

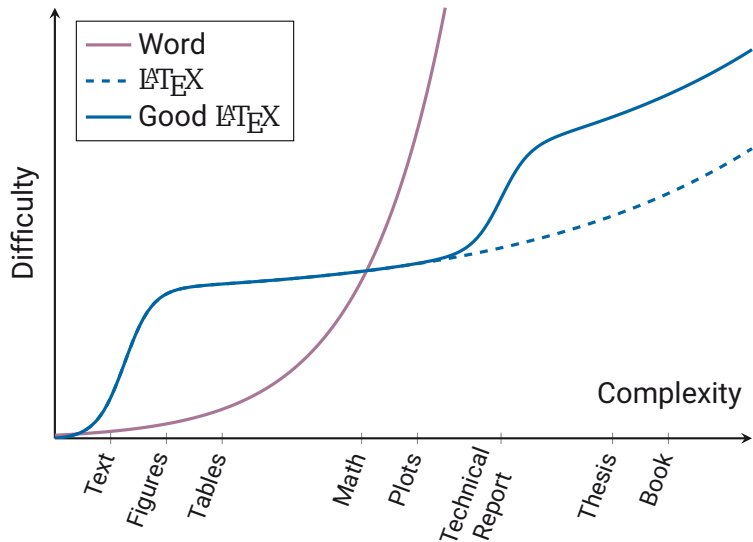
Advanced L^AT_EX 2_ε Workshop

Naoki Pross – np@ohm.ch

OST FHO Campus Rapperswil

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I lied to you ^{sorry}



Goals for today

- Organize your \LaTeX 2_ε code because your last document was an *absolute fucking mess*
- Understand *why the hell* the compiler is complaining
- Consume your precariously short existence trying to learn to draw pictures with a terrible programming language called *TikZ*

Do yourself a favor

Use the International US Keyboard Layout

~	! 1	@ 2	# 3	\$ 4	£ 5	% 6	^ 7	& 8	* 9	(0) 1	+ 2	÷ 3	← Backspace													
Tab ↵	Q	Å	W	Ä	E	É	R	T	Þ	Y	Û	Ü	Í	Í	O	Ó	P	Ö	{	}	[«	»]	\		~
Caps Lock ⬆	A	Å	S	Š	D	Đ	F	G	H	J	K	L	Ø	:	°	"	"	:	¶	'	'	'	'	'	'	↵ Enter	
Shift ⬆	Z	Æ	X	C	¢	V	B	N	Ñ	M	<	Ç	>	?	Shift ⬆												
Ctrl	Win Key	Alt											Alt Gr	Win Key	Menu	Ctrl											

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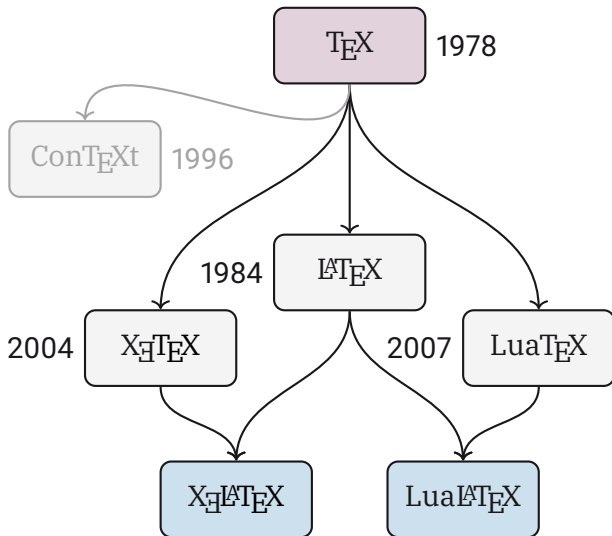
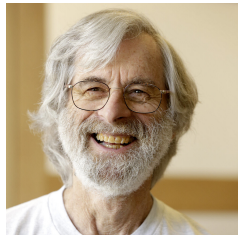
1 Absolute Basics to not ruin the typesetting

2 Packages and classes

3 Why the $\text{T}_{\text{E}}\text{X}$ compiler sucks

4 TikZ ist kein Zeichenprogramm

Please enter the 21th century



A: Use X_EL^AT_EX, it has UTF-8 support! (ä, ü, ô, ...)

Stop putting line breaks everywhere.

Don't

`%% wrong`

```
This is a sentence in the first paragraph. \\
This is another paragraph.
```

Do

```
This is a sentence in the first paragraph.
```

```
This is another paragraph.
```

Use `\\` only in tabular

Don't do manual styling

Don't

I want that `\textbf{this part}` stands out.

There is an *emphasis* macro

Do

I want that `\emph{this part}` stands out.

[Click here](#) if you want to change how `\emph` looks like.

Never manually create headings

Yes, I've seen it done.

Don't

```
% NEVER do this  
\textit{\textsf{My custom heading}} \\[1em]
```

Customize headings

With the titlesec package

```
% in the preamble
\usepackage{titlesec}

\titleformat{\paragraph}[hang]
  {\normalfont\itshape\sffamily}
  {\theparagraph}{1em}{}

% later in the document
\paragraph{My custom heading}
```

KOMA classes have their own customization commands

Stop making ugly tables

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What is a package?

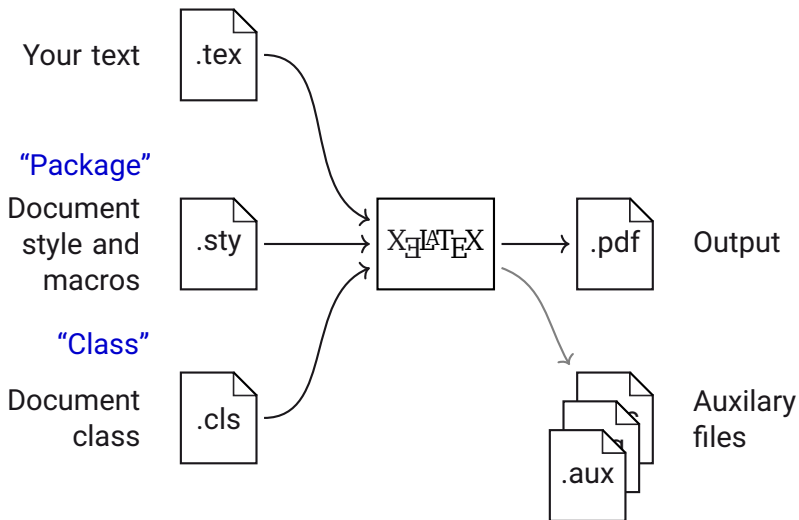


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The root of the problem

Essentially, because D. Knuth is too clever.

DemocracyFTW on HN under 29672872

TeX uses recursive rewrites of the code that is the document to achieve what it does, without properly keeping track of where it is and what it does. There is no technical necessity for doing so, but the technique introduces huge complexity costs. On a somewhat related note, TeX's syntax at its very heart is also not trivial to parse short of executing (compiling) a given document (i.e. TeX's syntax itself is Turing-complete).

Turing completeness of T_EX

Sanity check

Wait, so you're saying that in theory T_EX could compute *anything*? **YES.**

Insane projects

- AVR CPU emulator in T_EX: [avremu](#) package
- BASIC interpreter in T_EX: [BASIX](#) package
- “Mars rover problem” solution in T_EX: [link](#)
- Play reversi against an AI written in T_EX with [reverxi](#)
- Tower of Hanoi problem solution in T_EX: [hanoi](#) package

Let me give you an example

Power tower function

```
\tower[a] % {a}  
\tower[a][b] % {a^{b}}  
\tower[a][b][c] % {a^{b^{c}}}
```

Output

a a^b a^{b^c}

How you think it's done

```
def tower(args):  
    write("{")  
    for a in args:  
        write("%s^{%" % a)  
    write("}" * len(args))
```

Let me give you an example

How it's actually done

```
# txt is like a pointer or iterator
def tower(txt):
    endtower = ""

    def step(t):
        if nextchr(t) == "[":
            endtower += "}"
            write("%s^{" % t + step(nextchr(t)))
        else:
            write(endtower)

    step(txt)
```

Let me give you an example

Easy!

```
\makeatletter
\def\tower{\@ifnextchar[
  {\def\endtower{}\towerstep}
  {}
}
\def\towerstep[#1]{#1%
  \@ifnextchar[
    {\edef\endtower{\endtower\egroup}
     ^\bgroup\towerstep}
    {\endtower}
}
\makeatother
```

What execution (compiling) looks like

Execution flow

- 1 Load file
- 2 Recursively expand macros (in the aux file)
- 3 Something goes wrong
- 4 You're probably deep in a recursion but you don't know because you don't keep a stack
- 5 Print an incomprehensible message about a missing variable or something
- 6 Wait for user input or die

Amazing error messages

Almost as good as C++ template errors

```
) [13] (/var/folders/w1/cmd2jfv1229gcxvtdyfg1vjc0000gn/T/latex-  
build-1457ae9381593aa61ed49d5df3bb1135/advanced.toc) [14] [15]  
build-1457ae9381593aa61ed49d5df3bb1135/advanced.vrb (/Users/npr  
dist/tex/latex/listings/lstlang1.sty)) [16] (/var/folders/w1/cm  
build-1457ae9381593aa61ed49d5df3bb1135/advanced.vrb) [17]  
Runaway argument?  
{\let me give you an example} \begin {block}{Easy!} \begin {lstli  
./advanced.tex:555: Paragraph ended before \beamer@@@checkoldfra  
<to be read again>  
                                \par  
1.555
```

Output written on /var/folders/w1/cmd2jfv1229gcxvtdyfg1vjc0000gn/
build-1457ae9381593aa61ed49d5df3bb1135/advanced.pdf (17 pages).
Transcript written on /var/folders/w1/cmd2jfv1229gcxvtdyfg1vjc0000gn/
build-1457ae9381593aa61ed49d5df3bb1135/advanced.log.

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TikZ = TikZ ist kein Zeichenprogramm

```
\usepackage{tikz}  
\usetikzlibrary{calc, positioning, ...}
```

```
\begin{figure}  
  \centering  
  \begin{tikzpicture}[  
    % global settings / styles  
  ]  
  
    % drawing commands  
  
  \end{tikzpicture}  
  \caption{... \label{fig:...}}  
\end{figure}
```

Basics

- `\coordinate (name)at (x,y);`
- `\node[options] (name)at (x,y){label};`
- `\draw[options] commands;`
- `\fill[options] commands;`

Drawing commands

- Line (A) -- (B)
- Horiz. then vert. line (A) -| (B)
- Vert. then horiz. line (A) |- (B)
- Quadratic Bézier (A).. controls (P)and (Q).. (B)
- Advanced curve (A) to[options] (B)
- Nodes `node[options] (name){label}`
- Shapes (A)rectangle (B), (A)circle (2cm)

Basic example

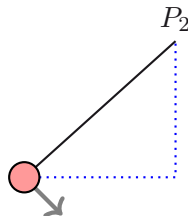
```
\begin{tikzpicture}
  \coordinate (O) at (0,0);
  \coordinate (A) at (2cm,18mm);
  % no units = cm

  \draw[thick] (O) -- (A);
  \draw[thick, dotted, blue]
    (O) -| (A);

  \draw[ultra thick, ->, gray]
    (O) -- ++(5mm, -5mm);

  \fill[thick, draw = black,
    fill = red!40] (O) circle (2mm);

  \node[above] at (A) {\(P_2\)};
\end{tikzpicture}
```



Example with nodes

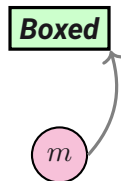
```
\node (A) at (0,0) {A node};

\node[
  rectangle, very thick,
  draw = black, fill = green!20,
  font = \bfseries\slshape,
  % positioning library
  below = 5mm of A,
] (B) {Boxed};

\node[
  circle, thick,
  draw = black, fill = magenta!20,
  below = 1cm of B,
] (C) {\(m\)};

\draw[very thick, gray, ->]
  (C.east) to[bend right] (B.south east)
  ;
```

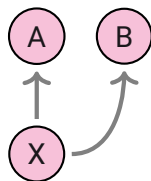
A node



TikZ V: Matrix and scope

```
\matrix (M) [ % node with table of nodes
  row sep = 8mm,
  column sep = 4mm,
  nodes = {
    circle, thick,
    draw = black,
    fill = magenta!30,
    outer sep = 1mm,
  },
] {
  \node (A) {A}; & \node (B) {B}; \\
  \node (X) {X}; & \\
};

\begin{scope}[ultra thick, gray, ->]
  \draw (X) -- (A);
  \draw (X) to[out = 0, in = -90] (B);
\end{scope}
```



THE END

It wasn't worth the time I know, but hey,
at least now you know how to draw pretty pictures