## Latex macros

```
In [1]:
         %latex
         $$
         \newcommand{\x}{\mathbf{x}}}
         \newcommand{\tx}{\tilde{\x}}
         \newcommand{\y}{\mathbf{y}}}
         \newcommand{\b}{\mathbf{b}}}
         \newcommand{\c}{\mathbf{c}}}
         \newcommand{\e}{\mathbf{e}}}
         \newcommand{\z}{\mathbf{z}}}
         \newcommand{\h}{\mathbf{h}}}
         \newcommand{\u}{\mathbf{u}}}
         \newcommand{\v}{\mathbf{v}}}
         \newcommand{\w}{\mathbf{w}}}
         \newcommand{\V}{\mathbf{V}}}
         \newcommand{\W}{\mathbf{W}}}
         \newcommand{\X}{\mathbf{X}}}
         \newcommand{\KL}{\mathbf{KL}}}
         \newcommand{\E}{{\mathbb{E}}}
         \newcommand{\Reals}{{\mathbb{R}}}
         \newcommand{\ip}{\mathbf{{(i)}}}}
         왕
         % Test set
         \newcommand{\xt}{\underline{\x}}
         \newcommand{\yt}{\underline{\y}}
         \newcommand{\Xt}{\underline{\X}}
         \newcommand{\perfm}{\mathcal{P}}}
         % \ll indexes a layer; we can change the actual letter
         \newcommand{\ll}{l}
         \mbox{newcommand}{\lp}{\{(\ll)\}}
         \newcommand{Thetam}{\Theta {-0}}}
         % CNN
         \newcommand{\kernel}{\mathbf{k}}
```

```
\newcommand{\dim}{d}
\newcommand{\idxspatial}{{\text{idx}}}
\newcommand{\summaxact}{\text{max}}
%
%
% RNN
% \tt indexes a time step
\newcommand{\tt}{t}
\newcommand{\tp}{{(\tt)}}
용
%
% LSTM
\newcommand{\g}{\mathbf{g}}}
\newcommand{\remember}{\mathbf{remember}}
\newcommand{\save}{\mathbf{save}}}
\newcommand{\focus}{\mathbf{focus}}}
%
%
% NLP
\newcommand{\Vocab}{\mathbf{V}}}
\newcommand{\v}{\mathbf{v}}}
\newcommand{\offset}{o}
\newcommand{\o}{o}
\newcommand{\Emb}{\mathbf{E}}}
%
\newcommand{\loss}{\mathcal{L}}}
\newcommand{\cost}{\mathcal{L}}}
%
\newcommand{\pdata}{p \text{data}}}
\newcommand{\pmodel}{p \text{model}}
%
% SVM
```

```
\newcommand{\margin}{{\mathbb{m}}}
\newcommand{\lmk}{\boldsymbol{\ell}}
%
% Functions with arguments
\def\xsy#1#2{#1^#2}
\def\rand#1{\tilde{#1}}
\def\randx{\rand{\x}}
\def\randy{\rand{\y}}
\def\trans#1{\dot{#1}}
\def\transx{\trans{\x}}
\def\transy{\trans{\y}}
\def\argmax#1{\underset{#1} {\operatorname{argmax}} }
\def\argmin#1{\underset{#1} {\operatorname{argmin}} }
\def\max#1{\underset{#1} {\operatorname{max}} }
\def\min#1{\underset{#1} {\operatorname{min}} }
\def \pr#1{\mathbf{p}(#1)}
\def\prc#1#2{\mathcal{p}(#1 \; | \; #2)}
\def\cnt#1{\mathcal{count} {#1}}
\def\node#1{\mathbb{#1}}
\def\loc#1{{\text{##} {#1}}}
20
\def\0rder0f#1{\mathcal{0}\left( #1 \right)}
% Reinforcement learning
\newcommand{\Actions}{{\mathcal{A}}}}
\newcommand{\actseq}{A}
\newcommand{\act}{a}
\newcommand{\States}{{\mathcal{S}}}}
\newcommand{\stateseq}{S}
\newcommand{\state}{s}
\newcommand{\Rewards}{{\mathcal{R}}}
\newcommand{\rewseq}{R}
\newcommand{\rew}{r}
```

## Store cell 1 as a macro (need to change line number if above cell is not output 1)

```
In [2]: #% macro _latex_std_ 1
In [3]: # %store -r _latex_std_
```