

LaTeX Snippets Comprehensive Reference

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🔗 Comprehensive guide for mathematical typesetting
Created from original snippet definitions

1 Introduction

This document explains all snippets from your original file with detailed examples. Snippets are organized by functionality and context awareness.

1.1 Context Functions

Context Detection

```
global
function math(context) {
  return context.scopes.findLastIndex(s => s.startsWith("meta.math")) >
    context.scopes.findLastIndex(s => s.startsWith("comment") ||
      s.startsWith("meta.text.normal.tex"));
}
function notmath(context) {
  return context.scopes.findLastIndex(s => s.startsWith("meta.math")) <=
    context.scopes.findLastIndex(s => s.startsWith("comment") ||
      s.startsWith("meta.text.normal.tex"));
}
endglobal
```

These functions automatically detect whether you're in a math environment or regular text.

2 Table Environments

Table Generator

`table<rows> <cols>` - Creates a full table environment

`table3 4` →

```
\begin{table}[H]
  \centering
  \begin{tabular}{c|c|c|c}
    \toprule
    A1 & A2 & A3 & A4 \\ \midrule
    B1 & B2 & B3 & B4 \\
    C1 & C2 & C3 & C4 \\ \bottomrule
  \end{tabular}
  \caption{caption}
  \label{tab:label}
\end{table}
```

3 Matrix & Array Environments

Matrix Generators

- `ary<rows> <cols>` - Math array environment `ary2 3` → $\begin{matrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{matrix}$
- `bmat<rows> <cols>` - Bracket matrix `bmat2 2` → $\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$
- `pmat<rows> <cols>` - Parenthesis matrix `pmat2 2` → $\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}$

4 Greek Letters & Symbols

Greek Letters

Trigger	Output	Trigger	Output
<code>;a</code>	α	<code>;A</code>	
<code>;b</code>	β	<code>;B</code>	
<code>;g</code>	γ	<code>;G</code>	Γ
<code>;d</code>	δ	<code>;D</code>	Δ
<code>;t</code>	θ	<code>;T</code>	Θ
<code>;s</code>	σ	<code>;S</code>	Σ
<code>;p</code>	π	<code>;P</code>	Π
<code>;m</code>	μ	<code>;r</code>	ρ
<code>;z</code>	ζ	<code>;l</code>	λ
<code>;o</code>	ω	<code>;O</code>	Ω
<code>eps</code>	ϵ	<code>veps</code>	ε
<code>ell</code>	ℓ	<code>vt</code>	ϑ
<code>vp</code>	φ	<code>;;p</code>	ϕ
<code>;;;p</code>	ψ	<code>;;;P</code>	Ψ

Mathematical Symbols

Trigger	Output	Trigger	Output
<code>>=</code>	\geq	<code><=</code>	\leq
<code>!=</code>	\neq		\approx
<code>-></code>	\rightarrow	<code>=></code>	\Rightarrow
<code>:=</code>	\coloneqq	<code>=:</code>	\equiv
<code><></code>	$\langle \rangle$	<code>in</code>	\in
<code>nin</code>	\notin	<code>subset</code>	\subset
<code>subsepeq</code>	\subseteq	<code>supset</code>	\supset
<code>cup</code>	\cup	<code>cap</code>	\cap
<code>circ</code>	\circ	<code>times</code>	\times
<code>oplus</code>	\oplus	<code>otimes</code>	\otimes
<code>sum</code>	\sum	<code>prod</code>	\prod
<code>int</code>	\int	<code>partial</code>	∂
<code>infty</code>	∞	<code>nabla</code>	∇
<code>forall</code>	\forall	<code>exists</code>	\exists
<code>ldots</code>	\dots	<code>cdots</code>	\cdots
<code>varnothing</code>	\emptyset	<code>therefore</code>	\therefore

5 Formatting & Operators

Formatting Tools

- `//` - Fraction: `a//b` $\rightarrow \frac{a}{b}$
- `sq` - Square root: `sqx` $\rightarrow \sqrt{x}$
- `hat` - Hat: `hatx` $\rightarrow \hat{x}$
- `bar` - Bar: `barx` $\rightarrow \bar{x}$
- `vec` - Vector: `vecv` $\rightarrow \vec{v}$
- `mathbf` - Bold: `mathbfx` $\rightarrow \mathbf{x}$
- `bm` - Bold math: `bm x` $\rightarrow \boldsymbol{x}$
- `mathcal` - Calligraphic: `Xcal` $\rightarrow \mathcal{X}$
- `mathscr` - Script: `Sscr` $\rightarrow \mathscr{S}$
- `mathfrak` - Fraktur: `gfk` $\rightarrow \mathfrak{g}$

Advanced Operators

- `dint` - Definite integral: `dint` $\rightarrow \int_{-\infty}^{\infty} dx$
- `lim` - Limit: `lim` $\rightarrow \lim_{n \rightarrow \infty}$
- `Pr` - Probability: `Pr` $\rightarrow \Pr$
- `mean` - Expectation: `mean` $\rightarrow \mathbb{E}$
- `Var` - Variance: `Var` $\rightarrow \text{Var}$
- `Cov` - Covariance: `Cov` $\rightarrow \text{Cov}$

6 Text Mode Snippets

Text Specific

- `%--` - Separator line: `%--` → $\%$
- `wrt` - With respect to: `wrt` → w.r.t.
- `iid` - Independent identical: `iid` → i.i.d.
- `wp` - With probability: `wp` → w.p.
- `fig` - Figure environment
- `rmk` - Remark environment
- `dfn` - Definition environment
- `qed` - QED symbol: ■

7 Advanced Structures

Complex Structures

- `split` - Split equations: `split` →

$$\begin{array}{l} a \&= b \\ \&= c \end{array}$$
- `cases` - Cases environment: `cases` → $\begin{cases} a & \text{if } b \\ c & \text{otherwise} \end{cases}$
- `opmin` - Minimization problem: `opmin` →

$$\begin{array}{l} \min c^T x \\ Ax = b \\ x \geq 0 \end{array}$$

- `opPD` - Primal-dual problem:

```
\begin{alignedat}{5}
\min~ & c^{\top}x \&\& \max~ & y^{\top}b \&\& \\
& Ax = b \&\& y^{\top}A \leq c^{\top} \&\& \\
& x \geq 0 \&\& & & \\
\end{alignedat}
```

8 Smart Features

Intelligent Behaviors

- **Automatic context detection:** Snippets know if you're in math/text
- **Smart fractions:** $(a+b)/c \rightarrow \frac{a+b}{c}$
- **Auto-subscripts:** $x_{ij} \rightarrow x_{ij}$
- **Auto-superscripts:** $x^2 \rightarrow x^2$
- **Vector completion:** $\vec{v}, \rightarrow \vec{v}$
- **Prime completion:** $f' \rightarrow f'$
- **Operator detection:** $\sin \rightarrow \sin$

9 Complete Reference Table

Snippet	Description
%--	Full-width separator line
wrt	With respect to (w.r.t.)
iid	Independent and identically distributed (i.i.d.)
wp	With probability (w.p.)
opn	Operator name (\operatorname)
fm	Inline math ()
dm	Display math environment
<>	Angle brackets (<>)
lr,	Auto-scaled angle brackets
lrd	Auto-scaled parentheses
{}	Curly braces
lra	Auto-scaled curly braces
lrq	Auto-scaled square brackets
ceil	Ceiling function
Ceil	Auto-scaled ceiling
flr	Floor function
Flr	Auto-scaled floor
abs	Absolute value
Abs	Auto-scaled absolute value
norm	Norm
Norm	Auto-scaled norm
scup	Disjoint union
cup	Union
Cup	Big union
cap	Intersection
Cap	Big intersection
Conj	Conjunction
Disj	Disjunction
sub	Subset
nsup	Not subset
sube	Subset or equal
subn	Proper subset
sup	Superset
nsup	Not superset
supe	Superset or equal
supn	Proper superset

<code>nlim</code>	No limits
<code>lim</code>	Limit
<code>lsup</code>	Limit superior
<code>linf</code>	Limit inferior
<code>prd</code>	Product
<code>Prd</code>	Big product
<code>copr</code>	Coproduct
<code>pt</code>	Partial differential
<code>pdif</code>	Partial derivative
<code>dif</code>	Derivative
<code>sq</code>	Square root
<code>oo</code>	Infinity
<code>^oo</code>	Superscript infinity
<code>EE</code>	Existential quantifier
<code>AA</code>	Universal quantifier
<code>o+</code>	Circle plus
<code>o.</code>	Circle dot
<code>.x</code>	Times
<code>inv</code>	Inverse
<code>tp</code>	Transpose
<code>prp</code>	Perpendicular
<code>cp</code>	Complement
<code>qs</code>	Square
<code>!></code>	Mapsto
<code>dint</code>	Definite integral
<code>not</code>	Logical not
<code>'</code>	Prime
<code>--</code>	Set minus
<code>rm</code>	Roman text
<code>st</code>	Star
<code>**</code>	Asterisk
<code>^.</code>	Dot accent
<code>dot</code>	Double dot
<code>>></code>	Much greater
<code><<</code>	Much less
<code>spt</code>	Support
<code>sim</code>	Similar to
<code>apx</code>	Approximately
<code>bin</code>	Binomial
<code>ems</code>	Empty set
<code>emph</code>	Emphasis
<code>beg</code>	Begin environment
<code>idd</code>	Identity
<code>quo</code>	Quotient
<code>at</code>	Evaluation bar
<code>atf</code>	Autoreference
<code>hpr</code>	Hyperreference
<code>lbl</code>	Label
<code>vph</code>	Vertical phantom
<code>hom</code>	Homomorphism
<code>Obj</code>	Object
<code>mor</code>	Morphism
<code>~</code>	Underset
<code>^^</code>	Overset
<code>fk</code>	Fraktur
<code>tg</code>	Triangle