

A quick guide to L^AT_EX

TEMPLATES

University Templates: [DTU](#), [AAU](#), [KU](#)

B, I, U

- Use `\textbf` for **boldfaced text**.
- Use `\textit` for *italic text*.
- Use `\underline` for underlined text.

SECTIONS AND NEW LINES

- Divide your document into sections using `\section{}`, `\subsection{}` and `\subsubsection{}`.
- Show table of contents with `\tableofcontents`.
- L^AT_EX ignores extra spaces and new lines.
- Use `\par` or two line breaks to create a new paragraph.
- Use `\\` to create a new line (but not create a new paragraph).
- Use `\noindent` to prevent a paragraph from indenting.

IMAGES

Upload images to Overleaf and use `\begin{figure}...`:

```
\begin{figure}[h]
\centering
\includegraphics[width=0.7\linewidth]{image.png}
\caption{How to upload an image}
\end{figure}
```

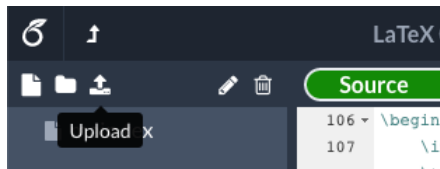


Figure 1: How to upload an image

MATH

Writing math

- Use `$` for writing **inline** math.
e.g. `$ \sum_{n=1}^{\infty} \frac{1}{n} \sin(n) $`
yields $\sum_{n=1}^{\infty} \frac{1}{n} \sin(n)$.
- Use `\[` and `\]` for writing **unnumbered display** math.
e.g. `\[\sum_{n=1}^{\infty} \frac{1}{n} \sin(n) \]`
yields

$$\sum_{n=1}^{\infty} \frac{1}{n} \sin(n)$$

- Use `\begin{gather}` and `\end{gather}` for writing **numbered display** math. **Note:** `gather` requires the `ams`-packages. See Packages section on next page.
e.g. `\begin{gather} \cos(0) = 1 \end{gather}` yields

$$\cos(0) = 1 \quad (1)$$

Elementary functions

<i>description</i>	<i>command</i>	<i>output</i>
natural log	<code>\ln(x)</code>	$\ln(x)$
logarithms	<code>\log_{a}{b}</code>	$\log_a b$
exponential function	<code>e^x=\exp(x)</code>	$e^x = \exp(x)$
sine	<code>\sin</code>	\sin
cosine	<code>\cos</code>	\cos
tangent	<code>\tan</code>	\tan
cotangent	<code>\cot</code>	\cot
secant	<code>\sec</code>	\sec
cosecant	<code>\csc</code>	\csc
inverse sine	<code>\arcsin</code>	\arcsin
inverse cosine	<code>\arccos</code>	\arccos
inverse tangent	<code>\arctan</code>	\arctan

Basic symbols

<i>description</i>	<i>command</i>	<i>output</i>
multiplication (dot)	<code>\cdot</code>	\cdot
multiplication (times)	<code>\times</code>	\times
fraction	<code>\frac{a}{b}</code>	$\frac{a}{b}$
square root	<code>\sqrt{x}</code>	\sqrt{x}
exponentiation	<code>a^b</code>	a^b
subscript	<code>a_b</code>	a_b
plus/minus	<code>\pm</code>	\pm
not equal	<code>\neq</code>	\neq
less than or equal to	<code>\leq</code>	\leq
greater than or equal to	<code>\geq</code>	\geq
approximately equal to	<code>\approx</code>	\approx
infinity	<code>\infty</code>	∞
dots	<code>1,2,3,\ldots</code>	$1, 2, 3, \dots$
dots	<code>1+2+3+\cdots</code>	$1 + 2 + 3 + \dots$
<i>n</i> th root	<code>\sqrt[n]{x}</code>	$\sqrt[n]{x}$
absolute value	<code> x </code>	$ x $
number sets	<code>\mathbb{R}</code>	\mathbb{R}

Calculus

<i>description</i>	<i>command</i>	<i>output</i>
derivative	<code>\frac{df}{dx}</code>	$\frac{df}{dx}$
derivative	<code>f'</code>	f'
partial derivative	<code>\frac{\partial f}{\partial x}</code>	$\frac{\partial f}{\partial x}$
integral	<code>\int_a^b dx</code>	$\int_a^b dx$
limits	<code>\lim_{x \rightarrow \infty}</code>	$\lim_{x \rightarrow \infty}$
summation	<code>\sum_{n=1}^{\infty} a_n</code>	$\sum_{n=1}^{\infty} a_n$
product	<code>\prod_{n=1}^{\infty} a_n</code>	$\prod_{n=1}^{\infty} a_n$

Delimiters (parentheses)

<i>description</i>	<i>command</i>	<i>output</i>
parentheses	<code>(x)</code>	(x)
brackets	<code>[x]</code>	$[x]$
curly braces	<code>\{x\}</code>	$\{x\}$

`\right` and `\left` makes the delimiters large. For example `\left\{\sin\left(\frac{1}{n}\right)\right\}_{n=1}^{\infty}` produces $\left\{\sin\left(\frac{1}{n}\right)\right\}_n^{\infty}$.

Curly braces are non-printing characters that are used to gather text that has more than one character. Observe the differences between the four expressions `x^2`, `x^{2}`, `x^{2t}`, `x^{2t}` when typeset: x^2 , x^2 , x^{2t} , x^{2t} .

Functions

<i>description</i>	<i>command</i>	<i>output</i>
maps to	<code>\to</code>	\rightarrow
composition	<code>\circ</code>	\circ
piecewise	<code> x =</code>	$ x =$
function	<code>\begin{cases} x & x \geq 0 \\ -x & x < 0 \end{cases}</code>	$ x = \begin{cases} x & x \geq 0 \\ -x & x < 0 \end{cases}$

Logic

<i>description</i>	<i>command</i>	<i>output</i>
not	<code>\neg</code>	\neg
and	<code>\land</code>	\wedge
or	<code>\lor</code>	\vee
if...then	<code>\to</code>	\rightarrow
if and only if	<code>\leftrightarrow</code>	\Leftrightarrow
logical equivalence	<code>\equiv</code>	\equiv
therefore	<code>\therefore</code>	\therefore
there exists	<code>\exists</code>	\exists
for all	<code>\forall</code>	\forall
implies	<code>\Rightarrow</code>	\Rightarrow
equivalent	<code>\Leftrightarrow</code>	\Leftrightarrow

Greek and Hebrew letters

command	output	command	output
<code>\alpha</code>	α	<code>\beta</code>	β
<code>\gamma</code>	γ	<code>\Gamma</code>	Γ
<code>\delta</code>	δ	<code>\Delta</code>	Δ
<code>\epsilon</code>	ϵ	<code>\varepsilon</code>	ε
<code>\pi</code>	π	<code>\Pi</code>	Π
<code>\tau</code>	τ	<code>\zeta</code>	ζ
<code>\theta</code>	θ	<code>\Theta</code>	Θ
<code>\chi</code>	χ	<code>\upsilon</code>	υ
<code>\xi</code>	ξ	<code>\iota</code>	ι
<code>\omega</code>	ω	<code>\Omega</code>	Ω
<code>\eta</code>	η	<code>\rho</code>	ρ
<code>\kappa</code>	κ	<code>\Upsilon</code>	Υ
<code>\lambda</code>	λ	<code>\Lambda</code>	Λ
<code>\mu</code>	μ	<code>\nu</code>	ν
<code>\sigma</code>	σ	<code>\Sigma</code>	Σ
<code>\phi</code>	ϕ	<code>\Phi</code>	Φ
<code>\varphi</code>	φ	<code>\Xi</code>	Ξ
<code>\psi</code>	ψ	<code>\Psi</code>	Ψ
<code>\aleph</code>	\aleph	<code>\daleth</code>	\daleth
<code>\beth</code>	\beth	<code>\gimel</code>	\gimel

Geometry

description	command	output
angle	<code>\angle ABC</code>	$\angle ABC$
degree	<code>90^\circ</code>	90°
triangle	<code>\triangle ABC</code>	$\triangle ABC$
segment	<code>\overline{AB}</code>	\overline{AB}

Set theory

description	command	output
set brackets	<code>\{1,2,3\}</code>	$\{1,2,3\}$
element of	<code>\in</code>	\in
not an element of	<code>\notin</code>	\notin
subset of	<code>\subset</code>	\subset
subset of	<code>\subseteq</code>	\subseteq
not a subset of	<code>\not\subseteq</code>	$\not\subseteq$
contains	<code>\supset</code>	\supset
contains	<code>\supseteq</code>	\supseteq
union	<code>\cup</code>	\cup
intersection	<code>\cap</code>	\cap
big union	<code>\bigcup_{n=1}^{10} A_n</code>	$\bigcup_{n=1}^{10} A_n$
big intersection	<code>\bigcap_{n=1}^{10} A_n</code>	$\bigcap_{n=1}^{10} A_n$
empty set	<code>\emptyset</code>	\emptyset
power set	<code>\mathcal{P}</code>	\mathcal{P}
minimum	<code>\min</code>	\min
maximum	<code>\max</code>	\max
supremum	<code>\sup</code>	\sup
infimum	<code>\inf</code>	\inf
limit superior	<code>\limsup</code>	\limsup
limit inferior	<code>\liminf</code>	\liminf
closure	<code>\overline{A}</code>	\overline{A}

Linear algebra

description	command	output
vector	<code>\vec{v}</code>	\vec{v}
vector	<code>\mathbf{v}</code>	\mathbf{v}
norm	<code>\ \vec{v} \ </code>	$\ \vec{v} \ $
matrix	<code>\left[\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array} \right]</code>	$\left[\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array} \right]$
	<code>\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array}</code>	$\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array}$
	<code>\left(\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array} \right)</code>	$\left(\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array} \right)$
	<code>\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array}</code>	$\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{array}$
determinant	<code>\det(A)</code>	$\det(A)$
trace	<code>\operatorname{tr}(A)</code>	$\operatorname{tr}(A)$
dimension	<code>\dim(V)</code>	$\dim(V)$

Number theory

description	command	output
mod	<code>\mod</code>	\mod
greatest common divisor	<code>\gcd</code>	\gcd
ceiling	<code>\lceil x \rceil</code>	$\lceil x \rceil$
floor	<code>\lfloor x \rfloor</code>	$\lfloor x \rfloor$

LISTS

You can produce ordered and unordered lists.

description	command	output
unordered list	<code>\begin{itemize}</code>	
	<code>\item Thing 1</code>	• Thing 1
	<code>\item Thing 2</code>	• Thing 2
ordered list	<code>\end{itemize}</code>	
	<code>\begin{enumerate}</code>	
	<code>\item Thing 1</code>	1. Thing 1
	<code>\item Thing 2</code>	2. Thing 2
	<code>\end{enumerate}</code>	

TABLES

1. Use the booktabs package.
2. Make your table using tablesgenerator.com and choose the booktabs table style.

BIBLIOGRAPHY

1. Create bibliography.bib file.
2. Use csquotes and biblatex packages:


```
\usepackage{csquotes}
\usepackage[backend=biber]{biblatex}
\bibliography{bibliography.bib}
```
3. Cite source with `\cite{}` or `\footcite{}`.
4. Print bibliography with `\printbibliography`.

REFERENCES

- Label numbered sections, tables, figures and equations for later reference. For example

```
\begin{gather}
\label{eq:N2} \vec{F} = m \vec{a}
\end{gather}
```

$$\vec{F} = m\vec{a} \quad (2)$$

- Reference them using `\ref{}`. For example: see Equation (`\ref{eq:N2}`) yields see Equation (2).

SYMBOLS (IN TEXT MODE)

The following symbols do **not** have to be surrounded by dollar signs: `\$ = $`, `\% = %`, `\& = &`, `\# = #`, `\textbackslash = \`

PACKAGES

```
\usepackage{amssymb,amsmath,amsthm,amsfonts} % Math.
\usepackage[pdftex]{graphicx} % For pictures.
\usepackage[danish]{babel} % For Danish writing.
\usepackage{hyperref} % Format links for pdf.
\usepackage{calc} % Reset counter after title page.
\usepackage[a4paper, margin=4cm]{geometry} % margins.
```

- **physics**: For easy typesetting of physics equations.
- Either **mhchem** or **chemfig**: For chemical formulas.

CREDIT

This guide was adapted from the [Quick guide to LaTeX](http://divisbyzero.com/) originally created by Dave Richeson, Dickinson College, <http://divisbyzero.com/>.