Chapter 1

Math!

1.1 The basics

This is math mode: x = 2. This is also math mode x = 3. Display mode is blow

$$x = 2$$

or

$$x = 3$$

Fraction: $\frac{1}{2}$.

Super and subscripts: $e_{subscript}^{superscript}$

1.2 Different environments

$$A = 2$$

$$= 3x (1.1)$$

For longer equations

$$p(x) = 3x^6 + 14x^5y + 590x^4y^2 + 19x^3y^3 - 12x^2y^4 - 12xy^5 + 2y^6 - a^3b^3$$

To align equations

$$2x - 5y = 8$$
$$3x + 9y = -12$$

If you just want a few centered equations

$$2x - 5y = 8$$
$$3x^2 + 9y = 3a + c$$

1.3 keywords

All trig functions

 $\max, \min, \ker, \exp, \deg, \gcd, \lg, \ln, \Pr, \sup, \det, \hom, \lim, \log, \arg$

This is now OOGLABOOGLA $_2=2$

$$a BOB b = 3$$

 $a\ ISSMALLERTHAN\ b$

1.4 large operators

$$\int_{1}$$

 $\begin{vmatrix} 1 \\ 0 \end{vmatrix}$

$$\sum_{i=1}^{\infty}$$

$$\prod_{i=1}^{n}$$

$$\bigcup_{i=1}^{n}$$

$$\bigcap_{i=1}^n$$

$$\int_{1}^{r}$$

$$\prod_{i=1}^{n}$$

1.5 matrices

inline matrix $\begin{array}{cc} a & b \\ c & d \end{array}$ plain matrix

$$\begin{array}{cccc} a & b & c \\ d & e & f \end{array}$$

round matrix

$$\begin{pmatrix} a & b & c \\ d & e & f \end{pmatrix}$$

square matrix (most common)

$$\begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix}$$

curly matrix

piped matrix

$$\begin{vmatrix} a & b & c \\ d & e & f \end{vmatrix}$$

double piped matrix

$$\begin{vmatrix} a & b & c \\ d & e & f \end{vmatrix}$$

piecewise expression

$$\begin{cases} x^2 + 2 & x = 3\\ 3 & x \neq 3 \end{cases}$$

1.6 Equivalence relations

$$x \not \leq 2$$

$$x \stackrel{a}{=} z$$

1.7 Brackets and stuff

 $(a)[a]\{a\}\langle a\rangle |a|\|a\|$

Manual sizing

For dynamic sizing



Asymmetrical dynamically sized bracket

$$\left(\int_{a}^{b}$$

1.8 spacing

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

c d

1.9 Display styles

$$\int_{a}^{b} x dx = 2$$

$$\int_{a}^{b} x dx = 2$$

$$f(x) = 2$$

$$f(x) = 2$$

1.10 fonts

$$3x^{2} = 3 + 3$$

 $3x^{2} = 3 + 3$
 $3x^{2} = 3 + 3$

1.11 Proofs and Theorems

Theorem title 1.11.1. This is a test of what the theorem environment is capable of

proof title 1.11.1.1. Testing again! \square

Remark title. test test