

Hello World

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# Chapter 1

## Introduction

Introduce what  $\text{\LaTeX}$  is.

At the beginning of most documents there will be information about the document itself, such as the title and date, and also information about the authors, such as name, address, email etc. All of this type of information within  $\text{\LaTeX}$  is collectively referred to as *top matter*.

### 1.1 Definition

Following conventions will be used in this report:

**package**

**command**

**option**

### 1.2 Packages

While writing your document, you will probably find that there are some areas where basic  $\text{\LaTeX}$  cannot solve your problem. If you want to include graphics, colored text or source code from a file into your document, you need to enhance the capabilities of  $\text{\LaTeX}$ . Such enhancements are called packages. Some packages come with the  $\text{\LaTeX}$  base distribution. Others are provided separately. Modern  $\text{\TeX}$  distributions come with a large number of packages pre-installed.

### 1.3 Box

The key lies in  $\text{\LaTeX}$  is box, which is the smallest unit processed by  $\text{\LaTeX}$ . Everything is thought as a box, and then aligned into page.

#### 1.3.1 Introduction

A *box* is the  $\text{\TeX}$  term for an invisible container that can hold a visible element, nothing, or other boxes. *Glue* is the  $\text{\TeX}$  term for an invisible connector that determines the separation between boxes. A visible element can be a letter, image, geometric shape, etc.  $\text{\TeX}$  builds pages by gluing boxes together. In a typical document, letter boxes are glued to other letter boxes to form words, which are then elastically glued to other words to form sentences. Sentences are broken into lines and placed in paragraph boxes. Elastic glue is squeezed or stretched to fully justify lines within paragraph boxes. Paragraph boxes are glued to diagram boxes, and so on.

While it is true that boxes can hold other boxes, not all commands that can generate boxes be used within all other commands that can generate boxes. There are often workarounds for these limitations.

The size of a box is typically to the size and position of its contents, but it doesn't have to be. Many box commands accept custom widths and/or heights, and there are other commands that effect the shape and position of boxes. Boxes are placed relative to other boxes, while visible elements are placed relative to the boxes which contains them.

Alice was beginning to get very tired of sitting by her sister on the bank, and of having nothing to do, once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, "and what is the use of a book," thought Alice, "without pictures or conversation?"



[This box] is narrow.

[This box, wide.]

\_\_\_\_\_  
This box is shifted.

.This box has zero size.

## 1.3.2 Boxes

### character boxes

T<sub>E</sub>X character boxes have three dimensional properties:

- **height** is the length between the baseline and the top of the box.
- **depth** is the length between the baseline and the bottom of the box.
- **width** is the width of the box.



### parbox, minipage, and pbox

A `\parbox` is a box of specific width formatted in paragraph mode. In paragraph mode, text is broken into lines and lines are broken into pages. `\parbox[pos][height][contentpos]{width}{text}`

**width** defines the width of the paragraph box. Text will be broken into lines so that it fits within this width.

**pos** selects which baseline to join. It can be **top**, **bottom**, or **center**.

**contentpos** positions the contents of the box within the box. It can be one of **center**, **top**, **bottom** or **spread**. Note that **contentpos** has no effect if the box is not larger than the text it contains.

`\pbox[pos][height]{width}{text}`

# Chapter 2

## Basic

### 2.1 Document classes

#### **article**

For articles in scientific journals, presentation, short reports, program documentation, invitations, etc

#### **report**

For longer reports containing several chapters, small books, thesis, etc

#### **book**

For real books

#### **slides**

For slides, this class uses big sans serif letters

#### **letter**

For letter

#### **beamer**

For presentations.

#### 2.1.1 Document Class Options

##### **11pt**

Font size, default 10pt.

##### **a4paper**

Paper size, default letterpaper. Available options: a5paper, b5paper, executivepaper and legalpaper.

##### **fleqn**

Typesets displayed formula left-aligned instead of centered(default).

##### **leqno**

Places the numbering of formulas on the left hand side instead of the right(default).

##### **titlepage, notitlepage**

The article class does not start a new page by default, while report and book do.

##### **twocolumn**

Two columns, default one.

##### **twoside,oneside**

The article and report classes are single sided and the book class is double sided by default.

##### **landscape**

landscape mode. default portrait.

**openright,openany**

Begin a chapter either only on right hand pages or on the next page available. This does not apply to *article* class, as it doesn't know about chapters. The report class by default starts chapters on the next page available and the book class starts them on right hand pages.

**draft,final**

draft mode, which will speed up typesetting, because figures are not loaded, just indicated by a frame. In draft mode, L<sup>A</sup>T<sub>E</sub>X indicates hyphenation and justification problems with a small square in the right-hand margin of the problem line so they can be located quickly.

**2.1.2 Papersize**

**letterpaper** 11 × 8.5 in

**legalpaper** 14 × 8.5 in

**executivepaper** 10.5 × 7.25 in

**a4paper** 20.7 × 21 in

**a5paper** 21 × 14.8 in

**b5paper** 25 × 17.6 in

**2.2 Sections**

L<sup>A</sup>T<sub>E</sub>X provides 7 levels of depth for defining sections.

**part**

level -1, not in letters.

**chapter**

level 0, only books and reports.

**section**

level 1, not in letters.

**subsection**

level 2, not in letters.

**subsubsection**

level 3, not in letters.

**paragraph**

level 4, not in letters.

**subparagraph**

level 5, not in letters.

**2.2.1 Options**

For some section with very long title, L<sup>A</sup>T<sub>E</sub>X allows you to give an optional extra version in the Table of Contents and any running heads. For example, `\section[Short Name]{Very long title}`, with this command, **Short Name** will appear in Table of Contents, instead of the Very long title.

Each sections command also has a "starred" version which does not produce numbers. Because the \*-form sectioning commands don't enter Table of Contents automatically, L<sup>A</sup>T<sub>E</sub>X offers two commands to insert such info directly into a contents file:

`\addtocontents{file}{text}` or `\addcontentsline{file}{type}{text}`

**file** the extension of the contents file, usually toc, lof or lot.

**type** For *lof* or *lot*, *figure* or *table* is specified.

**text** Actually info written to Table of Contents.

Table 2.1: Special Characters

<code>~</code>	<code>\textasciitilde</code> or <code>\~{}</code>
<code>&amp;</code>	<code>\&amp;</code>
<code>#</code>	<code>\#</code>
<code>-</code>	<code>\-</code>
<code>\$</code>	<code>\\$</code>
<code>\</code>	<code>\textbackslash</code>
<code>%</code>	<code>\%</code>
<code>^</code>	<code>\textasciicircum</code> or <code>\^{}</code>
<code>{</code>	<code>\{</code>
<code>}</code>	<code>\}</code>
<code>&lt;, &gt;</code>	<code>\textless, \textgreater</code>

<code>\oe, \OE</code>	œ, Œ
<code>\ae, \AE</code>	æ, Æ
<code>\aa, \AA</code>	å, Å
<code>\o, \O</code>	ø, Ø
<code>\l, \L</code>	ł, Ł
<code>\ss</code>	ß
<code>?‘</code>	¿
<code>!‘</code>	¡
<code>\dag</code>	†
<code>\ddag</code>	‡
<code>\S</code>	§
<code>\P</code>	¶
<code>\copyright</code>	©
<code>{\it \\$}</code>	\$
<code>{\it \&amp;}</code>	ℳ
<code>\i</code>	ı
<code>\j</code>	Ƶ

2.2.2 Table of Contents

One can modify the style of Table of Contents.

2.3 Special Characters and Phrases

`\LaTeX{}`

`~` Non breakable space

`...` `\ldots`

2.3.1 Special Symbols

2.3.2 Space

option to `\\` like this `\\[10pt]`

change the vertical distance between lines.

Horizontal space `\hspace{1cm}`

Vertical space:

This is `\smallskip` This is `\medskip` This is `\bigskip` End



accent	command	example
acute	<code>\'{a}</code>	á
grave	<code>\`{a}</code>	à
umlaut	<code>\"{a}</code>	ä
	<code>\={a}</code>	ā
	<code>\^{a}</code>	â
	<code>\\"{a}</code>	ã
	<code>\~{a}</code>	ã
	<code>\.{a}</code>	ȁ
	<code>\u{a}</code>	ǣ
	<code>\v{a}</code>	ǵ
	<code>\H{a}</code>	ǻ
	<code>\t{aa}</code>	āa
	<code>\c{a}</code>	ȡ
	<code>\d{a}</code>	ȡ̇
	<code>\b{a}</code>	ȡ̇

### 2.3.3 Dashes

- hyphen 'double-quote'

-- dash denoting a range, e.g. 155–159

--- punctuation dash—here it is.

### 2.3.4 Accents

There are a variety of control sequences for producing accents. These accents **cannot** be used within mathematical formulae, some different control sequences are used to produce accents within mathematics.

## 2.4 Alignment

Command `\begin{center} ... \end{center}` and  
`\begin{flushright} ... \end{flushright}` and  
`\begin{flushleft} ... \end{flushleft}`  
to align in center, right and left

## 2.5 Font

The default font used by  $\text{\LaTeX}$  is **cmr10**, Knuth only put 128 glyphs in the fonts, and the char encoding is somewhat different from ASCII. So to play chars not in cmr10, you have to specify the texttype, for example: `{\tt\string\TeX}`

### 2.5.1 *italic correction*

`{\it italicized\}` or `{\sl slanting type\}` correction.

The control command `\/` produces the so-called *italic correction*, which is recommended when changing font back from an *italic* or *slanted* into a roman or **boldface** font, in order to produce extra space to compensate for the way in which some *italic* and *slanted* letters lean into the following blank space. However, this italic correction should not be used before a comma or a full stop.

### 2.5.2 Families

By default,  $\text{\LaTeX}$  use serif typeface(roman) font. Other font typefaces (sans serif, typewriter, a.k.a monospace) can be used with some specific commands. serif(roman) family  
sans serif family  
typewriter(monospace) family  
switch to ttfamily

switch to `sffamily`  
switch back to default one.

TOC

To change the default fonts, use the commands:  
`\renewcommand{\familydefault}{\sfdefault}`

### 2.5.3 Style

`medium`;  
`bold`;  
`upright`;  
*slanted style, which makes the text look a bit like italics but not quite*;  
`SMALL CAPS`.  
underline

The corresponding switch commands are:

`\mdseries`  
`\bfseries`  
`\upshape`  
`\itshape` or `\it`  
`\slshape` or `\sl`  
`\scshape` or `\sc`

If you look closely, you will notice that italic text is not only slanted but that different letters are actually used (e.g. `a` and *a*). However, this is only true for serif text, not for sans-serif text. Text that is only slanted without using different characters is called “slanted” instead of “italic”.

### 2.5.4 Size

Huge  
huge  
LARGE  
Large  
large  
small  
footnotesize  
scriptsize  
tiny  
normalsize (default)

All the sizes of other commands depends on the size of normal text.

## 2.6 Color

To color text in  $\text{\LaTeX}$ , use `color` package. There are two syntax to add color to text:

`\colorbox{color}{text}` % *background color*  
`\textcolor{color}{text}` % *text color*  
`\color{color} some text`  
`\textcolor{color!20!}{text}` % *use 20% of choosed color*

`red`, `green`, `blue`. blue

### 2.6.1 pagecolor

TOC

Use command `\pagecolor{color}` to set the background color of page.

For unknown reason, if I change the bg color with `\pagecolor{color}`, the ‘Go to TOC’ button will fail in the following pages (including the current one).

## 2.6.2 Basic colors names available in L<sup>A</sup>T<sub>E</sub>X

black, blue, brown, cyan, darkgray, gray, green, lightgray, lime, magenta, olive, orange, pink, purple, red, teal, violet, white, yellow.

## 2.7 Footer and Header

Use command `\pagestyle{style}` or `\thispagestyle{style}` to set page style, the possible styles are:

### plain

default style. The header is empty and the footer contains page numbers in the center.

### empty

Both header and footer are cleared.

### headings

Puts running headings on each page. The document style specifies what goes in the headings.

### myheadings

You specify what is to go in the heading with the `\markboth` or the `\markright` commands. The footer is empty in this page style. The header contains the page number on right side (on even pages) or on left side (on odd pages) along with other user-supplied information; there is an exception for the first page of each chapter, where the footer contains centred page number while the header is blank.

For double-sided documents (books), use different command `\fancyhead` and `fancyfoot` with several options.

```
\pagestyle{fancy}
\fancyhf{}
% show chapter name in the left of even pages and right of odd pages
\fancyhead[LE,RO] {\leftmark}
% show section name in the right of even pages and left of odd pages
\fancyhead[RE,LO] {\rightmark}
% show page number in foot center of even and odd pages
\fancyfoot[CE,CO] {\thepage}
```

This is a footnote <sup>1</sup> <sup>2</sup>

The following commands can be used in the headers and footers:

### \thepage

Number of current page

### \thechapter

Number of current chapter

### \thesection

Number of current section

### \chaptername

chapter name

### \leftmark

Names and number of current top-level structure(e.g. *Chapter for reports, Section for articles*) in uppercase letters.

### \rightmark

Names and number of current next to top-level structure in uppercase letters.

---

<sup>1</sup>first footnote

<sup>2</sup>second footnote

## 2.7.1 Pagenumber

TOC

`\pagenumbering{...}`

**arabic**

**roman** lowercase

**Roman** Uppercase

**alph** lowercase English letters

**Alph** Uppercase

## 2.8 Length

### 2.8.1 Unit

**sp** scaled point, 65535 sp = 1 pt

**pt** point, 1/72.27 in, or 0.0138 in or 0.3515 mm

**bp** big point, 1 in = 72 bp

**dd** didot point, 1157 dd = 1238 pt

**mm** a millimeter

**pc** pica, 1 pc = 12 pt = 4.218 mm

**cc** cicero, 1 cc = 12 dd = 4.513 mm

**cm** a centimeter

**in** a inch = 25.4 mm

**ex** roughly the height of an ‘x’ (lowercase) in the current **font**

**em** roughly the width of an ‘M’ (Uppercase) in the current **font**

**mu** math unit = 1/18 em, where **em** is taken from the math symbols family.

How much a point is depends on whom you ask. T<sub>E</sub>X thinks a point is the 72.27th part of an inch, which is 2.54 cm. On the other hand, PostScript and Adobe think a point is the 72th part of an inch (which is a big point in T<sub>E</sub>X).

### 2.8.2 general length

<code>\hskip <i>length</i></code>	horizontal blank space of <i>length</i>
<code>\vskip <i>length</i></code>	vertical blank space of <i>length</i>

Note: If the word following the horizontal skip happens to be ‘plus ’ then you will probably get an error message:

! Missing number, treated as zero.

To avoid it, typing ‘`\hskip 20 mm \relax`’

### 2.8.3 Structured length

`\baselineskip` Vertical distance between lines in a paragraph.

`\columnsep` column separation

`\columnwidth` the width of a column

`\evensidemargin`

`\oddsidemargin`

`\linewidth`

`\lineskip`

`\paperwidth`

`\paperheight`

`\parskip` Vertical space between paragraphs

`\tabcolsep`

`\textheight` Height of the text area in the page

`\textwidth`

`\topmargin`

### 2.8.4 table

Length between columns : `\setlength{\tabcolsep}`

## 2.9 Space

First note that, as a general rule, you should never put a blank space after a left parenthesis or before a right parenthesis. If you were to put a blank space in these places, then you run the risk that `TEX` might start a new line immediately after the left parenthesis or before the right parenthesis, leaving the parenthesis marooned at the beginning or end of a line.

`TEX` has its own rules for deciding the lengths of blank spaces. For instance, `TEX` will put an extra amount of space after a full stop if it considers that the full stop marks the end of a sentence.

The rule adopted by `TEX` is to regard a period (full stop) as the end of a sentence if it is preceded by a lowercase letter. If the period is preceded by an uppercase letter then `TEX` assumes that it is not a full stop but follows the initials of somebody's name.

This works very well in most cases. However `TEX` occasionally gets things wrong. This happens with a number of common abbreviations (as in 'Mr. Smith' or in 'etc.'), and, in particular, in the names of journals given in abbreviated form (e.g., 'Proc. Amer. Math. Soc.'). The way to overcome this problem is to put a backslash before the blank space in question. Thus we should type:

```
Mr.\ Smith
etc.\ and
Proc.\ Amer.\ Math.\ Soc.
```

`TEX` determines itself how to break up a paragraph into lines, and will occasionally hyphenate long words where this is desirable. However it is sometimes necessary to tell `TEX` not to break at a particular blank space. The special character used for this purpose is `~`. It represents a blank space at which `TEX` is not allowed to break between lines. It is often desirable to use `~` in names where the forenames are represented by initials. Thus to obtain 'W. R. Hamilton' it is best to type `W.~R.~Hamilton`.

## 2.10 Commands

### 2.11 List

There are three kinds of list in `LATEX`:

**itemize**

- First item
- Another item

**enumerate**

1. One
2. Two

**description**

**Foo** Foo

**Bar** Bar

**description**

Use `\fill` so that the explanaion begins in newline.

**2.11.1 Bullet**

One can change the bullet of a list easily without loading any package.

**Unordered lists**

- dash
- \* asterisk
- $\alpha$  Any math character
- a Char

**Ordered lists**

roman:

- (i) enumerate
- (ii) Option (A1) specify label 'A'.

Roman:

- (I) One
- (II) Two

arabic:

- (1) One
- (2) Two

alph:

- (a) a
- (b) b

Alph:

- (A) a
- (B) b

## 2.12 Table

TOC

??? How to wrap text within a table cell ???

`\toprule`, `\midrule`, `\bottomrule` used as separation line.

### 2.12.1 tabbing

`tabbing` env. can also produce table format:

**T<sub>E</sub>X** : A typesetting program

**Emacs** : A text editor

a programming env.

a mail reader

and a lot more besides

**AbiWord** : A word processor

The alignment of text can be: l,c,r or plength

Planet	Features
Mercury	Lunar like crust Crustal faulting Small magnetic fiels Guess what's this

### 2.12.2 Multi-columns or rows

`multicolumn{num}{pos}{item}`

Planet	Distance from sun (km)	
	Maximum	Minimum
Mercury	69400000	46800000
Pluto	734600000	4461000000

Similarly, we can apply `multirow[pos]{num}{*}{item}` when include *multirow* package.

Planet	Distance from sun (kilometer)	
	Maximum	Minimum
Mercury	69400000	46800000
Pluto	734600000	4461000000

Height (cm)	Ideal weight (kg)
155	53.5–64
160	56–67
190	78–92.5

### 2.12.3 alignment

Using package **tabularx**, one can manipulate the alignment of the cells.

flush left fixed width: `\newcolumntype{L}[1]{>{\raggedright\arraybackslash}p{#1}}`

center fixed width: `\newcolumntype{C}[1]{>{\centering\arraybackslash}p{#1}}`

flush right fixed width: `\newcolumntype{R}[1]{>{\raggedleft\arraybackslash}p{#1}}`

1cm width	2cm width	3cm width
left	center	right



## 2.13 Figure

### 2.13.1 wrapfig

Surrounding figures with text using package *wrapfig*. Note that text can't follow the *wrapfig* env. directly.

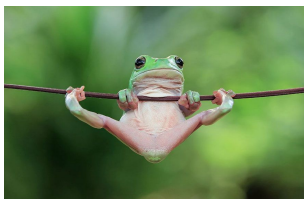


Figure 2.1: A frog

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi,

congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

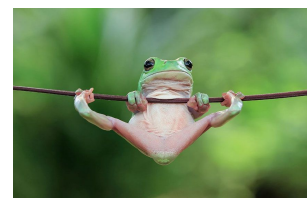


Figure 2.2: A frog

## 2.14 Equation

## 2.15 Code

### 2.15.1 Verbatim

The default tool to display code in L<sup>A</sup>T<sub>E</sub>X is **verbatim**, which generates an output in monospaced font.

Tex encloses inside `\texttt{verbatim}` envi. is printed directl and all `\LaTeX{}` commands are ignored.

A starred version of *verbatim* envi. will produce slightly different output where white spaces are emphasized with a special symbol.

Tex encloses inside `\texttt{verbatim}` envi. is printed directl and all `\LaTeX{}` commands are ignored.

Verbatim-like text can also be used in paragraph by means of the `\verb` command. Any charactre, except letters and `*`, can be used as delimiter. For instance `Delimiter` use `+` as delimiter.

### 2.15.2 Highlighting code: listings package

To produce highlight code, we need **listings**

```
import numpy as np

def f(x1, x2):
    if x1 > x2:
        print "Hello World"

a=4, b=5
f(b, a)
```

### 2.15.3 Importing code from a file

TOC

To import code from files, using command `\lstinputlisting`.

```
\lstinputlisting[language=Python]{hello_wrold.py}
\lstinputlisting[language=Python, caption = Python]{hello_wrold.py}
\lstinputlisting[language=Python, firstline=2, lastline=12]{hello_wrold.py}
```

### 2.15.4 Code Style

**listings** is highly customisable.

```
\definecolor{codegreen}{rgb}{0,0.6,0}
\definecolor{codegray}{rgb}{0.5,0.5,0.5}
\definecolor{codepurple}{rgb}{0.58,0,0.82}
\definecolor{backcolour}{rgb}{0.95,0.95,0.92}
```

```
\lstdefinestyle{mystyle}{
  backgroundcolor=\color{backcolour},
  commentstyle=\color{codegreen},
  keywordstyle=\color{magenta},
  numberstyle=\tiny\color{codegray},
  stringstyle=\color{codepurple},
  basicstyle=\footnotesize,
  breakatwhitespace=false,
  breaklines=true,
  captionpos=b,
  keepspaces=true,
  numbers=left,
  numbersep=5pt,
  showspaces=false,
  showstringspaces=false,
  showtabs=false,
  tabsize=2
}
```

```
\lstset{style=mystyle}
```

## 2.16 Box

Use `\makebox` to fit wide table or figures.

a very long sentences that will fill up the cell, but it will still be centerized.    this it the right cell that will exceed the right margin

## 2.17 Miscellaneous

```
\rule{length}{width}
```

---

## 2.18 Reference

reference command : `\cite`, `\ref`, `\pageref` and `\label` Put `\label` in argument of `\section` for cross-referencing: `\section{\label{}}`

## 2.19 Bibliography

to cite a bibliography, use the `\cite` command. Please refer to [1] or [1, option].

Another way to cite bibliography is using BIBTeX.

BIBTeX style:

**plain** Entries sorted alphabetically with numeric labels.

**unsrt** Entries printed in order of citation.

**alpha** Use author's name and the year of publication as labels.

**abbrv** compact style, first name, month, and journal names are abbreviated

**acm** it hse author name in small caps, and numbers as labels.

**apalike** require *apalike* package. Entries formatted alphabetically, last name first, each entry having a hanging indentation and no label.

To run BIBTeX with L<sup>A</sup>T<sub>E</sub>X, (I) one needs to run L<sup>A</sup>T<sub>E</sub>X firstly to generate a list of \cite references in its auxiliary file .aux. (II) Then run BIBTeX to read the auxiliary file, looking up the references in the database, and write results into .bbl file (formatted according to the format specified in the .bst style file). (III) Run L<sup>A</sup>T<sub>E</sub>X again to read the .bbl reference file. (IV) Finally run L<sup>A</sup>T<sub>E</sub>X a third time, resolving all reference.

# Bibliography

[1] wikipedia.com.



$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

$$f(x) = x^2 + 3x + 2$$

## 3.2 Symbols

### 3.2.1 Greek Letters

<code>\epsilon</code>	$\epsilon$	<code>\varepsilon</code>	$\varepsilon$
<code>\theta</code>	$\theta$	<code>\vartheta</code>	$\vartheta$
<code>\pi</code>	$\pi$	<code>\varpi</code>	$\varpi$
<code>\rho</code>	$\rho$	<code>\varrho</code>	$\varrho$
<code>\sigma</code>	$\sigma$	<code>\varsigma</code>	$\varsigma$
<code>\phi</code>	$\phi$	<code>\varphi</code>	$\varphi$
<code>\zeta</code>	$\zeta$	<code>\iota</code>	$\iota$
<code>\kappa</code>	$\kappa$	<code>\xi</code>	$\xi$
<code>o</code>	$o$	<code>\upsilon</code>	$\upsilon$
<code>\chi</code>	$\chi$	<code>\psi</code>	$\psi$

### 3.2.2 Uppercase Greek Letters

<code>\Gamma</code>	$\Gamma$	<code>\Xi</code>	$\Xi$	<code>\Phi</code>	$\Phi$
<code>\Delta</code>	$\Delta$	<code>\Pi</code>	$\Pi$	<code>\Psi</code>	$\Psi$
<code>\Theta</code>	$\Theta$	<code>\Sigma</code>	$\Sigma$	<code>\Omega</code>	$\Omega$
<code>\Lambda</code>	$\Lambda$	<code>\Upsilon</code>	$\Upsilon$		

### 3.2.3 Miscellaneous Symbols

<code>\aleph</code>	$\aleph$	<code>\prime</code>	$'$	<code>\forall</code>	$\forall$
<code>\hbar</code>	$\hbar$	<code>\emptyset</code>	$\emptyset$	<code>\exists</code>	$\exists$
<code>\imath</code>	$\imath$	<code>\nabla</code>	$\nabla$	<code>\neg</code>	$\neg$
<code>\jmath</code>	$\jmath$	<code>\surd</code>	$\surd$	<code>\flat</code>	$\flat$
<code>\ell</code>	$\ell$	<code>\top</code>	$\top$	<code>\natural</code>	$\natural$
<code>\wp</code>	$\wp$	<code>\bot</code>	$\bot$	<code>\sharp</code>	$\sharp$
<code>\Re</code>	$\Re$	<code>\ </code>	$\ $	<code>\clubsuit</code>	$\clubsuit$
<code>\Im</code>	$\Im$	<code>\angle</code>	$\angle$	<code>\diamondsuit</code>	$\diamondsuit$
<code>\partial</code>	$\partial$	<code>\triangle</code>	$\triangle$	<code>\heartsuit</code>	$\heartsuit$
<code>\infty</code>	$\infty$	<code>\backslash</code>	$\backslash$	<code>\spadesuit</code>	$\spadesuit$

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

### 3.2.4 “Large” Operators

### 3.2.5 Binary Operators

<code>\pm</code>	$\pm$	<code>\cap</code>	$\cap$	<code>\vee</code>	$\vee$
<code>\mp</code>	$\mp$	<code>\cup</code>	$\cup$	<code>\wedge</code>	$\wedge$
<code>\setminus</code>	$\setminus$	<code>\uplus</code>	$\uplus$	<code>\oplus</code>	$\oplus$
<code>\cdot</code>	$\cdot$	<code>\sqcap</code>	$\sqcap$	<code>\ominus</code>	$\ominus$
<code>\times</code>	$\times$	<code>\sqcup</code>	$\sqcup$	<code>\ominus</code>	$\ominus$
<code>\ast</code>	$\ast$	<code>\triangleleft</code>	$\triangleleft$	<code>\oslash</code>	$\oslash$
<code>\star</code>	$\star$	<code>\triangleright</code>	$\triangleright$	<code>\odot</code>	$\odot$
<code>\diamond</code>	$\diamond$	<code>\wr</code>	$\wr$	<code>\dagger</code>	$\dagger$
<code>\circ</code>	$\circ$	<code>\bigcirc</code>	$\bigcirc$	<code>\ddagger</code>	$\ddagger$
<code>\bullet</code>	$\bullet$	<code>\bigtriangleup</code>	$\bigtriangleup$	<code>\amalg</code>	$\amalg$
<code>\div</code>	$\div$	<code>\bigtriangledown</code>	$\bigtriangledown$		

### 3.2.6 Standard Functions and Embedded Text

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

### 3.2.7 Relations

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

<code>\not&lt;</code>	$\nless$	<code>\not&gt;</code>	$\ngt$	<code>\not=</code>	$\neq$	TOC
<code>\not\leq</code>	$\nleq$	<code>\not\geq</code>	$\ngeq$	<code>\not\equiv</code>	$\nequiv$	
<code>\not\prec</code>	$\nprec$	<code>\not\succ</code>	$\nsucc$	<code>\not\sim</code>	$\nsim$	
<code>\not\preceq</code>	$\npreceq$	<code>\not\succeq</code>	$\nsucceq$	<code>\not\simeq</code>	$\nsimeq$	
<code>\not\subset</code>	$\nsubset$	<code>\not\supset</code>	$\nsupset$	<code>\not\approx</code>	$\napprox$	
<code>\not\subseteq</code>	$\nsubseteq$	<code>\not\supseteq</code>	$\nsupseteq$	<code>\not\cong</code>	$\ncong$	
<code>\not\sqsubseteq</code>	$\nsqsubseteq$	<code>\not\sqsupseteq</code>	$\nsqsupseteq$	<code>\not\asymp</code>	$\nasymp$	

### 3.2.8 Negated Relations

### 3.2.9 Arrows

<code>\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>\leftrightharrow</code>	$\longleftrightarrow$	<code>\longleftrightharrow</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>\rightleftharpoons</code>	$\rightleftharpoons$				

### 3.2.10 Openings

<code>\lbrack</code>	$[$	<code>\lfloor</code>	$\lfloor$	<code>\lceil</code>	$\lceil$
<code>\lbrace</code>	$\{$	<code>\langle</code>	$\langle$		

### 3.2.11 Closings

<code>\rbrack</code>	$]$	<code>\rfloor</code>	$\rfloor$	<code>\rceil</code>	$\rceil$
<code>\rbrace</code>	$\}$	<code>\rangle</code>	$\rangle$		

### 3.2.12 Alternative to some symbols

$\neq$	<code>\rbrack</code> or <code>\neq</code>	<code>(\not=)</code>
$\leq$	<code>\le</code>	<code>(\leq)</code>
$\geq$	<code>\ge</code>	<code>(\geq)</code>
$\{$	<code>\{</code>	<code>(\lbrace)</code>
$\}$	<code>\}</code>	<code>(\rbrace)</code>
$\rightarrow$	<code>\to</code>	<code>(\rightarrow)</code>
$\leftarrow$	<code>\gets</code>	<code>(\leftarrow)</code>
$\ni$	<code>\owns</code>	<code>(\ni)</code>
$\wedge$	<code>\land</code>	<code>(\wedge)</code>
$\vee$	<code>\owns</code>	<code>(\vee)</code>
$\neg$	<code>\lor</code>	<code>(\neg)</code>
$ $	<code>\vert</code>	<code>(—)</code>
$\ $	<code>\Vert</code>	<code>(\ )</code>
$\iff$	<code>\iff</code>	<code>(\Longleftrightarrow, but with extra space at each end)</code>
$:$	<code>\colon</code>	<code>(:, but with less space around it and less likelihood of a line break after it.)</code>



Command	Accent
<code>\underline{a}</code>	$\underline{a}$
<code>\overline{a}</code>	$\overline{a}$
<code>\hat{a}</code>	$\hat{a}$
<code>\check{a}</code>	$\check{a}$
<code>\tilde{a}</code>	$\tilde{a}$
<code>\acute{a}</code>	$\acute{a}$
<code>\grave{a}</code>	$\grave{a}$
<code>\dot{a}</code>	$\dot{a}$
<code>\ddot{a}</code>	$\ddot{a}$
<code>\breve{a}</code>	$\breve{a}$
<code>\bar{a}</code>	$\bar{a}$
<code>\vec{a}</code>	$\vec{a}$

### 3.2.13 Accent

You should bear in mind that when a character is underlined in a mathematical manuscript, then it is normally typeset in bold face without any underlining. Underlining is used very rarely in print.

### 3.2.14 Other Physical and Mathematical Symbols

$$\text{\binom{n}{k}} \quad \binom{n}{k}$$

### 3.3 Matrix

TOC

#### 3.3.1 pmatrix

$$\sigma^0 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

#### 3.3.2 vmatrix

$$\sigma^0 = \begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix}$$

#### 3.3.3 bmatrix

$$\sigma^0 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

#### 3.3.4 aligned

$$\left. \begin{array}{l} u_x = v_y \\ u_y = -v_x \end{array} \right\} \text{Cauchy-Riemann Equations}$$

Spacing in math mode:

`\quad`,

### 3.4 cases

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

### 3.5 Example

#### 3.5.1 Integral

$$\int_0^{+\infty} x^n e^{-x} dx = n!$$

Note the extra space before the  $d$ , which is produce by `\, .` Compare to case without `\, :`

$$\int_0^{+\infty} x^n e^{-x} dx = n!$$

$$\int_0^1 \int_0^1 x^2 y^2 dx dy$$

In multiple integral, use `\!` to remove a thin strip of unwanted space to improve the appearance. Compare to case without `\! :`

$$\int_0^1 \int_0^1 x^2 y^2 dx dy$$

## Chapter 4

# Tikz

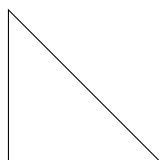
This section introduce how to use tika package to produce wanted plots.

### 4.0.1 Simple shapes

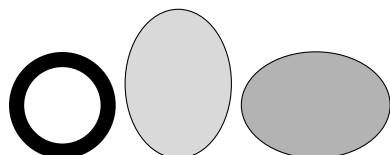
#### coordinate

Coordinates can be specified in round brackets in an arbitrary TEX dimension either using Cartesian coordinates (comma separated), e.g. 1cm in the x direction and 2pt in the y direction

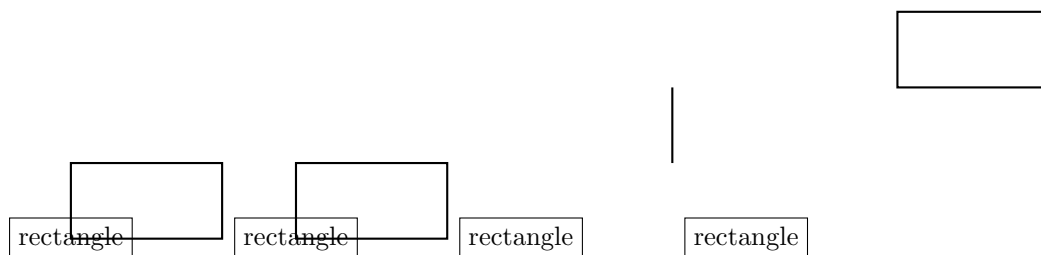
```
1CM, 2PT
```



#### circle and ellipse

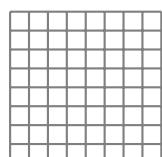


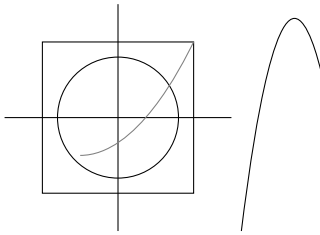
#### rectangle



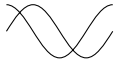
The *rectangle* command requires the absolute corner coords. You are giving the increments in the second coordinates. So we can see in the third above plot, it looks like a line, because the second coordinate is not given as increments.

#### grid

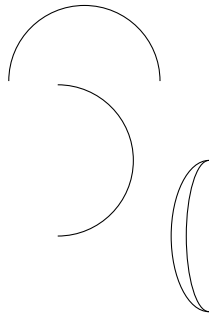
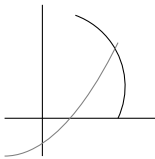




**sin** and **cos** add a sine or cosine curve in the interval  $[0, \pi/2]$  such that the previous current point is at the start of the curve and the curve ends at the given end point following it.

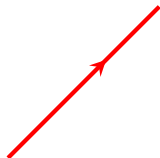


## arc



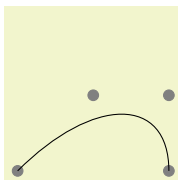
## Arrow

To draw the arrow head within the line, use *decorate* option.  
(need `\usetikzlibrary{decorations.markings}`)

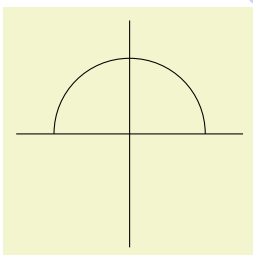


## control points

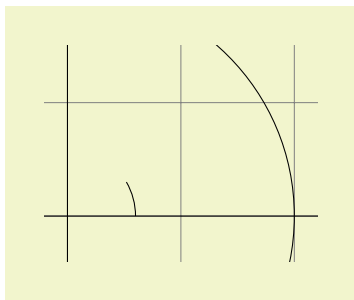
Control points in drawing.



```
\begin{tikzpicture}
  \filldraw [gray] (0,0) circle (2pt)
               (1,1) circle (2pt)
               (2,1) circle (2pt)
               (2,0) circle (2pt);
  \draw (0,0) .. controls (1,1) and (2,1) .. (2,0);
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \draw (-1.5,0) — (1.5,0);
  \draw (0,-1.5) — (0,1.5);
  \draw (-1,0) .. controls (-1,0.555) and (-0.555,1) .. (0,1)
               .. controls (0.555,1) and (1,0.555) .. (1,0);
\end{tikzpicture}
```



If you use relative control points, then the first one is relative to the start node, while the second one is relative to the end node.

## shade

`\shade` and `\shadedraw`

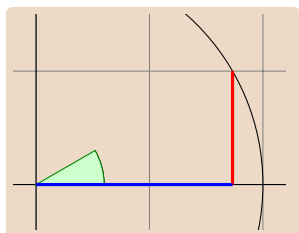


The default shading is a smooth transition from gray to white. To use other colors, specify them in options:





## + sign

`+(1cm,0cm)` means “1cm upwards from the previous specified position”; while `++(0cm,2cm)` means “2cm to the right of the previous specified position, making this the **new** specified position.”



Note the difference between `+` and `++` (see the code).

Using `++`:  

Using `+`:  

## Intersection

`(<p> |- <q>)` is “the intersection of a vertical line through `p` and a horizontal line through `q`.”

An intersection between a line going up from `(1,0)` and a line going from the origin through `(30:1cm)`.

```
\draw[very thick,orange] (1,0) -- (intersection of 1,0--1,1 and 0,0--30:1cm);
```

## Miscellaneous



## 4.0.2 Coordinate Systems

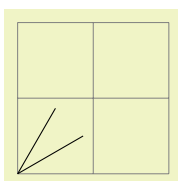
TOC

- canvas
- xyz
- canvas polar
- xyz polar
- barycentric

$$\frac{\alpha_1 \vec{v}_1 + \alpha_2 \vec{v}_2 + \cdots + \alpha_n \vec{v}_n}{\alpha_1 + \alpha_2 + \cdots + \alpha_n}$$

- node
- intersection
- perpendicular

Any **canvas** coordinate system requires explicit dimensions (units) while **xyz** coordinate systems don't.  
e.g.



```
\begin{tikzpicture}
\draw [help lines] (0,0) grid (2,2);

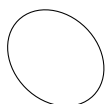
\draw (0,0) -- (canvas polar cs:angle=30,radius=1cm);
\draw (0,0) -- (xyz polar cs:angle=60, radius=1);
\end{tikzpicture}
```

## 4.0.3 Options

line width



rotate



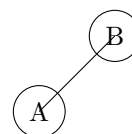
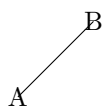
scale

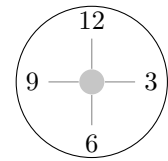
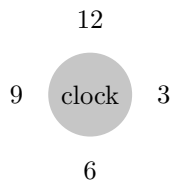


xscale, yscale



## 4.0.4 node





### 4.0.5 Styles

tikzstyle:

- every path
- every node
  - every *<shape>*node
  - every *<part name>*node part
  - every label
  - every pin
  - every pin edge
- every to
- every curve
- every line
- every edge
- every snake
- every matrix
  - every cell
- tree
  - every child
  - every child node
  - level *<number>*
- every plot

When defining tikzstyle, there is no space allowed between the defined style and the definition.

`\tikzstyle arrowstyle=[scale=1]` **Corrected.**

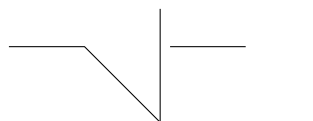
`\tikzstyle arrowstyle = [scale=1]` *Wrong.*

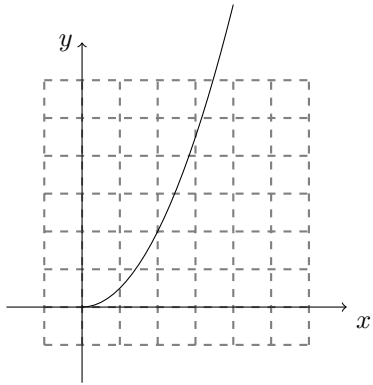
### 4.0.6 plot

#### gnuplot

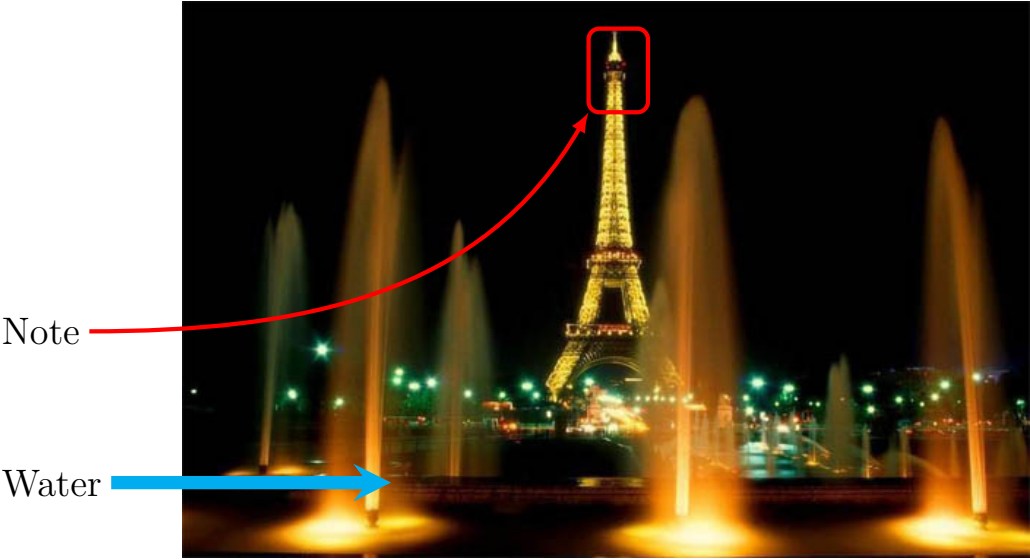
Tikz use *gnuplot* to plot function, so to get right plot, we need to install *gnuplot* firstly. After first complining, we will get a \*.x.gnuplot file, run *gnuplot* against this file, then compile tex file again, we will get wanted plots.

difference between `--plot` and `plot`

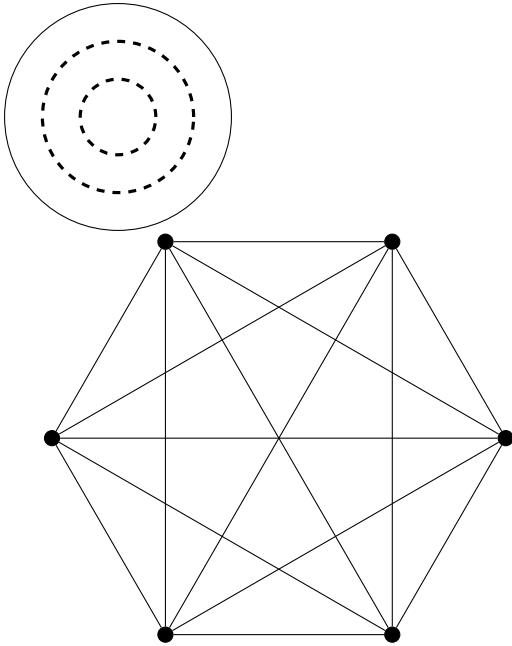




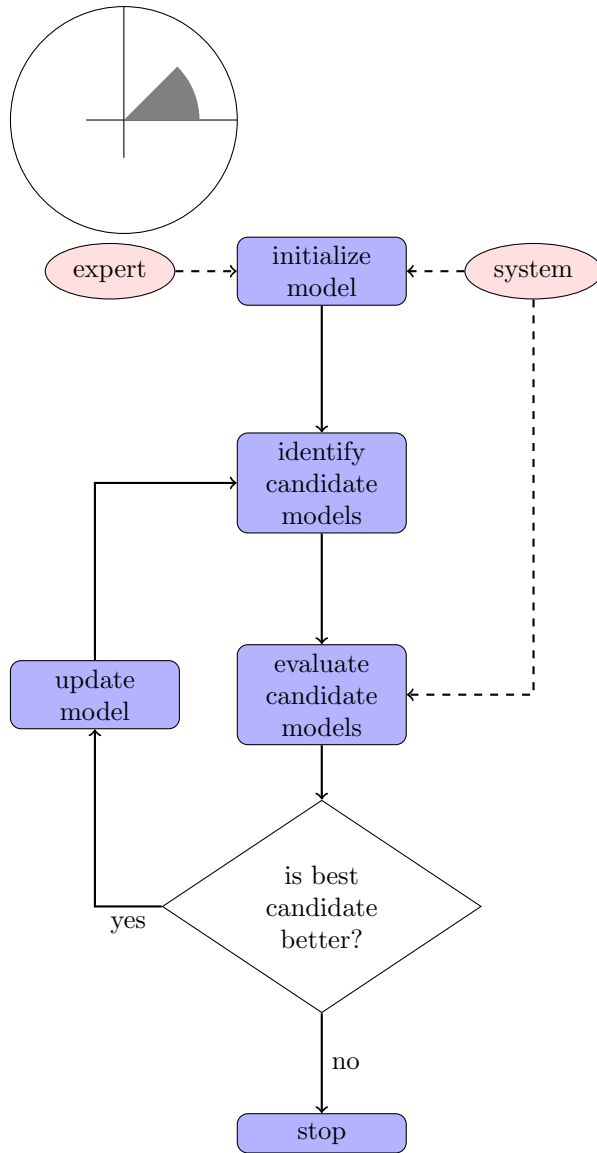
note on plots



4.1 Examples







## Chapter 5

# Customization

### 5.1 Renewcommand

You can modify default command by the command `\renewcommand` to make it fit your personal situation.

```
\renewcommand{\abstractname}{Executive Summary} % Modify the title of your abstract
\renewcommand{\labelitemi}{$\mathbf{\triangleright}$}
\renewcommand{\labelitemii}{\ding{43}}
\renewcommand{\labelitemiii}{\ding{44}}
\renewcommand{\labelitemiv}{\ding{45}}
```

#### 5.1.1 Configuration

##### Color

```
\pagecolor[green!50!black!30] % set page bg color
```

##### Length

```
\setlength{\paperwidth}{48in}
\setlength{\paperheight}{36in}
\setlength{\sepwid}{0.024\paperwidth} % Separation width (white space) between columns
\setlength{\oncolwid}{0.22\paperwidth} % Width of one column
\setlength{\twocolwid}{0.464\paperwidth} % Width of two columns
\setlength{\threecolwid}{0.708\paperwidth} % Width of three columns
\setlength{\topmargin}{-0.5in} % Reduce the top margin size
\addtolength{\voffset}{-2.5cm}
```

### 5.2 New Command

```
\newcommand{\SB}{Stony Brook}
```

Note that if type only `\SB`, then the macro will eat up the following space, producing ugly layout. To avoid that, you have to invoke it with an empty statement after it: `\SB{}`.

The reason behind this is that  $\text{\LaTeX}$  ignores space directly after the macro (which just stop the scanning for the macro's name). You need to break that using either a protected space `\SB\` or an empty statement `{}`. An empty statement is recommended, as using a protected space can generate nasty effects – for example, if that protected space is directly followed by a line break. In that case  $\text{\LaTeX}$  might print two spaces instead. Using an empty statement prevents this.

`\def` command in **plain  $\text{\TeX}$**  also do the work.

```
\def\intwrtx#1{\int_{-\infty}^{+\infty} #1 \, dx}
```

e.g.

$$\int_{-\infty}^{+\infty} f(x) dx.$$

### 5.2.1 New Length

TOC

```
\newlength{\onecolwid}{10cm}
```

or

```
\newlength{\onecolwid}  
\setlength{\onecolwid}{10cm}
```

### 5.2.2 New count

```
\newcount{\opaqueness}
```

### 5.2.3 New dimension

```
\newdimen{\offset}
```

## 5.3 Color

```
\definecolor{mygreen}{rgb}{0,0.6,0}  
\definecolor{mygray}{rgb}{0.5,0.5,0.5}  
\definecolor{mypurple}{rgb}{0.58, 0, 0.82}
```

### 5.3.1 xcolor

```
\colorlet{LightRubinRed}{RubineRed!70!} % xcolor; 70% or the intersity of  
% original RubineRed color. Or you can think of it as a mixture of 70% RubineRed  
% and 30% white.  
\colorlet{mycolor1}{green!10!orange!90!}  
\definecolor{mycolor2}{HTML}{00F9DE} % HTML model, the character A,B,C,D,E and F must
```

The color models that only **xcolor** support are:

- **cm**y cyan, magenta, yellow
- **hsb** hue, saturation, brightness
- **HTML** RRGGBB
- **Gray** Grey scale, a number between 1 and 15.
- **wave** Wave length. Between 363 and 814

## Chapter 6

# Advanced

### 6.1 Style

#### 6.1.1 Page Numbers

How to change the numbering of pages:

```
\seccounter [page]{123}
```

How to remove all page numbers:

```
\pagestyle{empty}[page]{123}
```

#### 6.1.2 Citation

How do I choose the square bracket or superscript style for citations:

#### 6.1.3 Fonts

```
\setmainfont{Times New Roman} % serif fonts, for latin alphabets
\setsansfont{helvetica} % latin non-serif alphabets, usually for titles
\setmonofont{courier} % same-width fonts, usually for code layout
```

```
% Chinese corresponding
\setCJKmainfont{simsun}
\setCJKsansfont{}
\setCJKmonofont{}
```

```
% example: Linux Libertine
\setmainfont{LinLibertine\_R.otf}[
  BoldFont = LinLibertine\_RZ.otf,
  ItalicFont = LinLibertine\_RI.otf,
  BoldItalicFont = LinLibertine\_RZI.otf,
]
```

```
% sans-serif: Linux Biolinum
\setsansfont{LinLibertine\_R.otf}[
  BoldFont = LinBiolinum\_RB.otf,
  ItalicFont = LinBiolinum\_RI.otf,
  BoldItalicFont = LinBiolinum\_RBO.otf,
]
```

```
% typewriter type: Linux Libertine Mono
\setmonofont{LinLibertine\_M.otf}[
  BoldFont = LinBiolinum\_MB.otf,
  ItalicFont = LinBiolinum\_MI.otf,
  BoldItalicFont = LinBiolinum\_MBO.otf,
```

```

]

\setCJKmainfont[
  BoldFont      = Source Han Sans CN Medium,
  ItalicFont     = Adobe Kaiti Std R]
{Source Han Sans CN Light}
\setCJKsansfont[  % same as main
  BoldFont      = Source Han Sans CN Medium,
  ItalicFont     = Adobe Kaiti Std R]
{Source Han Sans CN Light}
\setCJKmonofont[
  BoldFont      = Source Han Sans CN Medium,
  ItalicFont     = Adobe Kaiti Std R]
{Source Han Sans CN Light}

```

## 6.2 Mode

Using mode in  $\LaTeX$  allow one to choose different document class in one tex file, for example:

```

\mode<presentation>{
  some preamble ...
}

\mode<article>{
  preamble for article ...
}

```

Then if you compile a tex file (use the above one as input), then if the documentclass is **beamer**, then mode **presentation** will be used; if the documentclass is *article*, then mode *article* will be choosed.

## 6.3 Adding note using tikz

Freshness is the most important property for food (of course not for dry product ). And a good cooker will always keep food's freshness and even enlarge the freshness using all kinds of methods. If you don't know how to cook a food, then the most obvious and simplest way is to boil it with water, which will sustain most of its freshness.

If one try to use  
spicy to hide a  
other flavor, then  
he must not a  
cooker.

## Chapter 7

# Fantasy in L<sup>A</sup>T<sub>E</sub>X

## 7.1 Display

When you find something abnormal about mathematics (wrong color), check that if there is blank \$\$ pair without anything in it.

## 7.2 Package

Updating package, if you update your texlive, and then encounter some errors that you never met before, then it is the problem of old-packages. Remember to update corresponding packages so that everything work properly. Especially when you install a new system and a new texlive but import old personal configuration.

In L<sup>A</sup>T<sub>E</sub>X, you can load a package many times, but the option list of each package loading must be a subset of the options given at the first loading (exception `fontenc`)

However sometimes packages might be loaded in the document class already, or there are constraints in the package order that prevents the reordering of the packages. Then `\PassOptionsToPackage` helps. It can even be loaded before `\documentclass`. It gives the specified options to the package without loading the package.

Adding the options to the global options can also be a solution, but it is not the best strategy, because also other unrelated packages see that options. Unknown global options are ignored by package, but known are then executed with unintended side effects.

### 7.2.1 physics & imakeidx

If I put package imakeidx before physics, then the compiler will complain something like this:

```
(/usr/share/texlive/texmf-dist/tex/latex/imakeidx/imakeidx.sty
(/usr/share/texlive/texmf-dist/tex/latex/xkeyval/xkeyval.sty
(/usr/share/texlive/texmf-dist/tex/generic/xkeyval/xkeyval.tex
(/usr/share/texlive/texmf-dist/tex/generic/xkeyval/xkvutils.tex)))
(/usr/share/texlive/texmf-dist/tex/latex/tools/multicol.sty))
(/home/weibin/texmf/tex/latex/physics/physics.sty
(/home/weibin/texmf/tex/latex/l3packages/xparse/xparse.sty
(/home/weibin/texmf/tex/latex/l3kernel/expl3.sty
(/home/weibin/texmf/tex/latex/l3kernel/expl3-code.tex
! Missing number, treated as zero.
<to be read again>
```

```
1.23338    }
```

But if I put physics before imakeidx, then no error happen.

## 7.2.2 tikz & graphicx

It looks like **tika** package will load *graphicx* package automatically, so if you load *graphicx* package manually with some options, it will cause problem. For example, if I load them as

```
\usepackage[dvips]{graphicx}
\usepackage{tikz}
```

it will result in:

```
Non-PDF special ignored!
```

On the other hand, if I load them as:

```
\usepackage{tikz}
\usepackage[dvips]{graphicx}
```

We get such error:

```
! LaTeX Error: Option clash for package graphicx.
```

So this should be the conflicts between different options used in loading *graphicx* package. If you load only the **tikz** package, then everything works perfectly.

## 7.2.3 xcolor

**xcolor** option error:

```
! LaTeX Error: Option clash for package xcolor.
```

Package **pgf** also load **xcolor**, so **xcolor** should be loaded before **pgf** or other packages that loads **pgf**.

## 7.3 Environment

### 7.3.1 gathered

No blank line allowed with *gathered* environment, otherwise, it will show error message:

```
! Missing $ inserted.
<inserted text> $
```

## 7.4 Options

### 7.4.1 aligned

In the *aligned* environment, if you begin your equation with **square bracket**, they will not be output normally, because aligned env. is set by the *amsmath* package to scan ahead for a positioning argument such as [t] or [p]. Material that's found there but doesn't meet this format is simply discarded.

The possible solutions are:

- Insert `\relax` before the left square bracket. It will stop the bracket from being interpreted as an argument.
- Insert `{}` before the left square bracket.

## Chapter 8

# Bibliography

Things about citing bibliography.