Mini-workshop LATEX and Git

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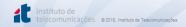


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Introduction to LATEX





Intro

Initial notions

- · What is it?
 - A document preparation system for high-quality typesetting.
- \cdot It has some advantages when compared to Office platforms:
 - Free.
 - Easy reference and citation management.
 - Potent mathematical writing.
 - Very commonly used in science and engineering.
 - It's as cross-platform as you can get.

Initial notions

- · What is needed for it to work?
 - A TEX distribution (MiKTeX, MacTex, etc).
 - Some text editor: Texmaker, TeXworks, TeXShop, Overleaf and Sharelatex (online editor).
- · What is handy to have?
 - Citation manager (Mendeley, Bibdesk or other).
 - A decent PDF reader (Foxit Reader, Adobe Acrobat or other).
- · Whenever you have any doubts, Google en.wikibooks.org/wiki/LaTeX.

Special characters

 \cdot These characters will not work properly if written directly.

#	Defines arguments
\$	Start math mode
^	Starts superscript
_	Starts subscript
%	Makes rest of line commented
{}	Defines an isolated set of characters
\	Defines a command

What is a command

· A command has the following structure:

```
\verb|\commandname| [option1, option2]| \{argument1\} \{argument2\}
```

· Examples:

```
\documentclass[11pt]{report}
\usepackage<mark>[utf8x]</mark>{inputenc}
```

• The \usepackage command includes packages in the document, these packages give meaning to a few commands. Example:

\usepackage{amsmath} allows for equation writing.

What is an environment

```
\begin{environment}
...ambient content...
\end{environment}
```

· There is plenty of code that only functions inside a specific environment. Example:

```
\begin{document}
...document content...
\end{document}
```

How to start a document



Offline LATEX compilation

- \cdot The code to be compiled should be in a .tex file.
- · Compilation can be done with a .tex editor or in the command line.



· When using an offline compiler, save the .tex file and run the compiler inside a folder, LATEX generates a bunch of support files.

Offline LATEX compilation

· This is what a LATEX code looks like.

```
documentclass{report}
    \usepackage[utf8]{inputenc}

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    \usepackage[utf8]{inputenc}

    \usepackage[utf8]{inputenc}
```

· Compilation usually returns a .pdf file.

Isto é um documento com uma linha de texto.

Simple text editing



bold, italics, underline, colourful

- ► \textbf{Bold text}
- ► \textit{Italicised text}
- ► \underline{Underlined text}
- - ► Colour names can be found here→en.wikibooks.org/wiki/LaTeX/Colors.

Paragraphs, line breaks and sections

- $\cdot \setminus \setminus$ Breaks the line, doesn't start a new paragraph.
- \cdot \par Breaks the line and starts a new paragraph.
- $\cdot \ \ \backslash chapter\{Chapter\ name\}\ Starts\ a\ chapter.$
- \section{Section name} Starts a section. \subsection{Subsection name}, \subsubsection{Subsubsection name}
- \cdot All of these are numbered, writting a * before the $\{\}$ suppresses this.

Titles, authors and tables of contents

- · All of these can be generated automatically by LATEX, their appearance depends on the template.
- · In this case, you need to give LATEX the necessary information, in the preamble write:
 - \title{Title}
 - \author{Author or Authors}
 - \date{Date}
- For the title to appear you need to use the\maketitle command, usually right after: \begin{document}
- · You may be given a template where the title is defined explicitly, in that case just alter the corresponding text.
- · To generate the index just write the command \tableofcontents, usually right after the \maketitle.

Changing the language of the document

· Some compilers have a spell checker, set it to the language you are using.

 The language of the document can be changed with the babel package.

```
\documentclass{report}
        usepackage[utf8]{inputenc}
        \usepackage[portuguese]{babel}
        \title{Isto é um título}
        \author{Eu escrevi isto}
        \date[\today]
9
10
11
12
        \begin{document}
        \maketitle
        tableofcontents
       \chapter{Isto é um capítulo}
13
        \section{Isto começa uma secção}
14
15
        \subsection*{Esta subsecção não é numerada}
       Isto é um documento com uma linha de texto.
16
        \chapter{Isto é outro capítulo}
        \end{document}
```

Making tables



Tables - the hard way

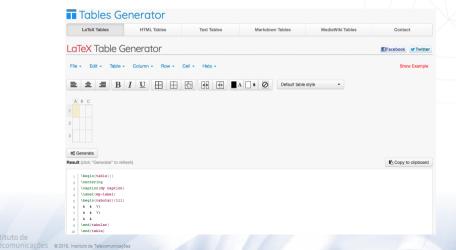
- · You need to use the {table} environment.
- · You need to use the {tabular} environment.
- You need to set the column alignment and if you want to have vertical lines between them.
- · You have to set the horizontal lines you want.

```
\begin{table}[]
\begin{tabular}{c|cl}
cell1 & cell2 & cell3 \\ \hline
cell4 & cell5 & cell6
\end{tabular}
\end{table}
```

· You can declare merged cells, partial horizontal and vertical lines, this easily becomes way too complex.

Tables - the easy way

· Use this website www.tablesgenerator.com.



What are *floats*?

- You may have noticed a blank space in the previous code.
- With the information inside the [], LATEX decides where it will draw the table.

```
\begin{table}[]
    \centering
    \caption{My caption}
    \label{my-label}
    \begin{tabular}{lll}
    \end{tabular}
    \end{table}
10
```

Types of *float*

- · There are multiple types of *floats*:
 - H Draws the *float* exactly where it is declared, may deform the text.
 - h Draws the *float* close to where it is declared, this avoids deforming the text.
 - t Draws the float at the top of the page in which it is declared.
 - b Draws the *float* at the bottom of the page in which it is declared.
 - p Draws the float in a page restricted to *floats*.
- · The {figure} environment also uses floats *floats*.
- Use the package {float}

Figures and images



How to declare an image

- · Use the {graphicx} package.
- · Images need to be inside a folder where LATEX knows it should look.

$\verb|\graphicspath|{ \{pathtofolder1\}\{pathtofolder2\} }|$

· Images should be declared inside the {figure} environment.

```
\begin{figure}[float]
\centering
\includegraphics[figure alterations]{imagename}
\end{figure}
```

- · PNG, JPG, PDF are all acepted. Other file types are as well, check google in case of doubts.
- Multiple properties can be altered, check
 en.wikibooks.org/wiki/LaTeX/Importing_Graphics

Lists and enumerations



How to make a list

- · The {itemize} environment generates unnumbered lists.
- \cdot The {enumerate} environment generates numbered lists.
- · Nested lists are very much possible.
- · Items are identified by the \item command.

```
\begin{itemize}
\item First item of the unnumbered list
\begin{enumerate}
\item First item of the numbered sublist
\item Second item of the numbered sublist
\end{enumerate}
\item Second item of the unnumbered list
\end{itemize}
```



Equations and other math topics

Math environments

- · Use the {amsmath} package.
- \$equation\$ generates an inline equation, can be included in the middle of a sentence.
- \$\$equation\$\$ generates a separated, centred equation.
- The {equation} environment generates numbered equations, this is the best option.

```
\begin{equation}
equation
\end{equation}
```

· A blank line inside a math environment causes a compilation error!

Greek letters and other special symbols

- · You need to use the letter names in english.
 - \alpha writes α .
 - \beta writes β .
 - etc
- \cdot There are arrows and mathematical symbols
 - \rightarrow writes \rightarrow .
 - \setminus simeq writes \simeq .
 - etc
- · All of these symbols can only be used in a math environment.
- · Check the list here en.wikibooks.org/wiki/LaTeX/Mathematics

Fractions, parentheses and square roots

· Inside a math environment, it's declared as:

```
\frac{numerator}{denominator}
```

· You can have a parentheses with necessary size to envelop the fraction:

```
\left(\frac{numerator}{denominator}\right)
```

- \cdot This method for parentheses works with [, { e ".".
- · Using \left.something\right) causes only the right parenthesis to be drawn.
- · Having a mismatched number of \left or \right causes a compilation error!
- · Roots envelop the whole radicand:

```
\sqrt[index]{radicand}
```

Superscripts, subscripts, vectors and accents

· The symbol puts things in superscript, this is how you write powers.

$$basis\{exponent\} \Rightarrow basis^{exponent}$$

 \cdot The $_$ symbol puts things in subscript, this is how you write indices.

$$\mathsf{basis}_{\text{-}}\{\mathsf{subscript}\} \Rightarrow \mathsf{basis}_{\mathsf{subscript}}$$

· Vectors are declared by the $\vec{\{\}}$ command.

· For more, see en.wikibooks.org/wiki/LaTeX/Mathematics

Referencing content



What is a reference?

- \cdot To call, by a number, some equation, figure or table.
- · There are 3 different commands for this:
 - \label{identificationtext}
 - $\mathbf{ref}\{identificationtext\}$
 - \eqref{equationidentificationtext}
- · You can call the reference before and after it appears in the text.
- · LATEX deals with the pesky problem of numbering.

Referencing equations

· Just add a label to the equation:

```
\begin{equation}\label{labeltext}
equation content
\end{equation}
```

· You then call the reference with the \eqref command:

"As demonstrated in relation \eqref{labeltext}..."

• This command is made especially for equations, the reference appears between parenthesis.

Referenciar tabelas e figuras

- · The figure/table needs to have a caption.
- · Just add a label to the figure/table.

```
\begin{table}[]
\caption{legend}
\label{labeltext}
\begin{tabular}{c|cl}
Table content...
\end{tabular}
\end{tabular}
```

- · You then call the reference with the \ref command.
- \cdot Usually, table captions are placed above the table.

Referenciar tabelas e figuras

- · The figure/table needs to have a caption.
- · Just add a label to the figure/table.

```
\begin{figure}[float]
\centering
\includegraphics[...]{imagename}
\caption{legend}
\label{labeltext}
\end{figure}
```

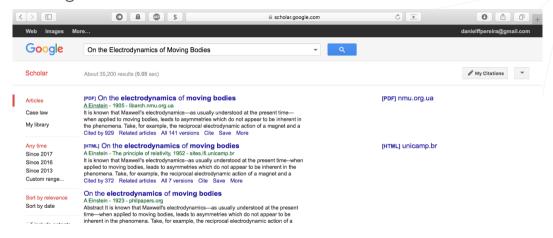
· You then call the reference with the \ref command.

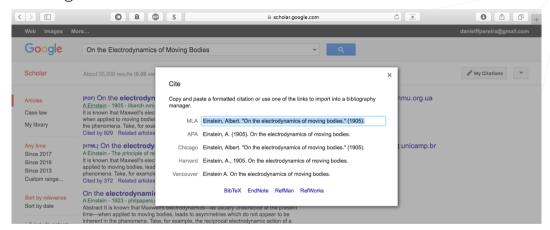
Bibliographies and citations

How to make a bibliography

- · Easiest way is to have a .bib file.
- This file can be made by hand or with a reference management software (Mendeley, Bibdesk or other).
- · I'll show you how to do it by hand.
- · Generate a .bib file, somehow, by changing the extension of a .txt created with notepad, for example.
- \cdot Go get the reference text and copy it into the .bib file.









Understanding the citation text

```
@article{einstein1905electrodynamics.
  title={On the electrodynamics of moving bodies},
  author={Einstein, Albert}.
  year = \{1905\}
   · Different publications want different formats.
@typeofsource{citetext,
  title={Source title}.
  author={Authors},
  year={Publication year}
```

How to insert the bibliography in the document

· After preparing a .bib file, you need to feed it to LATEX.

\bibliography{bibliography}

 There are different styles of bibliographies, they change the way things are presented.

\bibliographystyle{plain}

· By default, LATEXonly includes cited sources in the bibliography, if you want uncited sources to be included, use the code:

```
\nocite{*}
```

How to cite a source

- After having included the bibliography in the document, this is cited with the \cite{citetext} command.
- \cdot If you wish to cite multiple sources at the same time, do:

\cite{citetext1,citetext2,citetext3,...}

· For more, see en.wikibooks.org/wiki/LaTeX/Bibliography_Management

This concludes the LATEX mini-workshop

Introduction to Git





Intro

Initial notions

- · What is it?
 - A database control and sharing system.
- · GitHub is a very popular option, it's free and open. Create an account on GitHub.
- · You need to install the git distribution.
 - Windows: gitforwindows.org
 - Mac: sourceforge.net/projects/git-osx-installer/files/
 - Linux: run the following code in the console (this should work for most distros)

sudo apt-get update sudo apt-get install git

- · You should use a Git client:
 - GitKraken: www.gitkraken.com/git-client
 - GitHub Desktop: desktop.github.com

What is a repository

- · A repository is a data structure that:
 - Stores a set of files and/or a directory structure.
 - A historical record of the changes to those files.
- \cdot The main repository lives somewhere in a server.
- · You can **clone** a copy of the repository to your PC.
- Changes are made locally to the cloned repository can be made permanent by committing to it.
- · Changes can then be **pushed** to the external repository.
- · If you are working on another computer, you can then **pull** the changes from the external repository.

Forking repositories



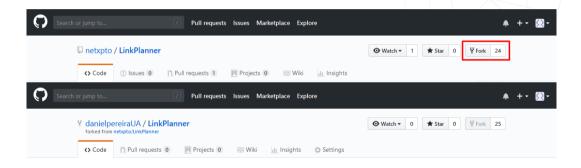
What the fork?

- · A fork is a copy of another repository.
- · In the GitHub website, navigate to the repository you want to fork.



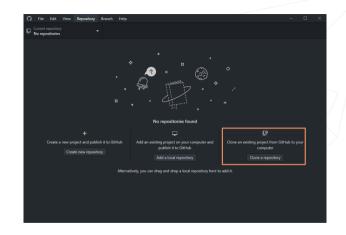
How to fork a repository

- · A fork is a copy of another repository.
- · In the GitHub website, navigate to the repository you want to fork.



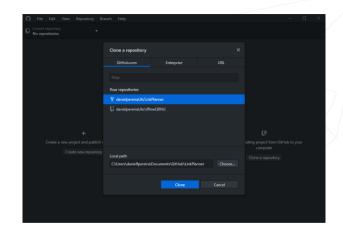
How to clone your fork

- This is not the only way to do it, but it is the easiest.
- In the GitHub Desktop app, choose to clone a repository.



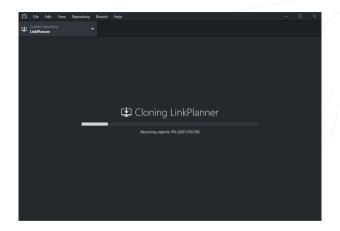
How to clone your fork

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- In the GitHub Desktop app, choose to clone a repository.



How to clone your fork

- This is not the only way to do it, but it is the easiest.
- In the GitHub Desktop app, choose to clone a repository.
- Then you just have wait while it downloads, may take a while.



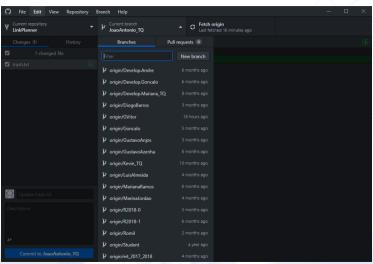
Working inside your fork



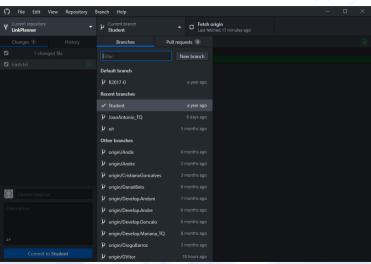
Branches

- · What is a branch?
 - You can see it as a split of a repository inside it.
 - While a fork is to another account, a branch remains in the same account.
 - Allows code to be tested before it is included in the main branch.
- · You won't have to worry about branches much in this class, only that you work on the branch allotted to you.

Branches



Branches



- Alterations made on your clone (that lives on your computer) can be made "official" by committing to them.
- You can discard changes by checking out the version of the latest commit. You can even check out a version of a file from any previous commit.
- The alterations you make this way are local to your machine, you need to push them to your "cloud" repository.
- If you wish to work on your repository on another machine, you will need to pull the latest version from the "cloud" repository.

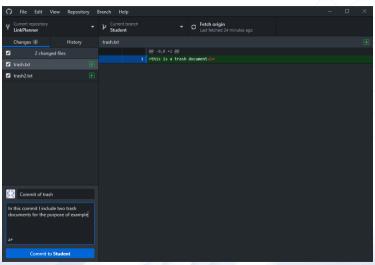
Non-committed alterations

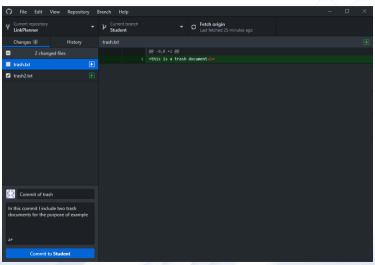
• Last commit

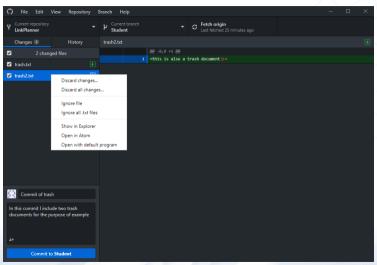
Yesterday's commit

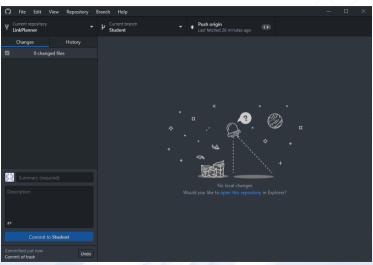
Last week's commit

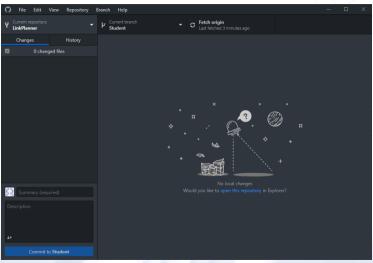


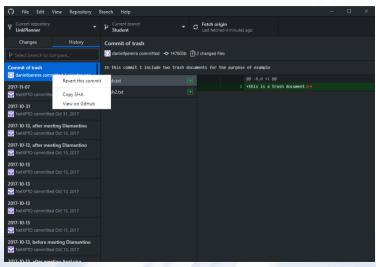






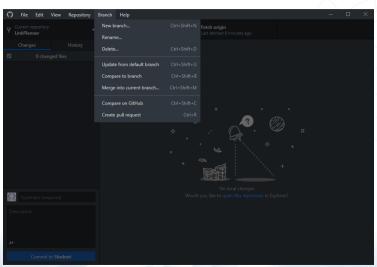


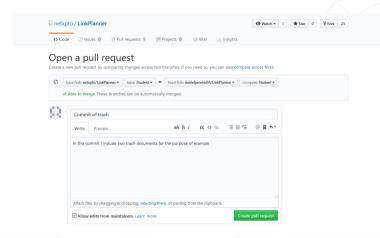




Communicating between forks

- · The alterations you made and pushed to your account only live in your fork.
- · If you want to share them with someone else (for example the owner of the original repository) you need to open a pull request.



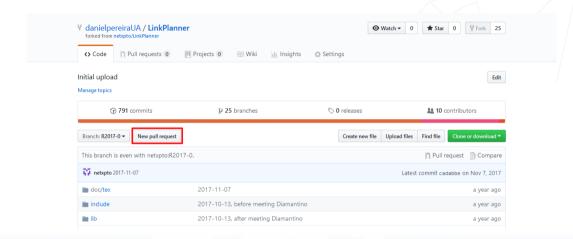


- · The alterations you made and pushed to your account only live in your fork.
- · If you want to share them with someone else (for example the owner of the original repository) you need to open a pull request.
- The owner of the repository you are requesting the pull to needs to approve it before it actually happens.

- · The alterations you made and pushed to your account only live in your fork.
- · If you want to share them with another fork of the same repository (for example original repository) you need to open a pull request.
- The owner of the repository you are requesting the pull to needs to approve it before it actually happens.
- · Now say you want to update your fork from another fork of the same repository (for example, from the original repository).
- · You do the reverse of what you did previously.
- · Create a pull request from the fork you want to pull from into your fork.



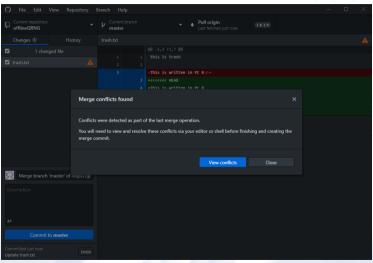


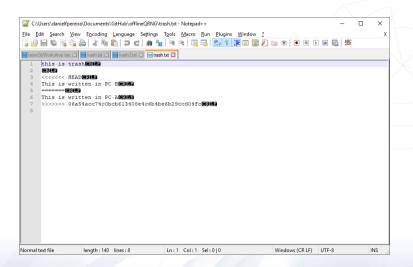


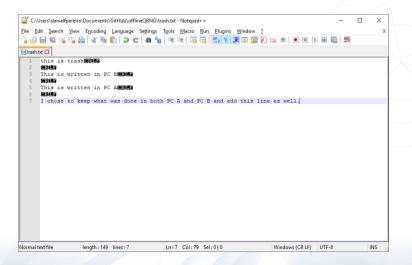
What if things go wrong?

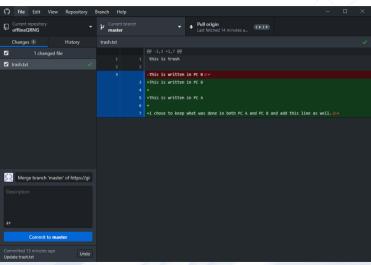


- · A conflict arises when:
 - Change a file on PC A, push it to the cloud.
 - Change the same file on PC B before pulling the changes made on PC A.
 - When you then try to pull/push the changes made on PC A/B, you will have a conflict.
- Git knows you made changes on both machines, it evens know what changes you made in which.
- · It needs you to tell it what changes to accept and what changes to discard.
- · This is called merging.





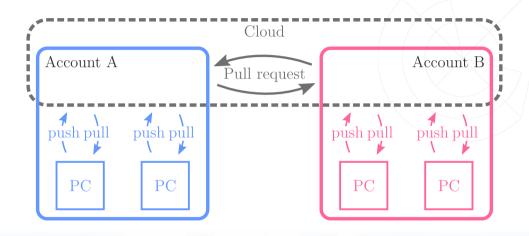




Summary



Topology of communications



This concludes the Git mini-workshop

The end!

