

Introduction to \LaTeX (Part 3)

<http://www.win.tue.nl/~marko/latex/>



TU/e

Technische Universiteit
Eindhoven
University of Technology

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9 Mathematical formulas

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In a text:

For a rectangular triangle, we know from *Pythagoras' theorem* that $a^2 + b^2 = c^2$ where a and b are the length of two sides adjoining the straight angle while c is the length of the side opposite the straight angle.

Compare this with:

For a rectangular triangle, we know from *Pythagoras' theorem* that $a^2 + b^2 = c^2$ where a and b are the length of two sides adjoining the straight angle while c is the length of the side opposite the straight angle.

Mathematical formulas are created as follows:

We get: $a^2+b^2=c^2$, a^{13} , b_3 or b_{13}

results in

We get: $a^2 + b^2 = c^2$, a^{13} , b_3 or b_{13}

Mathematical formulas are created as follows:

We get

\[

$a^2+b^2=c^2$, a^{13} , b_3 \texttt{\textcolor{red}{mbox}}{ or } b_{13}

\]

results in

We get

$$a^2 + b^2 = c^2, a^{13}, b_3 \text{ or } b_{13}$$

We can also number our equations:

We get

```
\begin{equation} \label{one}
  a^2+b^2=c^2, a^{13}, b_3 \mbox{ or } b_{13}
\end{equation}
```

results in

We get

$$a^2 + b^2 = c^2, a^{13}, b_3 \text{ or } b_{13} \quad (1)$$

We can also have multiple equations:

```
\begin{eqnarray}
x & = & r \sin \varphi \quad \text{\label{11}} \\
y & = & r \cos \varphi \quad \text{\nonumber} \\
z & = & z \quad \text{\label{33}}
\end{eqnarray}
```

$$x = r \sin \varphi \quad (2)$$

$$y = r \cos \varphi$$

$$z = z \quad (3)$$

or without numbers:

```
\begin{eqnarray*}
x & = & r\sin \varphi \quad \ll [-0.2cm]
y & = & r\cos \varphi \quad \ll
z & = & z
\end{eqnarray*}
```

$$\begin{aligned} x &= r \sin \varphi \\ y &= r \cos \varphi \\ z &= z \end{aligned}$$

We have the following `\documentclass` options:

`fleqn` Displayed formulas will be flushed left

`leqno` Equation number on the left

```
\documentclass[11pt,a4paper,fleqn]{article}
```

Obviously we can do more:

```
$\frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} dx
```

$$\frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} dx$$

On the other hand:

```
\[
\frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} \, dx
\]
```

$$\frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} \, dx$$

and finally:

```
$\displaystyle \frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} \, dx
```

$$\frac{n}{n+p^2} \int_0^\infty \sqrt[n]{x^n - \sin y} \, dx$$

`x_1, \dots, x_n` or `$x_1 + \dots + x_n$` versus
`$x_1, \text{\textcolor{red}{ldots}}, x_n$` or `$x_1 + \text{\textcolor{red}{cdots}} + x_n$`

x_1, \dots, x_n or $x_1 + \dots + x_n$ versus x_1, \dots, x_n or $x_1 + \cdots + x_n$

$\$ \backslash \textcolor{red}{sin} x, \backslash ; \sin x, \backslash ; \backslash \textcolor{red}{mbox}{sin} x \$$

$\sin x, \sin x, \sin x$

\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>	o	<code>o</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>	\triangle	<code>\bigtriangleup</code>	\ominus	<code>\ominus</code>
\times	<code>\times</code>	\uplus	<code>\uplus</code>	∇	<code>\bigtriangledown</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>	\lhd^a	<code>\lhd^a</code>	\bigcirc	<code>\bigcirc</code>
\circ	<code>\circ</code>	\wedge	<code>\wedge</code>	\rhd^a	<code>\rhd^a</code>	\dagger	<code>\dagger</code>
\bullet	<code>\bullet</code>	\setminus	<code>\setminus</code>	\unlhd^a	<code>\unlhd^a</code>	\ddagger	<code>\ddagger</code>
\cdot	<code>\cdot</code>	\wr	<code>\wr</code>	\unrhd^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>
\subseteq	<code>\subseteq</code>	\supseteq	<code>\supseteq</code>	\cong	<code>\cong</code>	\Join	<code>\Join</code>	\sqsubset	<code>\sqsubset</code>
\sqsupset	<code>\sqsupset</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>	\hookrightarrow	<code>\hookrightarrow</code>	\searrow	<code>\searrow</code>
\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>	\swarrow	<code>\swarrow</code>
\leftharpoondown	<code>\leftharpoondown</code>	\rightharpoondown	<code>\rightharpoondown</code>	\nwarrow	<code>\nwarrow</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>
$'$	<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>	$\sqrt{}$	<code>\sqrt{}</code>	\Box^a	<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>
\bot	<code>\bot</code>	\clubsuit	<code>\clubsuit</code>	\diamondsuit	<code>\diamondsuit</code>	\heartsuit	<code>\heartsuit</code>	\spadesuit	<code>\spadesuit</code>
\mho^a	<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)

Σ	<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>
\odot	<code>\bigodot</code>	\otimes	<code>\bigotimes</code>	\oplus	<code>\bigoplus</code>	\oplus	<code>\bigoplus</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)

Several packages exist that extend the number of available symbols:

```
\usepackage{amssymb}
```

\leq	<code>\leqq</code>	\leq	<code>\leqslant</code>	\leq	<code>\eqslantless</code>
\lesssim	<code>\lesssim</code>	\approx	<code>\lessapprox</code>	\approx	<code>\approxeq</code>
\lessdot	<code>\lessdot</code>	\lll	<code>\lll,\llless</code>	\lessgtr	<code>\lessgtr</code>
\lesseqgtr	<code>\lesseqgtr</code>	\lesseqqgtr	<code>\lesseqqgtr</code>	\doteqdot	<code>\doteqdot,\Doteq</code>
\risingdotseq	<code>\risingdotseq</code>	\fallingdotseq	<code>\fallingdotseq</code>	\backsimeq	<code>\backsimeq</code>
\backsimeq	<code>\backsimeq</code>	\subseteq	<code>\subseteq</code>	\subseteq	<code>\Subset</code>
\sqsubset	<code>\sqsubset</code>	\prec	<code>\preccurlyeq</code>	\prec	<code>\curlyeqprec</code>
\prec	<code>\prec</code>	\approx	<code>\precapprox</code>	\triangleleft	<code>\vartriangleleft</code>
\triangleleft	<code>\triangleleft</code>	\vdash	<code>\vdash</code>	\Vdash	<code>\Vdash</code>
\smile	<code>\smile</code>	\frown	<code>\frown</code>	\bumpeq	<code>\bumpeq</code>
\Bumpeq	<code>\Bumpeq</code>	\geq	<code>\geqq</code>	\geq	<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>	\supseteq	<code>\Supset</code>
\sqsupset	<code>\sqsupset</code>	\succcurlyeq	<code>\succcurlyeq</code>	\succcurlyeq	<code>\curlyeqsucc</code>
\succsim	<code>\succsim</code>	\succapprox	<code>\succapprox</code>	\vartriangleright	<code>\vartriangleright</code>
\triangleright	<code>\triangleright</code>	\vdash	<code>\vdash</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)

```
$\displaystyle (\frac{n}{\frac{n}{n+p}+1})$  
+ \left( \frac{n}{\frac{n}{n+p}+1} \right)
```

$$\left(\frac{n}{\frac{n}{n+p}+1}\right) + \left(\frac{n}{\frac{n}{n+p}+1}\right)$$

```
$\left\{ T^{\mathrm{t}^2} \right\} \hspace{1cm} \\ \left( \frac{\sin x}{1+\sin^2 x} \right) \right. $
```

$$\left\{ T^{t^2} \right\} \left(\frac{\sin x}{1+\sin^2 x} \right)$$

Arrays in mathematics

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```
$\left( \begin{array}{cc} a_{11} & a_{12} \\ a_{21} & a_{22} \end{array} \right)$
```

$$\left(\begin{array}{cc} a_{11} & a_{12} \\ a_{21} & a_{22} \end{array} \right)$$

Fonts in mathematics

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$\mathrm{\sin x + \phi^2}$
 $\mathtt{\sin x + \phi^2}$
 $\mathbf{\sin x + \phi^2}$
 $\mathsf{\sin x + \phi^2}$
 $\mathit{\sin x + \phi^2}$
 $\mathcal{\sin x + \phi^2}$

$\sin x + \phi^2$
 $\sin x + \phi^2$
 $\sin x + \phi^2$
 $\sin x + \phi^2$
 $\sin x + \phi^2$
 $\sin x + \phi^G$


```
{\boldmath $x+\phi$}  
$\mathbf{x+\phi}$
```

$x + \phi$
 $\mathbf{x + \phi}$

Fonts in mathematics

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```
{\boldmath $x+\phi$}  
$\boldmath x+\phi$
```

$x + \phi$
 $x + \phi$

Using `\usepackage{bm}` we can create bold symbols:

```
{\boldmath $x+\phi$}  
$\bm{x}+\bm{\phi}$
```

$x + \phi$
 $x + \phi$

Font size in mathematics

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```
{ \small $x+\phi$ }
```

```
{ \large $x+\phi$ }
```

$x + \phi$

$x + \phi$

```
{ $x + { \scriptstyle \phi } +
        { \scriptscriptstyle \phi } $ }
```

$$x + \phi + \phi$$

10 The amsmath package

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A major extension to standard mathematics is provided by the amsmath package:

```
\usepackage{amsmath}
```

An example:

```
\numberwithin{equation}{section}
```

```
$x(t) = \begin{cases} 1 & t=0 \\ 0 & t \neq 0 \end{cases} \hspace{2cm} \\ \binom{n}{m} \hspace{1cm} \\ \displaystyle \binom{n}{m}
```

$$x(t) = \begin{cases} 1 & t = 0 \\ 0 & t \neq 0 \end{cases} \quad \binom{n}{m} \quad \binom{n}{m}$$

```
$\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} \\ \quad \iint\limits_V f(x,y,z) \, dx \, dy \, dz
```

$$\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} \iiint_V f(x, y, z) \, dx \, dy \, dz$$


```
\begin{equation}
  \begin{aligned}
    x(t) &= \sin t \\
    y(t) &= \cos t
  \end{aligned}
\end{equation}
```

$$\begin{aligned} x(t) &= \sin t \\ y(t) &= \cos t \end{aligned} \tag{4}$$

11 Define your own commands

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```
\newcommand{\xytwo}{x_{\mathbf{y}}^2}  
\newcommand{\xy}[1]{x_{\mathbf{y}}^{\{#1\}}}
```

```
$\xytwo \hspace*{1cm} \xy{3}$
```

x_y^2 x_y^3

Define your own commands

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```
\renewcommand{\xy}[1][2]{x_{\mathbf{y}}^{\#1}}
```

```
$\xy \hspace*{1cm} \xy[3]$
```

x_y^2 x_y^3

Define your own commands

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```
\providecommand{\xy}[1][2]{x_{\mathbf{y}}^{\#1}}
```

```
$\xy \hspace*{1cm} \xy[3]$
```

x_y^2 x_y^3

When using the package `amsmath` we can also define new functions:

```
\DeclareMathOperator{\sinc}{sinc}  
$\sinc x$, $\sin x$
```

$\sinc x$, $\sin x$

When using the package `amsmath` we can also define new functions:

```
\DeclareMathOperator*{\supp}{supp}
$\text{sinc}^2 x$, $\supp_{t \rightarrow \infty} x(t)$
```

$\text{sinc}^2 x, \supp_{t \rightarrow \infty} x(t)$

Adopting standard \LaTeX is often more involved:

```
\makeatletter
\renewcommand{\thesection}
  {Appendix \@Alph\c@section}
\makeatother

\renewcommand{\theenumi}
  {[ \textit{\roman{enumi}} ] }
\renewcommand{\labelenumi}
  {\textbf{ ( \roman{enumi} ) } }
```

```
\begin{enumerate}  
\item \label{one} One  
\item Two  
\end{enumerate}  
See \ref{one}
```

(i) One

(ii) Two

See [\[i\]](#)

12 Theorem, proposition, lemma

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Preamble:

```
\newtheorem{theorem}{Theorem}[section]  
\newtheorem{lemma}[theorem]{Lemma}  
\newtheorem{definition}{Definition}
```

Text:

```
\begin{theorem} \label{Two}  
  Tada  
\end{theorem}
```

Theorem 12.1 Tada

Definition 1 Todo

Lemma 12.2 Todo

```
\usepackage{theorem}

{\theorembodyfont{\upshape}
 \theoremheaderfont{\slshape\bfseries}
 \theoremstyle{break}
 \newtheorem{remark}{Remark}}
```

Remark 1

Tidi