

Cheat Sheet for L^AT_EX

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1 L^AT_EX Symbols

1.1 package

```
\usepackage{amssymb,amsmath,amsthm,amsfonts}
\usepackage{multicol,multirow,calc,ifthen}
\usepackage{tikz,graphicx,color}
\usepackage[]{algorithm,algpseudocode}
\usepackage[landscape]{geometry}
```

1.2 The basics

description	command	output
plus or minus	<code>\pm</code>	\pm
multiplication (times)	<code>\times</code>	\times
multiplication (dot)	<code>\cdot</code>	\cdot
division symbol	<code>\div</code>	\div
backslash	<code>\backslash</code>	\backslash
division (slash)	<code>/</code>	$/$
circle plus	<code>\oplus</code>	\oplus
circle times	<code>\otimes</code>	\otimes
equal	<code>\equiv</code>	\equiv
not equal	<code>\neq</code>	\neq
less than or equal to	<code>\leq</code>	\leq
greater than or equal to	<code>\geq</code>	\geq
approximately equal to	<code>\approx</code>	\approx
infinity	<code>\infty</code>	∞
fraction	<code>\frac{a}{b}</code>	$\frac{a}{b}$
square root	<code>\sqrt{x}</code>	\sqrt{x}
nth root	<code>\sqrt[n]{x}</code>	$\sqrt[n]{x}$
exponentiation	<code>a^b</code>	a^b
subscript	<code>a_b</code>	a_b
absolute value	<code> x </code>	$ x $
natural log	<code>\ln(x)</code>	$\ln(x)$
logarithms	<code>\log_{a}b</code>	$\log_a b$
exponential function	<code>e^x</code>	e^x
pi	<code>\pi</code>	π
degree	<code>90^\circ</code>	90°
dim	<code>\dim(x)</code>	$\dim(x)$
det	<code>\det(x)</code>	$\det(x)$
sin	<code>\sin(x)</code>	$\sin(x)$
arcsin	<code>\arcsin(x)</code>	$\arcsin(x)$
liminf	<code>\liminf(x)</code>	$\liminf(x)$
dots	<code>\ldots</code>	\dots
dots	<code>\cdots</code>	\cdots
diagonal dots	<code>\ddots</code>	\ddots
underset	<code>\underset{x}{\to}</code>	\xrightarrow{x}
overset	<code>\overset{f}{\to}</code>	\xrightarrow{f}

1.3 Define your own function

```
\newcommand{\norm}[1]{\left\| \!#1\right\|} % norm
\newcommand{\abs}[1]{\left|#1\right|} %abs
\newcommand{\lap}{\Delta} % laplace
\newcommand{\tr}[1]{\operatorname{tr}(#1)}%trace
\newcommand{\tribint}[2]{\left<#1\right>_{\mathcal{E}^{\sim\{#2\}}_{\mathcal{H}}}}
```

description	command	output
norm	<code>\norm{u}</code>	$\ u\ $
absolute value	<code>\abs{u}</code>	$ u $
laplace	<code>\lap u</code>	Δu
trace	<code>\tr{u}</code>	$\text{tr}(u)$
edge integral	<code>\tribint{f,\psi}{I}</code>	$\langle f, \psi \rangle_{\mathcal{E}_h^I}$

1.4 Greek and Hebrew letters

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

1.5 Geometry and trigonometry

description	command	output
angle	<code>\angle ABC</code>	$\angle ABC$
degree	<code>90^\circ</code>	90°
triangle	<code>\triangle ABC</code>	$\triangle ABC$
segment	<code>\overline{AB}</code>	\overline{AB}
sine	<code>\sin</code>	\sin
cosine	<code>\cos</code>	\cos
tangent	<code>\tan</code>	\tan
cotangent	<code>\cot</code>	\cot
secant	<code>\sec</code>	\sec
cosecant	<code>\csc</code>	\csc
inverse sine	<code>\arcsin</code>	\arcsin
inverse cosine	<code>\arccos</code>	\arccos
inverse tangent	<code>\arctan</code>	\arctan

1.6 Calculus

description	command	output
derivative	<code>\frac{df}{dx}</code>	$\frac{df}{dx}$
derivative	<code>f'</code>	f'
partial derivative	<code>\frac{\partial f}{\partial x}</code>	$\frac{\partial f}{\partial x}$
integral	<code>\int</code>	\int
double integral	<code>\iint</code>	\iint
triple integral	<code>\iiint</code>	\iiint
limits	<code>\lim_{x \rightarrow \infty}</code>	$\lim_{x \rightarrow \infty}$
summation	<code>\sum_{n=1}^{\infty} a_n</code>	$\sum_{n=1}^{\infty} a_n$

1.7 Linear algebra

description	command	output
vector	<code>\vec{v}</code>	\vec{v}
vector	<code>\mathbf{v}</code>	\mathbf{v}
norm	<code>\norm{\vec{v}}</code>	$\ \vec{v}\ $
matrix	<code>\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{bmatrix}</code>	$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{bmatrix}$
matrix	<code>\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{pmatrix}</code>	$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{pmatrix}$
border matrix	<code>\bordermatrix{ \cr ~ & x & r \cr A & 1 & 0 \cr B & 0 & 1 \cr}</code>	$\begin{matrix} A & B \end{matrix} \begin{pmatrix} x & r \\ 1 & 0 \\ 0 & 1 \end{pmatrix}$
determinant	<code>\begin{vmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{vmatrix}</code>	$\begin{vmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{vmatrix}$
determinant	<code>\det(A)</code>	$\det(A)$
trace	<code>\tr{A}</code>	$\text{tr}(A)$
inverse	<code>\inv{A}</code>	A^{-1}
transpose	<code>\trsp{A}</code>	A^T
dimension	<code>\dim(V)</code>	$\dim(V)$

1.8 Logic

description	command	output
not	<code>\sim</code>	\sim
and	<code>\land</code>	\wedge
or	<code>\lor</code>	\vee
if...then	<code>\to</code>	\rightarrow
if and only if	<code>\leftrightarrow</code>	\Leftrightarrow
logical equivalence	<code>\equiv</code>	\equiv
therefore	<code>\therefore</code>	\therefore
there exists	<code>\exists</code>	\exists
for all	<code>\forall</code>	\forall
implies	<code>\Rightarrow</code>	\Rightarrow
equivalent	<code>\Leftrightarrow</code>	\Leftrightarrow

1.9 Set theory

description	command	output
element of	<code>\in</code>	\in
not an element of	<code>\notin</code>	\notin
subset of	<code>\subset</code>	\subset
subset of	<code>\subseteq</code>	\subseteq
not a subset of	<code>\not\subset</code>	$\not\subset$
contains	<code>\supset</code>	\supset
contains	<code>\supseteq</code>	\supseteq
union	<code>\cup</code>	\cup
intersection	<code>\cap</code>	\cap
big union	<code>\bigcup_{n=1}^{10} A_n</code>	$\bigcup_{n=1}^{10} A_n$
big intersection	<code>\bigcap_{n=1}^{10} A_n</code>	$\bigcap_{n=1}^{10} A_n$
empty set	<code>\emptyset</code>	\emptyset
power set	<code>\mathcal{P}</code>	\mathcal{P}

2 Figure

2.1 Insert figure

```
\begin{figure}[H]
\begin{center}
\includegraphics[width=0.2\textwidth]{fig.eps}
\caption{simulation result }\label{fig:pro2}
\end{center}
\end{figure}
```

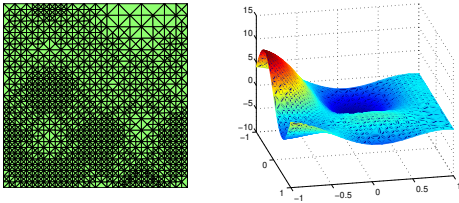


Figure 1: simulation result

2.2 draw figure with TikZ

```
\begin{figure}[H]
\begin{center}
\begin{tikzpicture}[scale=0.5,>=latex]
\shade[ball color=gray,opacity=0.50] (0,0) circle (2cm);
\draw[->] (0,0,0) -- (3,0,0) node (xaxis) [right] {$x$};
\draw[->] (0,0,0) -- (0,3,0) node (yaxis) [right] {$y$};
\draw[->] (0,0,0) -- (0,0,5) node (yaxis) [left] {$z$};
\draw [->] (0,0,0)-- (2,0,2)node[right] {$r\sin\phi$};
\draw [blue,->] (0,0,0)-- (2,2,2)node[right] {$r$};
\draw [blue,->] (0.5,0.5,0.5)to[bend right](0,0.5,0);
\node[] at (0.3,0.6,0) {$\phi$};
\draw[blue,densely dashed] (2,0,2)-- (2,2,2)--(0,1.8,0);
\draw[blue,densely dashed] (2,0,2)--(1.7,0,0)node[above]{$\theta$};
\draw[blue,densely dashed] (2,0,2)--(0,0,1.9)node[left]{$\phi$};
\coordinate (x0) at (2,0,2);
\draw [blue,->] (0,0,0.5)to[bend right](0.4,0,0.4);
\node[] at (0.3,0,1) {$\theta$};
\end{tikzpicture}
\caption{Spherical coordinate in $\mathbb{R}^3$}
\end{center}
\end{figure}
```

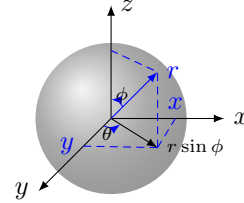


Figure 2: Spherical coordinate in \mathbb{R}^3

3 Table

```
\begin{table}[H]
\caption{Errors of FEM for Poisson Equation}\label{tab:p2}
\begin{center}
\begin{tabular}{ccc}
\hline
 $h$  &  $\|u - u_h\|_{L^2}$  &  $|u - u_h|_{H^1}$  \\
\hline
1/4 &  $7.62 \times 10^{-3}$  &  $1.02 \times 10^{-1}$  \\
1/8 &  $2.02 \times 10^{-3}$  &  $5.58 \times 10^{-2}$  \\
1/16 &  $5.32 \times 10^{-4}$  &  $3.01 \times 10^{-2}$  \\
1/32 &  $1.37 \times 10^{-4}$  &  $1.60 \times 10^{-2}$  \\
1/64 &  $3.52 \times 10^{-5}$  &  $8.51 \times 10^{-3}$  \\
1/128 &  $8.87 \times 10^{-6}$  &  $4.48 \times 10^{-3}$  \\
1/256 &  $2.20 \times 10^{-6}$  &  $2.35 \times 10^{-3}$  \\
\hline
\end{tabular}
\end{center}
\end{table}
```

Table 1: Errors of FEM for Poisson Equation

4 Algorithm

```
\begin{algorithm}[H]
\caption{Bisection method}
\begin{algorithmic}[1]
\State  $a_0$  gets  $a$ ,  $b_0$  gets  $b$ 
\While{ $k > 0$ }
\State  $c_k$  gets  $\frac{a_{k-1}+b_{k-1}}{2}$ 
\If { $f(a_k)f(c_k) < 0$ }
\State  $a_k$  gets  $a_{k-1}$ 
\State  $b_k$  gets  $c_k$ 
\EndIf
\If { $f(b_k)f(c_k) < 0$ }
\State  $a_k$  gets  $c_k$ 
\State  $b_k$  gets  $b_{k-1}$ 
\EndIf
\State  $x^k$  gets  $c^k$  gets  $\frac{a_k+b_k}{2}$ 
\EndWhile
\end{algorithmic}
\end{algorithm}
```

Algorithm 1 Bisection method

```
1:  $a_0 \leftarrow a, b_0 \leftarrow b$ 
2: while  $k > 0$  do
3:    $c_k \leftarrow \frac{a_{k-1}+b_{k-1}}{2}$ 
4:   if  $f(a_k)f(c_k) < 0$  then
5:      $a_k \leftarrow a_{k-1}$ 
6:      $b_k \leftarrow c_k$ 
7:   end if
8:   if  $f(b_k)f(c_k) < 0$  then
9:      $a_k \leftarrow c_k$ 
10:     $b_k \leftarrow b_{k-1}$ 
11:  end if
12:   $x^k \leftarrow c^k \leftarrow \frac{a_k+b_k}{2}$ 
13: end while
```