Sample Document using allan.sty

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Contents

	maths1.1 test subsection	3 3
2	\mathbf{code}	4
3	colors	7
4	cites	7

Section 1 maths

https://mathxstudio.github.io/ https://mathxstudio.github.io/ https://mathxstudio.github.io/ https://mathxstudio.github.io/

§ 1.1 test subsection

Let $n \geq 3$ be a positive integer. Let C_1, C_2, \ldots, C_n be unit circles in the plane, with centres O_1, O_2, \ldots, O_n respectively. If no line meets more than two of the circles, prove that:

$$\sum_{1 \le i < j \le n} \frac{1}{O_i O_j} \le \frac{(n-1)\pi}{4}.$$

For brevity, let d_{ij} be the length of O_{ij} and let $\angle(ijk)$ be shorthand for $\angle O_iO_jO_k$ (or its measure in radians). First, we eliminate the circles completely and reduce the problem to angles using the following Lemma:

Lemma 1.1

For any indicies i, j, m we have the inequalities

$$\angle(imj) \ge \max\left(\frac{2}{d_{mi}}, \frac{2}{d_{mj}}\right)$$
 and $\pi - \angle(imj) \ge \max\left(\frac{2}{d_{mi}}, \frac{2}{d_{mj}}\right)$

Proof of Lemma 1.1

We first prove the former line. Consider the altitude from O_i to $O_m O_j$. The altitude must have length at least 2, otherwise its perpendicular bisector passes intersects all of C_i, C_m, C_i . Thus

$$2 < d_{mi} \sin \angle (imj) < \angle (imj)$$

proving the first line. The seconf line follows by considering the external angle formed by lines O_mO_i and $O_m O_j$ instead of the internal one.

1.1

Lemma 1.2

another test lemma.

Proof of Lemma 1.2

proof of lemma.

1.2

Our idea now is for any index m we will make an estimate on $\sum_{1 \le i \le n} \frac{1}{d_{bi}}$ for each index b. If the centers formed

a convex polygon, this would be much simpler, but because we do not have this assumption some more care is needed.

Claim 1.1

Suppose O_a, O_b, O_c are consecutive verticies of the convex hull. Then

$$\frac{n-1}{n-2} \angle (abc) \ge \frac{2}{d_{1b}} + \frac{2}{d_{2b}} + \ldots + \frac{2}{d_{nb}}$$

where the term $\frac{2}{d_{bb}}$ does not appear (obviously).

Proof of Claim 1.1

WLOG let's suppose (a, b, c) = (2, 1, n) and that ...

another line of text...

Fact 1.1

Describe your fact.

Proof of Fact 1.1

Describe proof.

another line of text...

Theorem 1.1 (Test theorem). Here is a theorem. Here is a theorem. Here is a theorem. Here is a theorem.

. .

Now suppose there were r verticies in the convex hull. If we sum the first claim across all b on the hull, and the second across all b not on the hull (inside it), we get

$$\sum_{1 \le i < j \le n} \frac{2}{d_{ij}} = \frac{1}{2} \sum_{b} \sum_{i \ne b} \frac{2}{d_{bi}}$$

$$\le \frac{1}{2} \cdot \frac{n-1}{n-2} ((r-2)\pi + (n-2)\pi)$$

$$= \frac{(n-1)\pi}{4}$$

as needed (with $(r-2)\pi$ being the sum of all angles in the hull.

Remark. This is the sixth and last problem of IMO 2002, and is a difficult one. Allan put it here to test the latest style file.

Section 2 code

Hypothesis – test hypothesis.

Justification – type some justifications.

```
Algorithm
allanpy
   # observation from the air
   %matplotlib inline
   import numpy as np
   import matplotlib.pyplot as plt
   v_car=5.611 # 20km/h on average in hk
   v_eye=16 # Hz
   alpha_lag=1.00
   v_reload=alpha_lag*v_eye
10
11
12 pie=math.pi
r_a = 13000
14 rho_car=0.001023
delta_d_car=v_car/v_reload
L_car = 4.71769
^{17} C_eye=40960000
   alpha_c1=1.00
^{19} C1=C_eye*alpha_c1
20 alpha_c2=0.90
C2 = C_eye*alpha_c2
   alpha_c3=0.80
   C3=C_{eye}*alpha_c3
23
24
   def alpha_clarity(x):
25
        if x>0 and x<sep_point:</pre>
             return float(0)
27
        elif x>=sep_point and x<=1:</pre>
28
                         \left(\frac{4096}{4095}\right)^2 \cdot \left[ (x-1)^2 + 1 \right]
        elif x>1:
             return float(1)
31
   output = [0 for i in range(len(dataport))]
32
   for i in range(len(dataport)):
        output[i]=alpha_clarity(dataport[i])
   dataport=np.arange(0,1.01,0.01)
35
   sep_point=1/4096
 Explanation
                            data_i = 4\pi \sqrt{r_a^2 - datax_i^2 \cdot \rho_{car} \cdot \Delta d_{car}}
```

another line of text.

```
# observation from the air

mathral mathr
```

```
v_{car}=5.611 # 20 km/h on average in hk
   v_eye=16 \# Hz
   alpha_lag=1.00
   v_reload=alpha_lag*v_eye
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12 pie=math.pi
r_a = 13000
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alpha_c1=1.00
   C1 = C_{eye} * alpha_c1
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C2 = C_eye*alpha_c2
   alpha_c3=0.80
   C3 = C_{eye} * alpha_c3
23
24
   def alpha_clarity(x):
        if x>0 and x<sep_point:</pre>
26
             return float(0)
27
        elif x>=sep_point and x<=1:</pre>
28
             return float((-(4096/4095)**2)*((x-1)**2)+1)
        elif x > 1:
30
             return float(1)
31
   output=[0 for i in range(len(dataport))]
   for i in range(len(dataport)):
        output[i]=alpha_clarity(dataport[i])
34
   dataport=np.arange(0,1.01,0.01)
   sep_point=1/4096
Insertion-Sort(A)
1
  for j = 2 to A.length
2
      key = A[j]
3
      // Insert A[j] into the sorted sequence A[1..j-1].
4
      i = j - 1
5
      while i > 0 and A[i] > key
6
          A[i+1] = A[i]
7
          i = i - 1
      A[i+1] = key
```

```
SEGMENTS-INTERSECT(p_1, p_2, p_3, p_4)
 1 d_1 = Direction(p_3, p_4, p_1)
 2 \quad d_2 = \operatorname{Direction}(p_3, p_4, p_2)
 3 d_3 = Direction(p_1, p_2, p_3)
 4 \quad d_4 = DIRECTION(p_1, p_2, p_4)
 5 if ((d_1 > 0 \text{ and } d_2 < 0) \text{ or } (d_1 < 0 \text{ and } d_2 > 0)) and
            ((d_3 > 0 \text{ and } d_4 < 0) \text{ or } (d_3 < 0 \text{ and } d_4 > 0))
           \mathbf{return} \ \mathsf{TRUE}
 6
 7
     elseif d_1 == 0 and ON-SEGMENT(p_3, p_4, p_1)
 8
           return TRUE
 9
    elseif d_2 == 0 and ON-SEGMENT(p_3, p_4, p_2)
10
           \mathbf{return} \ \mathsf{TRUE}
    elseif d_3 == 0 and On-Segment(p_1, p_2, p_3)
11
12
            return TRUE
     elseif d_4 == 0 and ON-SEGMENT(p_1, p_2, p_4)
13
14
            return TRUE
15
     else return FALSE
```

Section 3 colors

allanblue allangreen allanpurple allancyan allanorange allanyellow allandarkblue

Section 4 cites

I love bibliography. [1]

References

[1] bibliography is important.