You can leave this editor by entering `ZZ`. In the `c-shell` you can add in the file `.cshrc` the line `setenv TEXEDIT 'xemacs +%d %s'` so that `XEMACS` is used.

2.4.1 Spacing, Line Breaking and Page Breaking

Because \LaTeX itself formats the document using certain fonts and a given page layout, the source file and the actual printout are different. In other words, it does not matter where the lines in the source file end (where the carriage returns are) in the source file; \LaTeX joins them. Similarly, extra spaces are ignored, as the example below illustrates:

extra spaces and single line breaks in the source file are ignored.	extra spaces	and
	single line breaks in the source file are ignored.	

If you really want to start a new line, pressing the ENTER key once is not enough. \LaTeX uses the convention that pressing the ENTER key twice starts a new paragraph. The following example generates the lines ‘one’ and ‘two’:

one	one
two	
	two

It goes without saying that \LaTeX contains many constructions to influence spacing, line breaking and page breaking. We list a few of them in Table 4.

<i>command</i>	<i>effect</i>
<code>\newpage</code>	starts a new page at that point.
<code>\pagebreak</code>	starts a new page after the current line.
<code>\newline</code>	ends a line without justifying it.
<code>\linebreak</code>	ends a line and justifies it, i.e., stretches the spacing between words so the line extends to the right margin.
<code>\-</code>	allows \LaTeX to hyphenate a word at that point.
<code>_</code>	a backslash followed by a blank space causes a single space to be printed.
<code>\hspace</code>	produces a horizontal space of given size.
<code>\vspace</code>	produces vertical space of given size.
<code>\smallskip</code>	creates a little extra vertical space between paragraphs.
<code>\medskip</code>	creates medium extra vertical space between paragraphs.
<code>\bigskip</code>	creates large extra vertical space between paragraphs.

Table 4: Page Breaking, Line Breaking, and Spacing

A shortcut for the `\newline` command is the double backslash `\\`.

2.4.2 Modes and Environments

Important are the concepts ‘mode’ and ‘environment’ as they determine the way \LaTeX is formatting the document. \LaTeX distinguishes:

paragraph mode: \LaTeX regards your input as a sequence of words and sentences to be broken into lines, paragraphs, and pages.

math mode: this mode is for generating mathematical formulas. With the dollar symbol \$ you mark the start and the end of an in-line mathematical formula, i.e., a formula in a running text. A formula put between \[and \] appears on a separate line and centered.

left-to-right mode: L^AT_EX produces output that keeps going from left to right.

L^AT_EX has a clear syntax for using the brackets [], (), and {}. For example, in paragraph mode:

parentheses (rounded brackets) are ordinary parentheses.

braces (curly brackets) are used for the parameters of a command, like \begin{document}, and for grouping parts of the document into a single unit, like 2^{n+1}.

square brackets are ordinary brackets, and are also used for optional arguments to a command, like \documentstyle[12pt]{article}.

A useful environment is `verbatim`: it is the one place where L^AT_EX pays attention to how input is formatted. The example below illustrates that the `verbatim` environment allows you to type the text exactly the way you want it to appear in the formatted version.

A short *Mathematica* session:

In[1]:= 1/(x³+1)

$$\text{Out}[1]= \frac{1}{1 + x^3}$$

In[2]:= D[%, {x,2}]

$$\text{Out}[2]= \frac{18x^4}{(1+x^3)^3} - \frac{6x^6}{(1+x^3)^2}$$

In[3]:= Quit

A short `\emph{Mathematica}` session:

`\begin{verbatim}`
 In[1]:= 1/(x³+1)

$$\text{Out}[1]= \frac{1}{1 + x^3}$$

In[2]:= D[%, {x,2}]

$$\text{Out}[2]= \frac{18x^4}{(1+x^3)^3} - \frac{6x^6}{(1+x^3)^2}$$

In[3]:= Quit

`\end{verbatim}`

A L^AT_EX environment determines a scope in which commands have a special meaning or a special formatting. You will encounter in this tutorial many environments: `itemize`, `enumerate`, `center`, `displaymath`, and others.

2.4.3 Forbidden Characters

As you have seen before, some characters have a special meaning for \LaTeX . For example, the dollar symbol, the percent sign, curly brackets, and so on. In Table 5 we list the special commands to get the characters in your document.

forbidden:	\	{	}	\$	&	#	^	-	~	%
use:	<code>\backslash</code>	<code>\{</code>	<code>\}</code>	<code>\\$</code>	<code>\&</code>	<code>\#</code>	<code>\^{}</code>	<code>_{}</code>	<code>\~{}</code>	<code>\%</code>
result:	\	{	}	\$	&	#	^	-	~	%

Table 5: Ten Forbidden Characters.

EXERCISE 6

Create a \LaTeX document that formats like the text shown in Figure 5 (the first two sentences are intentionally separated).

Mathematica uses the percent sign (%) to refer to the previous result and curly brackets ({}) for grouping.
See the two instructions below:

```
Sin[x]/x  
Plot[%, {x,-3,3}];
```

Figure 5: The Document in Question between Rules.

3 Basic Tools for Formatting Text

Although our main objective is to learn how to create with \LaTeX well-formatted mathematical texts, we shall first discuss the organizational elements of ordinary texts that contains little or no mathematics. Large portions of the text are reference tables that help you to do the exercises. At first reading you may omit the last two subsections about tables and pictures.

3.1 Structuring

In this subsection you will learn how to structure your documents: creating sections, adding a title and table of contents, etc. It will explain parts of the program listing in Figure 4.

3.1.1 Sectioning Commands

In the document classes `article`, `report`, and `book` you can easily structure the document into chapters, sections, subsections, and so on. The commands are listed in Table 6.

\LaTeX takes care of numbering chapters and sections, i.e., it automatically generates the numbers. If you want a section heading without a number, just add an asterisk to the command.

Example	<code>\subsubsection*{Example}</code>
This is an unnumbered section.	This is an unnumbered section.

<i>command</i>	<i>purpose</i>
<code>\part</code>	divides long documents into separate parts.
<code>\chapter</code>	starts a new chapter. Only in <code>report</code> and <code>book</code> , <i>not</i> in <code>article</code> .
<code>\section</code>	starts a new section.
<code>\subsection</code>	starts a new subsection.
<code>\subsubsection</code>	starts a nested subsection.

Table 6: Sectioning Commands.

3.1.2 Title and Table of Contents

Use the `\maketitle` command to create a titlepage. This command must come after the `\begin{document}` command. The actual date may be specified in the preamble with the commands `\title`, `\author`, etc. Depending on the class of the document, L^AT_EX may automatically generate the date when the document was formatted. In case you do not like this, you can specify an empty date with `\date{}`. See the example in Figure 4.

The use of the sectioning commands makes generating the table of contents an easy task: just enter the `\tableofcontents` command at the point where you want to place the listing and run the formatting program twice: the first time for getting the numbering done, and the second time for creating the table of contents.

3.1.3 Cross-Referencing

With the commands `\label` and `\ref` it is possible to refer to section numbers that have been automatically generated by L^AT_EX. For example, the current nested subsection has been defined by the line

```
\subsubsection{Cross-Referencing} \label{crossref}
```

L^AT_EX replaces every occurrence of `\ref{crossref}` by the actual section number. The following example illustrates this and gives the trick of how to avoid unpleasant line breaks:

<p>It is not difficult to refer to Section 3.1.3.</p> <p>But use the tilde to ensure that no line break occurs between the word and the number:</p> <p>It is not difficult to refer to Section 3.1.3.</p>	<pre>It is not difficult to refer to Section \ref{crossref}.\ But use the tilde to ensure that no line break occurs between the word and the number:\ It is not difficult to refer to Section~\ref{crossref}.</pre>
---	---

In the same way you can label and refer to pictures, tables, mathematical formulas, etc.

3.2 Creating Lists

L^AT_EX has several environments for creating lists, which can also be nested. A few examples will do.

An enumerated (numbered) list:

1. This is the 1st item.	<code>\begin{enumerate}</code>
2. This is the 2nd item.	<code>\item This is the 1st item.</code>
	<code>\item This is the 2nd item.</code>
	<code>\end{enumerate}</code>

A simple unnumbered list:

• This is the 1st item.	<code>\begin{itemize}</code>
• This is the 2d item.	<code>\item This is the 1st item.</code>
	<code>\item This is the 2nd item.</code>
	<code>\end{itemize}</code>

A customizable list:

<i>One</i> This is the 1st item.	<code>\begin{description}</code>
<i>Two</i> This is the 2nd item.	<code>\item[One] This is the 1st item.</code>
	<code>\item[Two] This is the 2nd item.</code>
	<code>\end{description}</code>

[First] This is the 1st item.	<code>\begin{description}</code>
[Second] This is the 2nd item.	<code>\item{[First]} This is the 1st item</code>
	<code>\item{[Second]} This is the 2nd item</code>
	<code>\end{description}</code>

EXERCISE 7

Create a L^AT_EX document that formats like the text shown in Figure 6.

List of mathematical functions:

- Trigonometric functions
 - sine
 - cosine
 - tangent
 - Special functions
 - Beta function
 - Gamma function
 - Riemann zeta function
-

Figure 6: Nested Lists

3.3 Changing Fonts

Occasionally you will want to change from one font to another, for example if you wish to be **bold**, to *emphasize* something, or to make it look **huge**. There are many ways of dealing with font changes in L^AT_EX.

3.3.1 Changing the Typeface

You can change the font family, font series (width and weight), and the font shape by the commands and declarations listed in Table 7.

<i>command</i>	<i>declaration</i>	<i>meaning</i>
<code>\textrm{...}</code>	<code>{\rmfamily ...}</code>	formatted in roman family
<code>\textsf{...}</code>	<code>{\sffamily ...}</code>	formatted in sans serif family
<code>\texttt{...}</code>	<code>{\ttfamily ...}</code>	formatted in typewriter family
<code>\textmd{...}</code>	<code>{\mdseries ...}</code>	formatted in medium series
<code>\textbf{...}</code>	<code>{\bfseries ...}</code>	formatted in bold series
<code>\textup{...}</code>	<code>{\upshape ...}</code>	formatted in upright shape
<code>\textit{...}</code>	<code>{\itshape ...}</code>	formatted in <i>italic</i> shape
<code>\textsl{...}</code>	<code>{\slshape ...}</code>	formatted in <i>slanted</i> shape
<code>\textsc{...}</code>	<code>{\scshape ...}</code>	formatted in SMALL CAPS shape
<code>\emph{...}</code>	<code>{\em ...}</code>	formatted in <i>emphasized</i>
<code>\textnormal{...}</code>	<code>{\normalfont ...}</code>	formatted in the document font

Table 7: Changing the Typeface.

The following example also shows how the commands and declarations can be combined:

You can strongly <i>emphasize</i> the possibility of formatting text in a sans serif bold typeface	You can strongly <code>\emph{\textbf{emphasize}}</code> the possibility of formatting text <code>{\sffamily\bfseries}</code> in a sans serif bold typeface
---	---

Each of the declarations in Table 7 has a corresponding environment whose name is obtained by dropping the backslash from the command name.⁴ For example, text placed between `\begin{bfseries}` and `\end{bfseries}` will be formatted in bold.

You may wonder why L^AT_EX provides three manners of changing the typeface and when to use which method. Our advice is the following:

- A command like `\textbf` is intended for formatting words or short pieces of text in a specific family, series, or shape. Two advantages are: (1) it is consistent with other L^AT_EX structures. (2) L^AT_EX takes care of correct spacing like automatic italic correction.
- A declaration is appropriate when you define your own commands or environments as in the example below.

⁴Any declaration has a corresponding environment in this manner.

- For longer passages in your document it is clearer to use an environment.

• Now boldface items .	<code>\newenvironment{bolditemize}{\begin{itemize}</code> <code>\normalfont\bfseries}{\end{itemize}}</code>
• Note the difference between <i>italic</i> with italic correction of spacing and italic without.	<code>\begin{bolditemize}</code> <code>\item Now boldface items.</code> <code>\item Note the difference between</code> <code>\textit{italic} with italic correction of</code> <code>spacing and {\itshape italic} without.</code> <code>\end{bolditemize}</code>

3.3.2 Changing the Font Size

L^AT_EX has ten size-changing declarations. There are no corresponding size-changing command forms with one argument because such changes are normally only used in the definition of commands or in a limited scope. Table 8 lists the size-changing commands.

<i>declaration</i>	<i>size</i>	<i>declaration</i>	<i>size</i>	<i>declaration</i>	<i>size</i>
<code>{\tiny ...}</code>	size	<code>{\normalsize ...}</code>	size		
<code>{\scriptsize ...}</code>	size	<code>{\large ...}</code>	size		
<code>{\footnotesize ...}</code>	size	<code>{\Large ...}</code>	size	<code>{\huge ...}</code>	size
<code>{\small ...}</code>	size	<code>{\LARGE ...}</code>	size	<code>{\Huge ...}</code>	size

Table 8: Changing the Font Size.

EXERCISE 8

Create a L^AT_EX document that formats like the installation script shown in Figure 7.

To install Mathcad:

1. Start Windows.
 2. Insert the disk marked **Disk 1** in the floppy disk drive.
 3. From the File menu in the Windows Program Manager, choose Run (ALT+F,R).
 4. Type *drive:***\setup.exe**, where *drive* is the letter of the disk drive containing the disk.
 5. Press ENTER.
 6. Follow the instructions on the screen.
-

Figure 7: Installation Script with Various Fonts.

3.4 Paragraph Justification

There are two ways to change the alignment of lines in a paragraph: via an environment and via a declaration. The difference is that an environment starts a new paragraph, and a command does not do this. An example of centering lines of text in a paragraph, using `\` to break lines:

This is centered.	<code>\begin{center}</code> <code>This \ is \ centered.</code> <code>\end{center}</code>
This is also centered.	<code>\begin{quote}</code> <code>\centering</code> <code>This \ is \ also \ centered.</code> <code>\end{quote}</code>

The environments and commands for left and right justification work similarly. An example:

This is right flushed.	<code>\begin{flushright}</code> <code>This \ is \ right flushed.</code> <code>\end{flushright}</code>
This is also right flushed.	<code>\begin{quote}</code> <code>\raggedleft</code> <code>This \ is \ also \ right flushed.</code> <code>\end{quote}</code>

3.5 Using Accents

The following Portuguese text illustrates the use of accents:

A equação do pêndulo matemática com período próprio $\frac{2\pi}{\omega}$ é	A equa\c{c}\~{a}o do p\^{e}ndulo matem\’{a}tica com per\’{\i}odo pr\’{o}prio $\frac{2\pi}{\omega}$ \’{e}
$u'' + \omega^2 u = 0$	<code>\[u''+\omega^2u=0\]</code>

Note that the letter *i* in *período* needs special treatment: the command `\i` produces a dotless *i* that can be accented. The commands in Table 9 show how to produce various accented symbols in paragraph mode.

<code>ò \’{o}</code>	<code>õ \~{o}</code>	<code>ö \v{o}</code>	<code>ç \c{o}</code>
<code>ó \’{o}</code>	<code>ō \={o}</code>	<code>ő \H{o}</code>	<code>ø \d{o}</code>
<code>ô \^ {o}</code>	<code>ô \. {o}</code>	<code>ö \t{oo}</code>	<code>ø \b{o}</code>
<code>ö \" {o}</code>	<code>ö \u{o}</code>		

Table 9: Paragraph Mode Accents.

Accents in math mode are produced with other commands. For example, use `\tilde{g}` for \tilde{g} . We list the math mode accents in Table 10.

\hat{a} <code>\hat{a}</code>	\acute{a} <code>\acute{a}</code>	\bar{a} <code>\bar{a}</code>	\dot{a} <code>\dot{a}</code>
\check{a} <code>\check{a}</code>	\grave{a} <code>\grave{a}</code>	\vec{a} <code>\vec{a}</code>	\ddot{a} <code>\ddot{a}</code>
\breve{a} <code>\breve{a}</code>	\tilde{a} <code>\tilde{a}</code>		

Table 10: Math Mode Accents.

EXERCISE 9

Explain how to format the following four words: Hühner-händler, débâcle, situações, naïef.

3.6 Creating Tables

Formatting tabular material is a branch of sports of its own, learned best by mimicking many good examples. The only example in this tutorial illustrates how to create a simple table of the first four Legendre polynomials.

n	$P_n(x)$
0	1
1	x
2	$(3x^2 - 1)/2$
3	$(5x^3 - 3x)/2$

```

\begin{tabular}{|l|l|} \hline
$n$ & $P_n(x)$ \\ \hline
0 & 1 \\
1 & $x$ \\
2 & $(3x^2-1)/2$ \\
3 & $(5x^3-3x)/2$ \\ \hline
\end{tabular}

```

In the first line, the options `{|l|l|}` stand for two left adjusted (l) columns, separated by a vertical line (|), with double vertical lines on the vertical sides of the table. In the source file, row entries are separated by an ampersand (&) and every row is closed with the `\` command. The `\hline` command creates a horizontal line right across the width of the table.

3.7 Importing Graphics

While L^AT_EX can import virtually any graphics format, Encapsulated PostScript (EPS) is the easiest graphics format to import into L^AT_EX. For example, the EPS file `file.eps` is inserted by specifying

```
\usepackag{graphicx}
```

in the preamble and then using the command

```
\includegraphics{file.eps}
```

Optionally, the picture can be scaled to a specific height and/or width

```
\includegraphics[height=10cm]{file.eps}
```

```
\includegraphics[width=5cm]{file.eps}
```

Additionally, the `angle` option rotates the included picture

```
\includegraphics[angle=45]{file.eps}
```

The example below shows the UvA logo twice, but the second one is rotated 90 degrees.



```

\begin{center}
\includegraphics[width=1.5cm]{uvalogo.eps}
\hspace{1cm}
\includegraphics[width=1.5cm,
angle=90]{uvalogo.eps}
\end{center}

```

4 Mathematical Formulas

Basic L^AT_EX offers a high level of mathematical typesetting capabilities. Nevertheless many packages are available for complex equations or mathematical constructs that are repeatedly required. In this tutorial we only describe the basic facilities.

4.1 Math Environments

Mathematical formulas are put in an environment. The main ones are:

- `\begin{math} ... \end{math}`:
This places a formula in the running text. Usually, one does not start and end the `math` environment in this way, but instead one uses a shortcut: one only puts a dollar symbol before and after the formula.
- `\begin{displaymath} ... \end{displaymath}`:
The mathematical formula is displayed centered on a separate line. Instead of these commands you can also use `$$` before and after the formula, or put the formula between `\[` and `\]`.
- `\begin{equation} ... \end{equation}`:
The same as `displaymath` except that `equation` numbers the formula.

The following two examples give you a better idea:

If we take $-1 < a < 1$, then

$$\int_0^\infty \frac{u^a}{(1+u)^2} du = a!(-a)! \quad (1)$$

By contour integration the left-hand side of (1) may be shown to be equal to $\pi a / \sin \pi a$, thus obtaining the identity

$$z!(-z)! = \frac{\pi z}{\sin \pi z}.$$

If we take $-1 < a < 1$, then

```

\begin{equation}
\int_{0}^{\infty} \frac{u^a}{(1+u)^2} du
= a!(-a)!
\label{eqno}
\end{equation}

```

By contour integration the left-hand side of ([\ref{eqno}](#)) may be shown to be equal to $\pi a / \sin \pi a$, thus obtaining the identity

```

\[
z!(-z)! = \frac{\pi z}{\sin \pi z},.
\]

```

The in-line formula $\sum_{k=0}^{\infty} a_n$ differs from the displayed formula

$$\sum_{k=0}^{\infty} a_n$$

The in-line formula `\sum_{k=0}^{\infty} a_n` differs from the displayed formula `\[\sum_{k=0}^{\infty} a_n \]`

The above examples illustrate that L^AT_EX knows in math mode many special characters that cannot be used in paragraph mode, e.g., mathematical symbols like ∞ , \int , \sum , and Greek characters like α , β , γ .

4.2 Basic Conventions in Math Mode

4.2.1 Spacing

In math mode, L^AT_EX automatically italicizes letters and it hardly uses spaces. Also, `$a b$` and `ab` format the same. Normally, you can best rely on L^AT_EX's internal spacing rules, but if desired, you can change it with one of the commands listed in Table 11.

<i>command</i>	<i>explanation</i>	<i>example</i>	<i>result</i>
	normal spacing between symbols		
<code>\!</code> or <code>\negthinspace</code>	negative thin space	\!	
<code>\,</code> or <code>\thinspace</code>	thin space	\,	
<code>\:</code> or <code>\medspace</code>	medium space	\:	
<code>\;</code> or <code>\thickspace</code>	thick space	\;	
<code>\quad</code>	extra space	\quad	
<code>\qquad</code>	doubled extra space	\qquad	

Table 11: Horizontal Spacing in Math Mode.

4.2.2 Mathematical Symbols and Greek Letters

Mathematical symbols are entered

- directly from the keyboard, e.g., $=$, $<$, and $>$ or
- by a command, e.g., `\leq` stands for the less-than-or-equal symbol \leq , and `\infty` stands for the infinity symbol ∞ .

In Appendix B we list many mathematical symbols.

Greek letters are produced by commands that consist of the name of the letter preceded by a backslash `\`. The following example shows it all:

Examples of Greek characters are δ , Δ , θ , and Θ .

Note the difference between Π and \prod (as in $\prod_{i=1}^n$), and between ϵ and ε .

Examples of Greek characters are `\delta`, `\Delta`, `\theta`, and `\Theta`.

Note the difference between `\Pi` and `\prod` (as in `\prod_{i=1}^n`), and between `\epsilon` and `\varepsilon`.

4.2.3 Brackets and Ordinary Text in Formulas

In math mode, parentheses and square brackets have their ordinary meaning. Braces (curly brackets) are used for grouping parts of a formula, like in $2^{\{n+1\}}$. If you want to use real curly brackets, for example to denote a set, then specify them as $\{$ and $\}$, respectively.

$2^x y \neq 2^{xy}$ $\$2^{\backslash xy} \backslash \text{not} = 2^{\backslash xy}\$$

This example also shows that you can put a slash through a L^AT_EX symbol by preceding it with the $\backslash \text{not}$ command.

Note the difference between

$x|x > 1$ and $\{x|x > 1\}$.

However, the best set notation is

$\{x \mid x > 1\}$.

Note the difference between

$\backslash [\{x|x>1\} \backslash \text{quad} \backslash \text{textrm}\{\text{and}\} \backslash \text{quad} \backslash \{x|x>1\} \backslash , . \backslash]$

However, the best set notation is

$\backslash [\backslash \{ \backslash , x \backslash \text{mid} x > 1 \backslash , \backslash \} \backslash , . \backslash]$

The above example also illustrates how to enter ordinary text inside a mathematical expression. Other font-changing commands have been listed before in Table 7. Although we say ‘font-changing’, a command like $\backslash \text{textrm}$ also applies the spacing rules for ordinary text instead of mathematical text. If you only want to change the typeface, but keep the spacing rules of mathematics, then use one of the commands listed in Table 12.

<i>command</i>	<i>explanation</i>	<i>example</i>	<i>result</i>
$\backslash \text{mathrm}$	roman typeface	$\$ \backslash \text{mathrm}\{\text{maximum}_i\} \$$	maximum_i
$\backslash \text{mathbf}$	bold	$\$ \backslash \text{mathbf}\{\mathbf{v}\} = (\mathbf{v}_1, \mathbf{v}_2, \mathbf{v}_3) \$$	$\mathbf{v} = (v_1, v_2, v_3)$
$\backslash \text{mathsf}$	sans serif	$\$ \backslash \text{mathsf}\{M\}_1^2 \$$	M_1^2
$\backslash \text{mathit}$	italics	$\$ \backslash \text{ff} \backslash \text{neq} \backslash \text{mathit}\{\backslash \text{ff}\} \$$	$ff \neq \mathit{ff}$
$\backslash \text{mathtt}$	typewriter type	$\$ \backslash \text{mathtt}\{N\}(g) \$$	$N(g)$
$\backslash \text{mathnormal}$	normal typeface	$\$ \backslash \text{ff} = \backslash \text{mathnormal}\{\backslash \text{ff}\} \$$	$ff = ff$
$\backslash \text{mathcal}$	calligraphic	$\$ \backslash \text{mathcal}\{N\} \$$	\mathcal{N}

Table 12: Changing the Mathematical Typeface

The packages `amssymb` and `amsmath` developed by the American Mathematical Society (AMS) provide more mathematical symbols and typeface-changing commands. In appendix B we shall list many of them. For example, we use the symbols for the standard notation of natural numbers, integers, fractions, and so on:

$\$ \backslash \text{mathbb}\{\text{NZQRC}\} \$$ gives NZQRC. $\backslash \text{verb} | \$ \backslash \text{mathbb}\{\text{NZQRC}\} \$ |$ gives
 $\$ \backslash \text{mathbb}\{\text{NZQRC}\} \$.$

Henceforth, we shall assume that the packages `amsmath` and `amssymb` have been specified in the preamble.

4.2.4 Changing the Mathematical Style

Table 13 lists the four mathematical styles that L^AT_EX uses when formatting formulas and the commands to specify them:

<i>style</i>	<i>command</i>	<i>explanation</i>
display	<code>\displaystyle</code>	formulae displayed on lines by themselves
text	<code>\textstyle</code>	formulae embedded in the running text
script	<code>\scriptstyle</code>	formulae used as sub- or superscripts
script	<code>\scriptscriptstyle</code>	higher-order subscript or superscripts

Table 13: Changing the Mathematical Style

An example:

<p>Compare</p> $w + \frac{1}{x + \frac{1}{y + \frac{1}{z}}}$ <p>and</p> $w \frac{1}{x + \frac{1}{y + \frac{1}{z}}}$	<p>Compare</p> <pre>\[w+\frac{1}{x+\frac{1}{y+\frac{1}{z}}} \] and \[w+\frac{1}{\displaystyle x+ \frac{1}{\displaystyle y+\frac{1}{z}}} \]</pre>
---	--

4.3 Simple Mathematical Formulas

It is high time that you get started with mathematical typesetting in practice. In Table 14 we list commonly used constructions for mathematical formulas. We assume that we are already in math mode.

<i>command</i>	<i>example</i>	<i>result and explanation</i>
<code>^{} </code>	<code>x^{2}</code>	x^2 , a superscript.
<code>_{} </code>	<code>x_{2}</code>	x_2 , a subscript.
<code>\frac{}{} </code>	<code>\frac{1}{2}</code>	$\frac{1}{2}$, a fraction.
<code>\sqrt{} </code>	<code>\sqrt{2}</code>	$\sqrt{2}$, a square root.
<code>\sum_{}^{} </code>	<code>\sum_{k=1}^n k</code>	$\sum_{k=1}^n k$, here a definite sum.
<code>\int_{}^{} </code>	<code>\int_0^1 x \, dx</code>	$\int_{x=0}^1 x \, dx$, here a definite integral.
<code>\lim_{} </code>	<code>\lim_{x \to 0} e^x</code>	$\lim_{x \rightarrow 0} e^x$, a limit.
<code>\ln </code>	<code>\ln x</code>	$\ln x$, a differently formatted function
<code>\cos </code> and <code>\pi </code>	<code>\cos \pi</code>	$\cos \pi$, a trigonometric function and a mathematical symbol.
<code>\infty </code>	<code>+\infty</code>	$+\infty$, the infinity symbol function

Table 14: Common Constructions in Math Mode.

EXERCISE 10

Explain how to format the following formulas.

1. $\cos^2 \theta + \sin^2 \theta = 1$
2. $\sqrt{2} \approx 1.414$ $\sqrt[3]{2} \approx 1.260$
3. $e^{\pi i} = 1$
4. $\frac{\partial^2 f}{\partial x \partial y}$
5. $F_n = F_{n-1} + F_{n-2}, \quad n \geq 0.$
6. $A = B$ if and only if $A \subseteq B$ and $A \supseteq B.$

EXERCISE 11

Compare the following commands.

1. $\$F_{2}^{2}\$$ and $\$F\{2\}^{\{2\}}\$.$
2. $\$x_{1}^{y}\$, \$x^{y}_{1}\$, and \$x^{y}_{1}\$.$

EXERCISE 12

Explain how to format the following unit conversion.

$$\text{henry} = 1.113 \times 10^{-12} \text{ sec}^2/\text{cm}$$

EXERCISE 13

Create a \LaTeX document that formats the text shown in Figure 8.

The equation

$$ax^2 + bx + c$$

has as solution

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Figure 8: A Mathematical Text.

EXERCISE 14

Create a \LaTeX document that formats the text shown in Figure 9.⁵

$$\epsilon > 0 \tag{2}$$

From condition (2) follows ...

Figure 9: A Mathematical Fragment.

⁵The label is automatically created and will probably differ from yours.

4.4 Alignments

An example that shows how you can align equations in L^AT_EX:

	<pre>\begin{eqnarray}</pre>
$x^2 + y^2 = 1$	<pre>x^2+y^2 &=& 1 \\ y &=& \sqrt{1-x^2}</pre>
(3)	<pre>\end{eqnarray}</pre>
$y = \sqrt{1-x^2}$	
(4)	

Vertical alignment is with respect to the mathematical symbol that has been placed between ampersands. Lines are separated by the usual `\\`. All lines are numbered separately, except lines that have a `\nonumber` command. The `eqnarray*` environment is the same as `eqnarray` except that it does not generate equation numbers.

EXERCISE 15

Explain how to format the following system of equations.

$$\begin{aligned} x + 2y - 3z &= -11 \\ y + z &= 11 \\ 3z &= 21 \end{aligned}$$

The `amsmath` package defines several convenient environments for creating multiline display equations, some of which allowing you to align parts of a formula. They also provide better spacing around the alignment points compared to the `eqnarray` environment. The following example illustrates this.

<p>Compare</p> $\begin{aligned} x^2 + y^2 &< 1 \\ y &= \sqrt{1-x^2} \end{aligned}$ <p>with</p> $\begin{aligned} x^2 + y^2 &< 1 \\ y &= \sqrt{1-x^2} \end{aligned}$	<pre>Compare</pre> <pre>\begin{align*}</pre> <pre>x^2+y^2 &< 1 \\ y &= \sqrt{1-x^2}</pre> <pre>\end{align*}</pre> <p>with</p> <pre>\begin{eqnarray*}</pre> <pre>x^2+y^2 &<& 1 \\ y &=& \sqrt{1-x^2}</pre> <pre>\end{eqnarray*}</pre>
--	--

Note the difference between the `eqnarray` and `align` environment in their method for marking the alignment points. `eqnarray` uses two ampersand characters surrounding the part that should be aligned. The `align` environment uses a single ampersand to mark the alignment point: the ampersand is placed in front of the character that should be aligned vertically with other lines.

The packages `align` and `align*`, which is the same but without automatic numbering of the formula, align at a single place. For alignment at several places you must use the `alignat` environment or `alignat*`. An example:

	<code>\begin{alignat*}{2}</code>
$F_0 = 0$	<code>F_0 &= 0 & \quad F_1 &= 1 \quad \backslash\backslash</code>
$F_1 = 1$	<code>F_2 &= 1 & \quad F_3 &= 2 \quad \backslash\backslash</code>
$F_2 = 1$	<code>F_4 &= 3 & \quad F_5 &= 5</code>
$F_3 = 2$	<code>\end{alignat*}</code>
$F_4 = 3$	
$F_5 = 5$	

The `split` environment allows you to split a large formula into multiple lines.

	<code>\[\begin{split}</code>
$(x + y)^n = \sum_{k=0}^n \binom{n}{k} x^k y^{n-k}$	<code>(x+y)^n &= \sum_{k=0}^n \binom{n}{k}</code>
	<code>x^{k}y^{n-k} \quad \backslash\backslash &= x^n + nx^{n-1}y +</code>
	<code>\frac{n(n-1)}{2}x^{n-2}y \quad \backslash\backslash &\quad +</code>
$= x^n + nx^{n-1}y + \frac{n(n-1)}{2}x^{n-2}y$	<code>\cdots + nxy^{n-1} + y^n \quad \backslash\backslash</code>
$+ \cdots + nxy^{n-1} + y^n$	<code>\end{split} \]</code>

This example also shows you how to format a binomial coefficient in the `amsmath` package.

EXERCISE 16

Explain how to format the following formula.

$$x = r \cos \phi \sin \theta$$

$$y = r \sin \phi \sin \theta$$

$$z = r \cos \theta$$

EXERCISE 17

Explain how you can format the following formula.

$$x + 2y - 3z = -11$$

$$y + z = 11$$

$$z = 21$$

4.5 Matrices

In Table 15 we list the matrix environments that \LaTeX provides. In these environments you cannot specify the format of the columns. If you do want to control this, then you must use the `array` environment. A simple example will do.

Compare	Compare
$\mathbf{M} = \begin{pmatrix} x & x^2 \\ 1+x & 1+x+x^2 \end{pmatrix}$	<pre>\[\mathbf{M} = \begin{pmatrix} x & x^2 \\ 1+x & 1+x+x^2 \end{pmatrix} \]</pre>
and	and
$\mathbf{M} = \left(\begin{array}{cc} x & x^2 \\ 1+x & 1+x+x^2 \end{array} \right)$	<pre>\[\mathbf{M} = \left(\begin{array}{cc} x & x^2 \\ 1+x & 1+x+x^2 \end{array} \right) \]</pre>

<i>command</i>	<i>example</i>	<i>result</i>
<code>\matrix{}</code>	<code>\begin{matrix} 1 & 2 \\ 3 & 4 \end{matrix}</code>	$\begin{matrix} 1 & 2 \\ 3 & 4 \end{matrix}$
<code>\pmatrix{}</code>	<code>\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}</code>	$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$
<code>\bmatrix{}</code>	<code>\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}</code>	$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$
<code>\vmatrix{}</code>	<code>\begin{vmatrix} 1 & 2 \\ 3 & 4 \end{vmatrix}</code>	$\begin{vmatrix} 1 & 2 \\ 3 & 4 \end{vmatrix}$
<code>\Vmatrix{}</code>	<code>\begin{Vmatrix} 1 & 2 \\ 3 & 4 \end{Vmatrix}</code>	$\begin{Vmatrix} 1 & 2 \\ 3 & 4 \end{Vmatrix}$

Table 15: Matrix Environments.

EXERCISE 18

Explain how to format the following matrix.

$$\mathbf{A} = \begin{pmatrix} 1 & a & b \\ . & 1 & c \\ . & . & 1 \end{pmatrix}$$

4.6 Dots in Formulas

The commands `\ldots` and `\cdots` produce two kinds of ellipsis (...).

A low ellipsis: x_1, \dots, x_n .	A low ellipsis: <code>\\$x_1, \ldots, x_n\\$</code> .
A centered ellipsis: $x_1 + \cdots + x_n$	A centered ellipsis: <code>\\$x_1 + \cdots + x_n\\$</code>

Other commands to produce dots are shown in the following example:

$A = \begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{pmatrix}$	<pre> \l A = \begin{pmatrix} a_{11} & a_{12} & \ldots & a_{1n} \\ a_{21} & a_{22} & \ldots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \ldots & a_{mn} \\ \end{pmatrix} </pre>
--	---

EXERCISE 19

Explain how to format the following statement.

$$\text{if } \mathbf{v} = (v_1, \dots, v_n) \text{ then } \mathbf{v}^t = \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

4.7 Delimiters

In Table 16 are listed the basic brackets and delimiters.

<i>input</i>	<i>meaning</i>	<i>display</i>
(left parenthesis	(
)	right parenthesis)
[or \lbrack	left bracket	[
] or \rbrack	right bracket]
\{ or \lbrace	left curly bracket	{
\} or \rbrace	right curly bracket	}
\lfloor	left floor bracket	⌊
\rfloor	right floor bracket	⌋
\lceil	left ceil bracket	⌈
\rceil	right ceil bracket	⌉
\langle	left angle bracket	⟨
\rangle	right angle bracket	⟩
/	slash	/
\backslash	reverse slash	\
or \vert	vertical bar	
\ or \Vert	double vertical bar	
\uparrow	upward arrow	↑
\Uparrow	double upward arrow	⇑
\downarrow	downward arrow	↓
\Downarrow	double downward arrow	⇓
\updownarrow	up-and-down arrow	↕
\Updownarrow	double up-and-down arrow	⇕

Table 16: Delimiters.

If you put the `\left` command in front of an opening delimiter and the `\right` command at closure, then L^AT_EX automatically tries to resize the delimiters to an appropriate size.

$\left(\sum_{k=1}^n k^3\right) = \left(\frac{n(n+1)}{2}\right)^2$	<pre>\[\left(\sum_{k=1}^n k^3\right) = \left(\frac{n(n+1)}{2}\right)^2 \]</pre>
---	--

In this example, you may want to have the outmost brackets of the same size. Then you must use one of the commands `\bigl`, `\Bigl`, `\biggl`, `\Biggl`, and the analogous command with `\bigr`, and so on. In Table 17 we show the various sizes.

$\left(\sum_{k=1}^n k^3\right) = \left(\frac{n(n+1)}{2}\right)^2$	<pre>\[\Biggl(\sum_{k=1}^n k^3\Biggr) = \Biggr(\frac{n(n+1)}{2}\Biggr)^2 \]</pre>
---	--

normal size	(){}[]\langle\rangle/\ \uparrow\downarrow\Leftarrow\Rightarrow
<code>\big</code> size	(){}[]\langle\rangle/\ \uparrow\downarrow\Leftarrow\Rightarrow
<code>\Big</code> size	(){}[]\langle\rangle/\ \uparrow\downarrow\Leftarrow\Rightarrow
<code>\bigg</code> size	(){}[]\langle\rangle/\ \uparrow\downarrow\Leftarrow\Rightarrow
<code>\Bigg</code> size	(){}[]\langle\rangle/\ \uparrow\downarrow\Leftarrow\Rightarrow

Table 17: Resizing Delimiters.

The `\left` and `\right` commands must come in matching pairs, but the matching delimiters need not be the same. An invisible delimiter can for instance be created by entering a dot (‘.’) after the `\left` and `\right` command. The following example illustrates this:

$ x = \begin{cases} -x & \text{if } x < 0, \\ x & \text{otherwise} \end{cases}$	<pre>\[x = \left\{ \begin{array}{l} -x & \text{\textnormal{if } \$x<0\$}, \\ x & \text{\textnormal{otherwise}} \end{array} \right. \right. \]</pre>
--	---

However, it is easier to use the `cases` environment in this example.

$$|x| = \begin{cases} -x & \text{if } x < 0, \\ x & \text{otherwise} \end{cases}$$

```
\[ |x| = \begin{cases}
-x & \textnormal{if } $x<0$, \\
x & \textnormal{otherwise}
\end{cases} \]
```

EXERCISE 20

Explain how to format the following formula.

$$\lim_{x \downarrow 0} \frac{1}{x} = \infty \quad \left[\neq \lim_{x \uparrow 0} \frac{1}{x} \right]$$

EXERCISE 21

Explain how to format the following formula.

$$f(x) = \begin{cases} 1 & \text{if } x \neq 0, \\ \frac{\sin x}{x} & \text{otherwise} \end{cases}$$

EXERCISE 22

Explain how to format the following rule of partial integration.

$$\int_a^b f'(x)g(x) dx = f(x)g(x) \Big|_a^b - \int_a^b f(x)g'(x) dx$$

4.8 Decorations

You can easily put a horizontal line or horizontal brace above or below a formula.

$$1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \frac{1}{5} + \frac{1}{6} + \frac{1}{7} + \frac{1}{8} + \dots$$

```
\[ 1 + \frac{1}{2} +
\underbrace{\frac{1}{3} + \frac{1}{4}} +
\underbrace{\frac{1}{5} + \frac{1}{6} +
\frac{1}{7} + \frac{1}{8}} + \cdots \]
```

The `\stackrel` command stacks one symbol above another.

$$\vec{v} \stackrel{\text{def}}{=} (v_1, \dots, v_n)$$

```
\[
\vec{v} \stackrel{\text{def}}{=}
(v_1, \ldots, v_n)
\]
```

4.9 Theorem, Conjectures, etc.

Statement of theorems, lemmas, corollaries, conjectures, and so on, is rather easy in L^AT_EX as the following examples illustrate.

Theorem 1 *There exist infinitely many prime numbers.*

```
\newtheorem{theorem}{Theorem}
\begin{theorem}
There exist infinitely many prime numbers.
\end{theorem}
```

Conjecture 1 *There exist infinitely many prime numbers p of the form $p = 2^n - 1$.*

```
\newtheorem{conj}{Conjecture}
\begin{conj}
There exist infinitely many prime numbers
 $p$  of the form  $p=2^n-1$ .
\end{conj}
```

Conjecture 2 (Artin, 1927)
Let $a > 1$ be an integer that is not a square. Then, a is a primitive root modulo infinitely many prime numbers p .

```
\begin{conj}[Artin, 1927]
Let  $a>1$  be an integer that is not a
square. Then,  $a$  is a primitive root
modulo infinitely many prime numbers  $p$ .
\end{conj}
```

5 Odd and Ends

- \LaTeX uses the single quotes ‘ and ’ as quotation marks. Never use the double quote " from the keyboard for this purpose. To get a double quote as quotation mark, just enter two single quotes.
- Note the various uses of dashes in \LaTeX :

<i>input</i>	<i>meaning</i>	<i>example</i>
-	hyphen	X-rated
--	en-dash	pages 1–10
---	em-dash	this is —nomen est omen— for ...
$\$-\$$	minus sign	-4

Table 18: Dashes and Hyphens.

- The `\noindent` command at the beginning of a paragraph suppresses indentation.
- You can split large \LaTeX files into smaller ones and use the `\include` command to include the file for formatting. The main structure of the document may look like:

```
\begin{document}
\include{ch1} % include chapter ch1.tex
\include{ch2} % include chapter ch2.tex
\include{app} % include appendix app.tex
\end{document}
```

Formatting of an included file starts always at a new page. To avoid this, use the `input` command.

6 Where to Get L^AT_EX?

There are several distributions of L^AT_EX in the public domain. On the UNIX computer of FNWI, the **teTeX** distribution has been installed. It can be downloaded from the Comprehensive Text Archive Network (CTAN), in the Netherlands from URL

`ftp://ftp.ntg.nl/pub/tex-archive/`

teTeX comes along with the RedHat distribution of Linux. The website of teTeX is

`www.tug.org/teTeX`

The Dutch T_EX—Users Group (website: `www.ntg.nl`) is the producer of a cd-rom with the **4TeX** distribution for PC-users. For details we refer to the website

`4tex.ntg.nl`

A highly regarded setup for Windows (all current variants) is **MikTeX**. It can be obtained from its website

`www.miktex.org`

This is a rather complete configuration, which includes previewing and PDF conversion.

A complete list of available systems can be found on the website of the worldwide TeX Users Group is

`www.tug.org`

This is anyway the main source of information about L^AT_EX.

References

- [GSM94] M. Goossens, F. Mittelbach, A. Samarin. *The L^AT_EX Companion*, Addison-Wesley (1994), ISBN 0-201-54199-8.
- [Lam94] L. Lamport: *L^AT_EX, A Document Preparation System, User's Guide and Reference Manual – 2nd ed.*, Addison-Wesley (1994), ISBN 0-201-52983-1.
- [Oos97] P. Oostrum. *Handleiding L^AT_EX* (in Dutch), A version adapted to the local situation is available (date: 11/4/2001) in PDF-format on the website at URL `http://www.science.uva.nl/onderwijs/ict/handleiding/tex/latex.pdf`.

Appendices

A Answers to the Exercises

EXERCISE 6

`\emph{Mathematica}` uses the percent sign (`\%`) to refer to the previous result and curly brackets (`\{\}`) for grouping. See the two instructions below:

```
\begin{verbatim}
Sin[x]/x
Plot[%, {x,-3,3}];

\end{verbatim}
```

EXERCISE 7

List of mathematical functions:

```
\begin{itemize}
  \item Trigonometric functions
  \begin{itemize}
    \item sine
    \item cosine
    \item tangent
  \end{itemize}
  \item Special functions
  \begin{itemize}
    \item Beta function
    \item Gamma function
    \item Riemann zeta function
  \end{itemize}
\end{itemize}
```

EXERCISE 8

To install Mathcad:

```
\begin{enumerate}
  \item Start Windows.
  \item Insert the disk marked \texttt{Disk 1} in the floppy disk drive.
  \item From the \textsf{File} menu in the Windows Program Manager,
    choose \textsf{Run} (\textsc{alt+f}, \textsc{r}).
  \item Type \textbf{\emph{drive}:$\backslash$setup.exe}, where \textbf{\emph{drive}}
    is the letter of the disk drive containing the disk.
  \item Press \textsc{enter}.
  \item Follow the instructions on the screen.
\end{enumerate}
```

EXERCISE 9

H"uhner-h"andler, d'eb^acle, situa\c{c}\~oes, na"\{i}ef.

EXERCISE 10

1. $\cos^2\theta + \sin^2\theta = 1$
2. $\sqrt{2} \approx 1.414 \quad \sqrt[3]{2} \approx 1.260$
3. $e^{\pi i} = 1$
4. $\frac{\partial^2 f}{\partial x \partial y}$
5. $F_n = F_{n-1} + F_{n-2}$, $n \geq 0$.
6. $A = B \iff A \subseteq B \text{ and } B \subseteq A$

EXERCISE 12

$1.113 \times 10^{-12} \text{ sec}^2 / \text{cm}$

EXERCISE 13

The equation $ax^2 + bx + c = 0$ has as solution $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

EXERCISE 14

$\epsilon > 0$ follows from condition (1)

EXERCISE 15

$$\begin{matrix} x + 2y - 3z = -11 \\ y + z = 11 \\ 3z = 21 \end{matrix}$$

EXERCISE 16

$$\begin{matrix} x = r \cos \phi \sin \theta \\ y = r \sin \phi \sin \theta \\ z = r \cos \theta \end{matrix}$$

EXERCISE 17

$$\begin{matrix} x + 2y - 3z = -11 \\ y + z = 11 \\ z = 21 \end{matrix}$$

EXERCISE 18

$A = \begin{pmatrix} 1 & a & b \\ . & 1 & c \\ . & . & 1 \end{pmatrix}$

EXERCISE 19

```
\[ \text{trm}{if} \quad \mathbf{v} = (v_1, \ldots, v_n) \quad \text{trm}{then} \quad \quad
\mathbf{v}^t = \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix} \]
```

EXERCISE 20

```
\[ \lim_{x \downarrow 0} \frac{1}{x} = \infty \quad \quad
\left[ \; ; \neq \lim_{x \uparrow 0} \frac{1}{x} \; ; \right] \]
```

EXERCISE 21

```
\[ f(x) = \begin{cases} 1 & \text{normal}{if } x \neq 0 \\ \frac{\sin x}{x} & \text{normal}{otherwise} \end{cases} \]
```

EXERCISE 22

```
\[ \int_a^b f'(x)g(x)\,dx = f(x)g(x)\biggr|_a^b - \int_a^b f(x)g'(x)\,dx \]
```

B List of Mathematical Symbols

In the following tables are listed all symbols that are by default available in math mode (referred to as NFSS) and all symbols that are provided by the packages `amsmath` and `amssymb`. The pages are exact copies of the relevant pages of [GSM94]

it have the laborsaving abilities of L^AT_EX for preparing indexes, bibliographies, tables, or simple diagrams. These features are such a convenience for authors that the use of L^AT_EX spread rapidly in the mid-1980s (a reasonably mature version of L^AT_EX was available by the end of 1983), and the American Mathematical Society began to be asked by its authors to accept electronic submissions in L^AT_EX.

Thus, the $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX project came into being in 1987 and three years later $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX version 1.0 was released. The conversion of $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX's mathematical capabilities to L^AT_EX, and the integration with the NFSS, were done by Frank Mittelbach and Rainer Schöpf, working as consultants to the AMS, with assistance from Michael Downes of the AMS technical support staff.

The most often used packages are `amsmath` (from $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX) and `amssymb` (from the AMSFonts distribution). To invoke them in a document you write, e.g., `\usepackage{amsmath}` in the usual way. Installation and usage documentation is included with the packages. For `amssymb` the principal piece of documentation is the *AMSFonts User's Guide* (`amsfndoc.tex`); for `amsmath` it is the *$\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX User's Guide* (`amsldoc.tex`).¹

8.2 Fonts and Symbols in Formulae

8.2.1 Mathematical Symbols

(\mathcal{L} 42–47)

Tables 8.2 on the next page to 8.11 on page 227 review the mathematical symbols available in standard L^AT_EX. You can put a slash through a L^AT_EX symbol by preceding it with the `\not` command, for instance.

(\mathcal{L} 44)

$u \not\prec v$ or $a \notin \mathbf{A}$

`$u \not\prec v$` or `$a \not\in \mathbf{A}$`

Tables 8.12 on page 227 to 8.19 on page 229 show the extra math symbols of the $\mathcal{A}\mathcal{M}\mathcal{S}$ -Fonts, which are automatically available when you specify the `amssymb` package.² However, if you want to define only some of them (perhaps because your T_EX installation has insufficient memory to define all the symbol names), you can use the `amsfonts` package and the `\DeclareMathSymbol` command, which is explained in section 7.7.6.

¹ The AMS distribution also contains a file `diff12.tex` which describes differences between version 1.1 and 1.2 of $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX. Note in particular that in versions 1.0 and 1.1 of $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX, which predated L^AT_EX 2_ε, the `amsmath` package was named “`amstex`” and included some of the font-related features that are now separated in the `amssymb` and `amsfonts` packages.

² Note that the Companion uses Lucida math fonts which contain the standard L^AT_EX and $\mathcal{A}\mathcal{M}\mathcal{S}$ symbols but with different shapes compared to the Computer Modern math fonts.

\hat{a}	<code>\hat{a}</code>	\acute{a}	<code>\acute{a}</code>	\bar{a}	<code>\bar{a}</code>	\dot{a}	<code>\dot{a}</code>	\breve{a}	<code>\breve{a}</code>
\check{a}	<code>\check{a}</code>	\grave{a}	<code>\grave{a}</code>	\vec{a}	<code>\vec{a}</code>	\ddot{a}	<code>\ddot{a}</code>	\tilde{a}	<code>\tilde{a}</code>

Table 8.1: Math mode accents (available in L^AT_EX)

α	<code>\alpha</code>	β	<code>\beta</code>	γ	<code>\gamma</code>	δ	<code>\delta</code>	ϵ	<code>\epsilon</code>
ε	<code>\varepsilon</code>	ζ	<code>\zeta</code>	η	<code>\eta</code>	θ	<code>\theta</code>	ϑ	<code>\vartheta</code>
ι	<code>\iota</code>	κ	<code>\kappa</code>	λ	<code>\lambda</code>	μ	<code>\mu</code>	ν	<code>\nu</code>
ξ	<code>\xi</code>	\omicron	<code>\omicron</code>	π	<code>\pi</code>	ϖ	<code>\varpi</code>	ρ	<code>\rho</code>
ϱ	<code>\varrho</code>	σ	<code>\sigma</code>	ς	<code>\varsigma</code>	τ	<code>\tau</code>	υ	<code>\upsilon</code>
ϕ	<code>\phi</code>	φ	<code>\varphi</code>	χ	<code>\chi</code>	ψ	<code>\psi</code>	ω	<code>\omega</code>
Γ	<code>\Gamma</code>	Δ	<code>\Delta</code>	Θ	<code>\Theta</code>	Λ	<code>\Lambda</code>	Ξ	<code>\Xi</code>
Π	<code>\Pi</code>	Σ	<code>\Sigma</code>	Υ	<code>\Upsilon</code>	Φ	<code>\Phi</code>	Ψ	<code>\Psi</code>
Ω	<code>\Omega</code>								

Table 8.2: Greek letters (available in L^AT_EX)

\pm	<code>\pm</code>	\cap	<code>\cap</code>	\diamond	<code>\diamond</code>	\oplus	<code>\oplus</code>
\mp	<code>\mp</code>	\cup	<code>\cup</code>	\triangleup	<code>\triangleup</code>	\ominus	<code>\ominus</code>
\times	<code>\times</code>	\uplus	<code>\uplus</code>	\triangledown	<code>\triangledown</code>	\otimes	<code>\otimes</code>
\div	<code>\div</code>	\sqcap	<code>\sqcap</code>	\triangleleft	<code>\triangleleft</code>	\oslash	<code>\oslash</code>
$*$	<code>\ast</code>	\sqcup	<code>\sqcup</code>	\triangleright	<code>\triangleright</code>	\odot	<code>\odot</code>
\star	<code>\star</code>	\vee	<code>\vee</code>	\triangleleft^a	<code>\lhd^a</code>	\bigcirc	<code>\bigcirc</code>
\circ	<code>\circ</code>	\wedge	<code>\wedge</code>	\triangleright^a	<code>\rhd^a</code>	\dagger	<code>\dagger</code>
\bullet	<code>\bullet</code>	\setminus	<code>\setminus</code>	\triangleleft^a	<code>\unlhd^a</code>	\ddagger	<code>\ddagger</code>
\cdot	<code>\cdot</code>	\wr	<code>\wr</code>	\triangleright^a	<code>\unrhd^a</code>	\amalg	<code>\amalg</code>

^a Not predefined in NFSS. Use the `latexsym` or `amssymb` package.

Table 8.3: Binary operation symbols (available in L^AT_EX)

\leq	<code>\leq,\le</code>	\geq	<code>\geq,\ge</code>	\equiv	<code>\equiv</code>	\models	<code>\models</code>	\prec	<code>\prec</code>
\succ	<code>\succ</code>	\sim	<code>\sim</code>	\perp	<code>\perp</code>	\preceq	<code>\preceq</code>	\succeq	<code>\succeq</code>
\simeq	<code>\simeq</code>	\mid	<code>\mid</code>	\ll	<code>\ll</code>	\gg	<code>\gg</code>	\asymp	<code>\asymp</code>
\parallel	<code>\parallel</code>	\subset	<code>\subset</code>	\supset	<code>\supset</code>	\approx	<code>\approx</code>	\bowtie	<code>\bowtie</code>
\subsetneq	<code>\subsetneq</code>	\supseteq	<code>\supseteq</code>	\cong	<code>\cong</code>	\Join	<code>\Join</code>	\sqsubset	<code>\sqsubset</code>
\sqsupseteq	<code>\sqsupseteq</code>	\neq	<code>\neq</code>	\smile	<code>\smile</code>	\sqsubseteq	<code>\sqsubseteq</code>	\sqsupseteq	<code>\sqsupseteq</code>
\doteq	<code>\doteq</code>	\frown	<code>\frown</code>	\in	<code>\in</code>	\ni	<code>\ni</code>	\propto	<code>\propto</code>
$=$	<code>=</code>	\vdash	<code>\vdash</code>	\dashv	<code>\dashv</code>	$<$	<code><</code>	$>$	<code>></code>

Table 8.4: Relation symbols (available in L^AT_EX)

\leftarrow	<code>\leftarrow</code>	\longleftarrow	<code>\longleftarrow</code>	\uparrow	<code>\uparrow</code>
\Leftarrow	<code>\Leftarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>	\Uparrow	<code>\Uparrow</code>
\rightarrow	<code>\rightarrow</code>	\longrightarrow	<code>\longrightarrow</code>	\downarrow	<code>\downarrow</code>
\Rightarrow	<code>\Rightarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>	\Downarrow	<code>\Downarrow</code>
\leftrightarrow	<code>\leftrightarrow</code>	\longleftrightarrow	<code>\longleftrightarrow</code>	\updownarrow	<code>\updownarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\Longleftrightarrow	<code>\Longleftrightarrow</code>	\Updownarrow	<code>\Updownarrow</code>
\mapsto	<code>\mapsto</code>	\longmapsto	<code>\longmapsto</code>	\nearrow	<code>\nearrow</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookleftarrow	<code>\hookleftarrow</code>	\searrow	<code>\searrow</code>
\lhookrightarrow	<code>\lhookrightarrow</code>	\rhookrightarrow	<code>\rhookrightarrow</code>	\swarrow	<code>\swarrow</code>
\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>	\nwarrow	<code>\nwarrow</code>
\leftharpoondown	<code>\leftharpoondown</code>	\rightharpoondown	<code>\rightharpoondown</code>		

Table 8.5: Arrow symbols (available in L^AT_EX)

\dots	<code>\ldots</code>	\cdots	<code>\cdots</code>	\vdots	<code>\vdots</code>	\ddots	<code>\ddots</code>	\aleph	<code>\aleph</code>
\prime	<code>\prime</code>	\forall	<code>\forall</code>	∞	<code>\infty</code>	\hbar	<code>\hbar</code>	\emptyset	<code>\emptyset</code>
\exists	<code>\exists</code>	∇	<code>\nabla</code>	$\sqrt{\quad}$	<code>\surd</code>	\square	<code>\Box^a</code>	\triangle	<code>\triangle</code>
\diamond	<code>\Diamond^a</code>	\imath	<code>\imath</code>	\jmath	<code>\jmath</code>	ℓ	<code>\ell</code>	\neg	<code>\neg</code>
\top	<code>\top</code>	\flat	<code>\flat</code>	\natural	<code>\natural</code>	\sharp	<code>\sharp</code>	\wp	<code>\wp</code>
\perp	<code>\bot</code>	\clubsuit	<code>\clubsuit</code>	\diamondsuit	<code>\diamondsuit</code>	\heartsuit	<code>\heartsuit</code>	\spadesuit	<code>\spadesuit</code>
\Uparrow	<code>\mho^a</code>	\Re	<code>\Re</code>	\Im	<code>\Im</code>	\angle	<code>\angle</code>	∂	<code>\partial</code>

^a Not predefined in NFSS. Use the latexsym or amssymb package.

Table 8.6: Miscellaneous symbols (available in L^AT_EX)

\sum	<code>\sum</code>	\prod	<code>\prod</code>	\coprod	<code>\coprod</code>	\int	<code>\int</code>	\oint	<code>\oint</code>
\bigcap	<code>\bigcap</code>	\bigcup	<code>\bigcup</code>	\bigsqcup	<code>\bigsqcup</code>	\bigvee	<code>\bigvee</code>	\bigwedge	<code>\bigwedge</code>
\bigodot	<code>\bigodot</code>	\bigotimes	<code>\bigotimes</code>	\bigoplus	<code>\bigoplus</code>	\biguplus	<code>\biguplus</code>		

Table 8.7: Variable-sized symbols (available in L^AT_EX)

<code>\arccos</code>	<code>\cos</code>	<code>\csc</code>	<code>\exp</code>	<code>\ker</code>	<code>\limsup</code>	<code>\min</code>	<code>\sinh</code>
<code>\arcsin</code>	<code>\cosh</code>	<code>\deg</code>	<code>\gcd</code>	<code>\lg</code>	<code>\ln</code>	<code>\Pr</code>	<code>\sup</code>
<code>\arctan</code>	<code>\cot</code>	<code>\det</code>	<code>\hom</code>	<code>\lim</code>	<code>\log</code>	<code>\sec</code>	<code>\tan</code>
<code>\arg</code>	<code>\coth</code>	<code>\dim</code>	<code>\inf</code>	<code>\liminf</code>	<code>\max</code>	<code>\sin</code>	<code>\tanh</code>

Table 8.8: Log-like symbols (available in L^AT_EX)

\uparrow	<code>\uparrow</code>	\Uparrow	<code>\Uparrow</code>	\downarrow	<code>\downarrow</code>	\Downarrow	<code>\Downarrow</code>
$\{$	<code>\{</code>	$\}$	<code>\}</code>	\updownarrow	<code>\updownarrow</code>	\Updownarrow	<code>\Updownarrow</code>
\lfloor	<code>\lfloor</code>	\rfloor	<code>\rfloor</code>	\lceil	<code>\lceil</code>	\rceil	<code>\rceil</code>
\langle	<code>\langle</code>	\rangle	<code>\rangle</code>	$/$	<code>/</code>	\backslash	<code>\backslash</code>
$ $	<code> </code>	$\ $	<code>\ </code>				

Table 8.9: Delimiters (available in L^AT_EX)

$\left\{$	<code>\rmoustache</code>	\int	<code>\lmoustache</code>	$\right)$	<code>\rgroup</code>	$\left($	<code>\lgroup</code>
$ $	<code>\arrowvert</code>	$\ $	<code>\Arrowvert</code>	$ $	<code>\bracevert</code>		

Table 8.10: Large delimiters (available in L^AT_EX)

\widetilde{abc}	<code>\widetilde{abc}</code>	\widehat{abc}	<code>\widehat{abc}</code>
\overleftarrow{abc}	<code>\overleftarrow{abc}</code>	\overrightarrow{abc}	<code>\overrightarrow{abc}</code>
\overline{abc}	<code>\overline{abc}</code>	\underline{abc}	<code>\underline{abc}</code>
\overbrace{abc}	<code>\overbrace{abc}</code>	\underbrace{abc}	<code>\underbrace{abc}</code>
\sqrt{abc}	<code>\sqrt{abc}</code>	$\sqrt[n]{abc}$	<code>\sqrt[n]{abc}</code>
f'	<code>f'</code>	$\frac{abc}{xyz}$	<code>\frac{abc}{xyz}</code>

Table 8.11: L^AT_EX math constructs

\digamma	<code>\digamma</code>	\varkappa	<code>\varkappa</code>	\beth	<code>\beth</code>	\daleth	<code>\daleth</code>	\gimel	<code>\gimel</code>
------------	-----------------------	-------------	------------------------	---------	--------------------	-----------	----------------------	----------	---------------------

Table 8.12: AMS Greek and Hebrew (available with amssymb package)

\ulcorner	<code>\ulcorner</code>	\urcorner	<code>\urcorner</code>	\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>
-------------	------------------------	-------------	------------------------	-------------	------------------------	-------------	------------------------

Table 8.13: AMS delimiters (available with amssymb package)

\Rightarrow	<code>\Rrightarrow</code>	\rightsquigarrow	<code>\rightsquigarrow</code>	\Leftleftarrows	<code>\leftleftarrows</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\Lleftarrow	<code>\Lleftarrow</code>	\twoheadleftarrow	<code>\twoheadleftarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>	\looparrowleft	<code>\looparrowleft</code>	\leftrightharpoons	<code>\leftrightharpoons</code>
\curvearrowleft	<code>\curvearrowleft</code>	\circlearrowleft	<code>\circlearrowleft</code>	\Lsh	<code>\Lsh</code>
\Uparrow	<code>\Uparrow</code>	\upharpoonleft	<code>\upharpoonleft</code>	\Downharpoonleft	<code>\Downharpoonleft</code>
\multimap	<code>\multimap</code>	\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\rightleftarrows	<code>\rightleftarrows</code>
\Rrightarrowtail	<code>\Rrightarrowtail</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>	\rightarrowtail	<code>\rightarrowtail</code>
\looparrowright	<code>\looparrowright</code>	\rightleftharpoons	<code>\rightleftharpoons</code>	\curvearrowright	<code>\curvearrowright</code>
\circlearrowright	<code>\circlearrowright</code>	\Rsh	<code>\Rsh</code>	\Downarrow	<code>\Downarrow</code>
\Downharpoonright	<code>\Downharpoonright</code>	\upharpoonright	<code>\upharpoonright, \restriction</code>		

Table 8.14: AMS arrows (available with amssymb package)

\nleftarrow	<code>\nleftarrow</code>	\nrightarrow	<code>\nrightarrow</code>	\nLeftarrow	<code>\nLeftarrow</code>
\nrightarrowtail	<code>\nrightarrowtail</code>	\nleftrightarrow	<code>\nleftrightarrow</code>	\nLeftrightarrow	<code>\nLeftrightarrow</code>

Table 8.15: AMS negated arrows (available with amssymb package)

\lll	<code>\leqq</code>	\lrcorner	<code>\leqslant</code>	\leqslantless	<code>\leqslantless</code>
\lesssim	<code>\lesssim</code>	\approx	<code>\lessapprox</code>	\approx	<code>\approxeq</code>
\cdot	<code>\lessdot</code>	\lll	<code>\lll,\lllless</code>	\ggtr	<code>\lessgtr</code>
\lesseqgtr	<code>\lesseqgtr</code>	\lll	<code>\lesseqqgtr</code>	\doteqdot	<code>\doteqdot,\Doteq</code>
\risingdotseq	<code>\risingdotseq</code>	\fallingdotseq	<code>\fallingdotseq</code>	\backsimeq	<code>\backsimeq</code>
\backsim	<code>\backsim</code>	\subseteq	<code>\subseteq</code>	\Subset	<code>\Subset</code>
\sqsubset	<code>\sqsubset</code>	\prec	<code>\prec</code>	\curlyeqprec	<code>\curlyeqprec</code>
\precsim	<code>\precsim</code>	\approx	<code>\preccurlyeq</code>	\triangleleft	<code>\vartriangleleft</code>
\triangleleft	<code>\triangleleft</code>	\dashv	<code>\vdash</code>	\Vdash	<code>\Vdash</code>
\smile	<code>\smile</code>	\frown	<code>\frown</code>	\bumpeq	<code>\bumpeq</code>
\Bumpeq	<code>\Bumpeq</code>	\geqq	<code>\geqq</code>	\geqslant	<code>\geqslant</code>
\eqslantgtr	<code>\eqslantgtr</code>	\gtrsim	<code>\gtrsim</code>	\gtrapprox	<code>\gtrapprox</code>
\gtrdot	<code>\gtrdot</code>	\ggg	<code>\ggg,\gggtr</code>	\gtrless	<code>\gtrless</code>
\gtreqless	<code>\gtreqless</code>	\gtreqqless	<code>\gtreqqless</code>	\eqcirc	<code>\eqcirc</code>
\circeq	<code>\circeq</code>	\triangleq	<code>\triangleq</code>	\thicksim	<code>\thicksim</code>
\thickapprox	<code>\thickapprox</code>	\supseteq	<code>\supseteq</code>	\Supset	<code>\Supset</code>
\sqsupset	<code>\sqsupset</code>	\succcurlyeq	<code>\succcurlyeq</code>	\curlyeqsucc	<code>\curlyeqsucc</code>
\succsim	<code>\succsim</code>	\succapprox	<code>\succapprox</code>	\vartriangleright	<code>\vartriangleright</code>
\triangleright	<code>\triangleright</code>	\dashv	<code>\dashv</code>	\shortmid	<code>\shortmid</code>
\shortparallel	<code>\shortparallel</code>	\between	<code>\between</code>	\pitchfork	<code>\pitchfork</code>
\varpropto	<code>\varpropto</code>	\blacktriangleleft	<code>\blacktriangleleft</code>	\therefore	<code>\therefore</code>
\backepsilon	<code>\backepsilon</code>	\blacktriangleright	<code>\blacktriangleright</code>	\because	<code>\because</code>

Table 8.16: AMS binary relations (available with amssymb package)

\nless	<code>\nless</code>	\nleq	<code>\nleq</code>	\nleqslant	<code>\nleqslant</code>
\nleqq	<code>\nleqq</code>	\nleq	<code>\nleq</code>	\nleqq	<code>\nleqq</code>
\nvertneqq	<code>\nvertneqq</code>	\nlsim	<code>\nlsim</code>	\nlnapprox	<code>\nlnapprox</code>
\nprec	<code>\nprec</code>	\npreceq	<code>\npreceq</code>	\nprecnsim	<code>\nprecnsim</code>
\nprecnapprox	<code>\nprecnapprox</code>	\nsim	<code>\nsim</code>	\nshortmid	<code>\nshortmid</code>
\nmid	<code>\nmid</code>	\nvdash	<code>\nvdash</code>	\nvDash	<code>\nvDash</code>
\ntriangleleft	<code>\ntriangleleft</code>	\ntrianglelefteq	<code>\ntrianglelefteq</code>	\nsubseteq	<code>\nsubseteq</code>
\nsubseteq	<code>\nsubseteq</code>	\nvarsubsetneq	<code>\nvarsubsetneq</code>	\nsubsetneqq	<code>\nsubsetneqq</code>
\nvarsubsetneqq	<code>\nvarsubsetneqq</code>	\ngtr	<code>\ngtr</code>	\ngeq	<code>\ngeq</code>
\ngeqslant	<code>\ngeqslant</code>	\ngeqq	<code>\ngeqq</code>	\gneq	<code>\gneq</code>
\gneqq	<code>\gneqq</code>	\gvertneqq	<code>\gvertneqq</code>	\gnsim	<code>\gnsim</code>
\gnapprox	<code>\gnapprox</code>	\nsucc	<code>\nsucc</code>	\nsucceq	<code>\nsucceq</code>
\succnsim	<code>\succnsim</code>	\succapprox	<code>\succapprox</code>	\ncong	<code>\ncong</code>
\nshortparallel	<code>\nshortparallel</code>	\nparallel	<code>\nparallel</code>	\nvDash	<code>\nvDash</code>
\nVDash	<code>\nVDash</code>	\ntriangleright	<code>\ntriangleright</code>	\ntrianglerighteq	<code>\ntrianglerighteq</code>
\nsupseteq	<code>\nsupseteq</code>	\nsupseteqq	<code>\nsupseteqq</code>	\supsetneq	<code>\supsetneq</code>
\nvarsupsetneq	<code>\nvarsupsetneq</code>	\supsetneqq	<code>\supsetneqq</code>	\varsupsetneqq	<code>\varsupsetneqq</code>

Table 8.17: AMS negated binary relations (available with amssymb package)

$\dot{+}$	<code>\dotplus</code>	\smallsetminus	<code>\smallsetminusminus</code>	\Cap	<code>\Cap,\doublecap</code>
\Cup	<code>\Cup,\doublecup</code>	$\bar{\wedge}$	<code>\barwedge</code>	\veebar	<code>\veebar</code>
$\overline{\wedge}$	<code>\doublebarwedge</code>	\boxminus	<code>\boxminus</code>	\boxtimes	<code>\boxtimes</code>
\boxdot	<code>\boxdot</code>	\boxplus	<code>\boxplus</code>	\div	<code>\divideontimes</code>
\ltimes	<code>\ltimes</code>	\rtimes	<code>\rtimes</code>	\leftthreetimes	<code>\leftthreetimes</code>
\rightthreetimes	<code>\rightthreetimes</code>	\curlywedge	<code>\curlywedge</code>	\curlyvee	<code>\curlyvee</code>
\circleddash	<code>\circleddash</code>	\circledast	<code>\circledast</code>	\circledcirc	<code>\circledcirc</code>
\centerdot	<code>\centerdot</code>	\intercal	<code>\intercal</code>		

Table 8.18: AMS binary operators (available with `amssymb` package)

\hbar	<code>\hbar</code>	\hslash	<code>\hslash</code>	\vartriangle	<code>\vartriangle</code>
\triangledown	<code>\triangledown</code>	\square	<code>\square</code>	\lozenge	<code>\lozenge</code>
\textcircled{S}	<code>\circledS</code>	\sphericalangle	<code>\sphericalangle</code>	\measuredangle	<code>\measuredangle</code>
\nexists	<code>\nexists</code>	\mho	<code>\mho</code>	\Finv	<code>\Finv</code>
\Game	<code>\Game</code>	\Bbbk	<code>\Bbbk</code>	\backprime	<code>\backprime</code>
\varnothing	<code>\varnothing</code>	\blacktriangle	<code>\blacktriangle</code>	\blacktriangledown	<code>\blacktriangledown</code>
\blacksquare	<code>\blacksquare</code>	\blacklozenge	<code>\blacklozenge</code>	\bigstar	<code>\bigstar</code>
\sphericalangle	<code>\sphericalangle</code>	\complement	<code>\complement</code>	\eth	<code>\eth</code>
\diagup	<code>\diagup</code>	\diagdown	<code>\diagdown</code>		

Table 8.19: AMS miscellaneous (available with `amssymb` package)

8.2.2 Names of Math Font Commands

The list of math font commands provided by the \mathcal{AMS} packages is shown in table 8.20 on the next page, where for each case an example is shown. In addition, the math font commands of table 7.4 on page 183 can be used.

In the `amsmath` package, `\boldsymbol` is to be used for individual bold math symbols and bold Greek letters—everything in math except for letters (where one would use `\mathbf`). For example, to obtain a bold ∞ , or `\boldsymbol{\infty}`, `\boldsymbol{+}`, `\boldsymbol{\pi}`, or `\boldsymbol{0}`.

Since `\boldsymbol` takes a lot of typing, you can introduce new commands for bold symbols to be used frequently:

$B_\infty + \pi B_1 \sim \mathbf{B}_\infty + \pi \mathbf{B}_1$	<pre> \newcommand{\bpi}{\boldsymbol{\pi}} \newcommand{\binfty}{\boldsymbol{\infty}} \[B_\infty + \pi B_1 \sim \mathbf{B}_\infty + \pi \mathbf{B}_1 \] </pre>
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For those math symbols where the command `\boldsymbol` has no effect because the bold version of the symbol does not exist in the currently available fonts, there exists a command “Poor man’s bold” (`\pmb`), which simulates bold