

typst-theorems

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<https://github.com/sahasatvik/typst-theorems>

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1. Introduction

The typst-theorems package provides Typst functions that help create numbered theorem environments. This is heavily inspired by the `\newtheorem` functionality of LaTeX.

A *theorem environment* lets you wrap content together with automatically updating *numbering* information. Such environments use internal state counters for this purpose. Environments can

- share the same counter (*Theorems* and *Lemmas* often do so)
- keep a global count, or be attached to
 - other environments (*Corollaries* are often numbered based upon the parent *Theorem*)
 - headings
- have a numbering level depth fixed (for instance, use only top level heading numbers)
- be referenced elsewhere in the document, via `labels`

2. Using typst-theorems

Import all functions provided by typst-theorems using

```
#import "theorems.typ": *  
#show: thm-rules
```

The second line is crucial for displaying thm-envs and references correctly!

The core of this module consists of `thm-env`. The functions `thm-plain`, `thm-def`, `thm-rem`, and `thm-proof` functions provide some simple defaults for the appearance of `thm-envs`.

3. Feature demonstration

Create box-like *theorem environments* using `thm-plain`, a wrapper around `thm-env` which provides some simple defaults.

```
#let theorem = thm-plain("Theorem")
```

Such definitions are convenient to place in the preamble or a template; use the environment in your document via

<pre>#theorem("Euclid")[There are infinitely many primes.] <euclid></pre>	Theorem 3.1 (Euclid). <i>There are infinitely many primes.</i>
---	---

Note that the name is optional. This theorem environment will be numbered based on its parent heading counter, with successive theorems automatically updating the final index.

The `<euclid>` label can be used to refer to this Theorem via the reference `@euclid`. Go to Section 3.5 to read more.

You can create another environment which uses the same counter, say for *Lemmas*, as follows.

```
#let lemma = thm-plain(
  "Lemma",           // head
  counter: "Theorem", // same as that of Theorem
                    // options for styling the block
  fill: rgb("#e8e8f8"),
  outset: 0.7em,
  padding: (y: 0.5em)
)
```

Note that the counter for theorem defaulted to ‘Theorem’.

<pre>#lemma[If \$n\$ divides both \$x\$ and \$y\$, it also divides \$x - y\$.]</pre>	Lemma 3.2. <i>If n divides both x and y, it also divides $x - y$.</i>
--	--

You can *attach* other environments to ones defined earlier. For instance, *Corollaries* can be created as follows.

```
#let corollary = thm-plain(
  "Corollary",       // head
  base: "Theorem",    // base - use the theorem counter
)
```

<pre>#corollary(numbering: "1.1")[If \$n\$ divides two consecutive natural numbers, then \$n = 1\$.]</pre>	Corollary 3.2.1. <i>If n divides two consecutive natural numbers, then $n = 1$.</i>
--	--

Note that we have provided a numbering string; this can be any valid numbering pattern as described in the [numbering](#) documentation.

3.1. Proofs

The `thm-proof` function gives nicer defaults for formatting proofs.

```
#let proof = thm-proof("Proof")
```

<pre>#proof([of @euclid])[Suppose to the contrary that \$p_1, p_2, dots, p_n\$ is a finite enumeration of all primes. Set \$P = p_1 p_2 dots p_n\$. Since \$P + 1\$ is not in our list, it cannot be prime. Thus, some prime factor \$p_j\$ divides \$P + 1\$. Since \$p_j\$ also divides \$P\$, it must divide the difference \$(P + 1) - P = 1\$, a contradiction.]</pre>	<p><i>Proof of Theorem 3.1.</i> Suppose to the contrary that p_1, p_2, \dots, p_n is a finite enumeration of all primes. Set $P = p_1 p_2 \dots p_n$. Since $P + 1$ is not in our list, it cannot be prime. Thus, some prime factor p_j divides $P + 1$. Since p_j also divides P, it must divide the difference $(P + 1) - P = 1$, a contradiction. ■</p>
---	--

If your proof ends in a block equation, or a list/enum, you can place `qedhere` to correctly position the `qed` symbol.

<pre>#theorem[There are arbitrarily long stretches of composite numbers.] #proof[For any \$n > 2\$, consider \$ n! + 2, quad n! + 3, quad ..., quad n! + n #qedhere \$]</pre>	<p>Theorem 3.1.1. <i>There are arbitrarily long stretches of composite numbers.</i></p> <p><i>Proof.</i> For any $n > 2$, consider</p> $n! + 2, \quad n! + 3, \quad \dots, \quad n! + n \quad \blacksquare$
--	--

Caution: The `qedhere` symbol does not play well with numbered/multiline equations!

You can set a custom `qed` symbol (say \square) by setting the appropriate option in `thm-rules` as follows.

```
#show: thm-rules.with(qed-symbol: $square$)
```

3.2. Suppressing numbering

Supplying `numbering: none` suppresses numbering for that environment, and prevents it from updating its counter.

```
#let conjecture = thm-plain(
  "Conjecture",
  numbering: none
)
```

<pre>#conjecture[The numbers \$2\$, \$3\$, and \$17\$ are prime.]</pre>	<p>Conjecture. <i>The numbers 2, 3, and 17 are prime.</i></p>
---	--

You can also suppress numbering individually, as follows.

<pre>#lemma(numbering: none)[The square of any even number is divisible by \$4\$.] #lemma[The square of any odd number is one more than a multiple of \$4\$.]</pre>	<p>Lemma. <i>The square of any even number is divisible by 4.</i></p> <p>Lemma 3.2.1. <i>The square of any odd number is one more than a multiple of 4.</i></p>
---	---

Note that the last *Lemma* is *not* numbered 3.2.2!

You can also override the automatic numbering as follows.

<pre>#lemma(number: "42")[The square of any natural number cannot be two more than a multiple of 4.]</pre>	<p>Lemma 42. <i>The square of any natural number cannot be two more than a multiple of 4.</i></p>
--	--

Note that this does *not* affect the counters either!

3.3. Limiting depth

You can limit the number of levels of the base numbering used as follows.

```
#let definition = thm-def(
  "Definition",
  base_level: 1           // take only the first level from the base
)
```

<pre>#definition("Prime numbers")[A natural number is called a <i>_prime number_</i> if it is greater than \$1\$ and cannot be written as the product of two smaller natural numbers.] <prime></pre>	<p>Definition 3.1 (Prime numbers). A natural number is called a <i>prime number</i> if it is greater than 1 and cannot be written as the product of two smaller natural numbers.</p>
--	---

Note that this environment is *not* numbered 3.3.1! Here we have used the `thm-def` function which is typically used for styling definitions.

<pre>#definition("Composite numbers")[A natural number is called a <i>_composite number_</i> if it is greater than \$1\$ and not prime.]</pre>	<p>Definition 3.2 (Composite numbers). A natural number is called a <i>composite number</i> if it is greater than 1 and not prime.</p>
--	---

Setting a `base_level` higher than what `base` provides will introduce padded zeroes.

```
#let example = thm-rem(
  "Example",
  numbering: "1.1"
)
```

```
#example(base_level: 4)[
  The numbers $4$, $6$, and $42$
  are composite.
]
```

Example 3.3.0.0.1. The numbers 4, 6, and 42 are composite.

Here, we have used the `thm-rem` function which suppresses numbering by default.

3.4. Custom formatting

The `thm-box` function (and its derivatives: `thm-plain`, `thm-def`, `thm-rem`, `thm-proof`) lets you specify rules for formatting the title, the name, and the body individually. Here, the title refers to the head and number together.

```
#let proof-custom = thm-box(
  "Proof",
  titlefmt: smallcaps,
  bodyfmt: body => [
    #body #h(1fr) $square$ // float a QED symbol to the right
  ],
  numbering: none
)
```

```
#lemma[
  All even natural numbers greater than
  2 are composite.
]
#proof-custom[
  Every even natural number $n$ can be
  written as the product of the natural
  numbers $2$ and $n/2$. When $n > 2$,
  both of these are smaller than $2$
  itself.
]
```

Lemma 3.4.1. *All even natural numbers greater than 2 are composite.*

PROOF. Every even natural number n can be written as the product of the natural numbers 2 and $n/2$. When $n > 2$, both of these are smaller than 2 itself. \square

You can go even further and use the `thm-env` function directly. It accepts an counter, a base, a `base_level`, and a `fmt` function.

```
#let notation = thm-env(
  "notation", // counter
  none, // base - do not attach, count globally
  none, // base_level - use the base as-is
  (name, number, body, color: black) => [
    // fmt - format content using the environment
    // name, number, body, and an optional color
    #text(color)[#h(1.2em) *Notation (#number) #name*]:
    #h(0.2em)
    #body
    #v(0.5em)
```

```

]
).with(numbering: "I")           // use Roman numerals

```

<pre> #notation[The variable p is reserved for prime numbers.] #notation("for Reals", color: green)[The variable x is reserved for real numbers.] </pre>	<p>Notation (I) : The variable p is reserved for prime numbers.</p> <p>Notation (II) for Reals: The variable x is reserved for real numbers.</p>
--	--

Note that the `color: green` named argument supplied to the `notation` environment gets passed to the `fmt` function. In general, all extra named arguments supplied to the theorem will be passed to `fmt`. On the other hand, the positional argument "for Reals" will always be interpreted as the name argument in `fmt`.

<pre> #lemma(title: "Lem.", stroke: 1pt)[All multiples of 3 greater than 3 are composite.] </pre>	<div style="border: 1px solid black; padding: 5px;"> <p>Lem. 3.4.2. <i>All multiples of 3 greater than 3 are composite.</i></p> </div>
---	---

Here, we override the title (which defaults to the head) as well as the stroke in the `fmt` produced by `thm-plain`. All block arguments can be overridden in `thm-plain` environments in this way.

3.5. Labels and references

You can place a `<label>` outside a theorem environment, and reference it later via `@label`. For example, go back to [Theorem 3.1](#).

Recall that there are infinitely many prime numbers via <code>@euclid</code> .	Recall that there are infinitely many prime numbers via Theorem 3.1 .
You can reference future environments too, like <code>@oddprime[Cor.]</code> .	You can reference future environments too, like Cor. 3.6.1 .
<pre> #lemma(supplement: "Lem.", renumbering: "(1.1)")[All primes apart from 2 and 3 are of the form $6k$ <code>plus.minus</code> 1.] <primeform> </pre> <p>You can modify the supplement and numbering to be used in references, like <code>@primeform</code>.</p>	<div style="background-color: #e6f2ff; padding: 10px;"> <p>Lemma 3.5.1. <i>All primes apart from 2 and 3 are of the form $6k \pm 1$.</i></p> </div> <p>You can modify the supplement and numbering to be used in references, like Lem. (3.5.1).</p>

Caution: Links created by references to `thm-envs` will be styled according to `#show link:` rules.

3.6. Overriding base

```
#let remark = thm-rem(
  "Remark",
  base: "heading",
  numbering: "1.1"
)
```

<pre>#remark[There are infinitely many composite numbers.]</pre>	<i>Remark 3.6.1.</i> There are infinitely many composite numbers.
<pre>#lemma[All primes greater than \$2\$ are odd.] <oddprime> #remark(base: "Theorem")[Two is a <i>_lone prime_</i>.]</pre>	<p>Lemma 3.6.1. <i>All primes greater than 2 are odd.</i></p> <p><i>Remark 3.6.1.1.</i> Two is a <i>lone prime</i>.</p>

This remark environment, which would normally be attached to the current *heading*, now uses the Theorem (which shares its counter with the Lemma) as a base.

4. Function reference

4.1. thm-rules

The `thm-rules` show rule sets important styling rules for theorem environments, references, and equations in proofs.

```
#let thm-rules(
  qed-symbol: $qed$,           // QED symbol used in proofs
  doc
) = { ... }
```

4.2. thm-env

The `thm-env` function produces a *theorem environment*.

```
#let thm-env(
  counter,           // environment counter name
  base,              // base counter name, can be "heading" or none
  base_level,        // number of base number levels to use
  fmt                // formatting function of the form
                    // (name, number, body, ..args) -> content
) = { ... }
```

The `fmt` function must accept a theorem name, number, body, and produce formatted content. It may also accept additional positional arguments, via `args`.

A *theorem environment* is itself a map of the following form.

```
(
  ..args,
  body,           // body content
)
```

```

number: auto,           // number, overrides numbering if present
numbering: "1.1",       // numbering style, can be a function
refnumbering: auto,     // numbering style used in references,
                        // defaults to "numbering"
supplement: counter,    // supplement used in references
base: base,             // base counter name override
base_level: base_level  // base_level override
) -> content

```

The only positional argument accepted in `args` is the `name`, which is the optional name of the theorem typically displayed after the title. All additional named arguments in `args` will be passed on to the associated `fmt` function supplied in `thm-env`.

4.3. `thm-box`

The `thm-box` wraps `thm-env`, supplying a box-like `fmt` function.

```

#let thm-box(
  head,           // head - common name, used in the title
  counter: auto,  // counter, defaults to "head"
  ..args,         // named arguments, passed to #block
  padding: (y: 0.1em), // padding around the block, passed to #pad
  numbering: "1.1", // numbering style, can be a function
  supplement: auto, // supplement for references, defaults to "head"
  namefmt: x => [(#x)], // formatting for name
  titlefmt: x => x,    // formatting for title (head + number)
  bodyfmt: x => x,    // formatting for body
  separator: [.#h(0.2em)], // separator inserted between name and body
  base: "heading",   // base - defaults to using headings
  base_level: none,  // base_level - defaults to using base as-is
) = { ... }

```

The `thm-box` function sets a default width: 100% for the block.

4.4. `thm-plain`, `thm-def`, and `thm-rem`

These functions are identical to `thm-box`, with default styles mimicking the plain, definition, and remark styles from `amsthm` respectively.

The ‘plain’ style has a bold title and italicized body. This is typically used for Theorems, Lemmas, Corollaries, Propositions, etc.

```

#let thm-plain = thm-box.with(
  titlefmt: strong,
  bodyfmt: emph,
  separator: [.*.#h(0.2em)],
)

```

The ‘definition’ style has a bold title and upright body. This is typically appropriate for Definitions, Problems, Exercises, etc.

```

#let thm-def = thm-box.with(
  titlefmt: strong,
  separator: [.*.#h(0.2em)],
)

```

The ‘remark’ style has an italicized title and upright body, with numbering suppressed by default. This is typically appropriate for Remarks, Notes, Notation, etc.


```
#let thm-rem = thm-box.with(
  padding: (y: 0em),
  namefmt: name => emph([(#name)]),
  titlefmt: emph,
  separator: [.#h(0.2em)],
  numbering: none
)
```

4.5. thm-proof, proof-bodyfmt and qedhere

The thm-proof function is identical to thm-rem, except with defaults appropriate for proofs.

```
#let thm-proof = thm-rem.with(
  namefmt: emph,
  bodyfmt: proof-bodyfmt,
)
```

The proof-bodyfmt function is a bodyfmt function that automatically places a qed symbol at the end of the body.

You can use #qedhere inside a block equation, or at the end of a list/enum item to place the qed symbol on the same line.

5. Acknowledgements

Thanks to

- [MJHutchinson](#) for suggesting and implementing the base_level and base: none features,
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 - the idea of passing named arguments from the theorem directly to the fmt function.
 - the number: ... override feature.
 - the title: ... override feature in thm-plain.
- The awesome devs of [typst.app](#) for their support.