## YOUR TITLE

Your Name

Version of February 24, 2014

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## Chapter 1

## Introduction

Here's where you text starts. You might (but don't have to) have sections like...

#### 1.1 Introduction to the Introduction

... or subsections...

#### 1.1.1 Introduction to the Introduction to the Introduction

To include text in your document, you just type. You don't have to worry about spacing between sentences; LATEX does that automatically. To start a new paragraph, just insert an empty line.

Here comes the new paragraph. You can include tables, such as Table 1.1, which can also be turned if necessary, as seen, e.g. in Table 1.2. (I think the latter is automatically on its own page; the former will just be put where LATEX thinks it fits best.)

Table 1.1: Bounds in various dimensions d.

To start a new chapter, you don't need to add a pagebreak...

6	92.0
$\infty$	71.4
_	53.5
9	38.3
ಬ	25.7
4	15.8
က	8.5
2	3.6
p	punoq

Table 1.2: More bounds in various dimensions d.

## Chapter 2

## The Real Stuff

... LATEX does that automatically.

#### 2.1 Various Tricks

Here are a few tidbits that came to my mind, in no particular order...

I'm sure most people know about \label and \ref; this feature is enough reason for me to use LATEX. For example, you might have something like...

**Theorem 2.1** (Euler). Leonhard says  $e^{2\pi i} = 1$ .

... which you can then later (or earlier) reference as Theorem 2.1 and you can point to page 5 on which it appears. If you label equations like

$$e^{2\pi i} = 1, (2.1)$$

you can reference them most lazily using (2.1).

There are two ways to define internal macros: \def and \newcommand. The difference is that the former overwrites any possibly existing command, where as the latter induces a LATEX complaint if you're redefining an existing command (in which case you should use \renewcommand instead). Since I'm lazy, I tend to use \def, with one important exception: \newcommand allows you to use arguments. For example, the definition

produces a flexible floor function  $\lfloor \frac{3\pi}{2} \rfloor$ . And yes, the [1] can be replaced by [n] if you have use for n arguments (which get the placeholders #1, #2, ..., #n).

The previous example reminds me to strongly recommend the use of \left and \right whenever you use parentheses:

$$(\frac{a}{b}-2)$$
 just doesn't look good compared with  $(\frac{a}{b}-2)$ .

There are three dashes in LaTeX—one like the one you just saw, one that's used in "Berndt–Zaharescu's Theorem" or "Chapter 7–9," and one that's used in "well-known identity."

One of my favorite packages is enumerate:

- i) first item
- ii) second item
- iii) third item
- iv) ...

TO DO: I stole the idea of a to-do box from a friend. This is useful when editing a paper and you want to remind your co-author or yourself about something...

#### 2.2 Math

You can put a  $\square$  at the end of a math line if a proof happens to end with a math line. The version. . .

*Proof.* This follows from

$$e^{2\pi i} = 1$$
.

... wastes space and doesn't look nearly as cool as...

*Proof.* This follows from

$$e^{2\pi i} = 1$$
.

Speaking about proofs, sometimes you need a paragraph or two between a theorem and its proof, in which case you can use...

Proof of Theorem 2.1. This follows from

$$e^{2\pi i} = 1$$
.

You can (and should) define your own math operators with \operatorname. For example,

$$lcm(2,3) = 6$$
 looks better than  $lcm(2,3) = 6$ .

Speaking about lcm's, I find it amusing that \gcd is a pre-defined operator, whereas \lcm is not.

The \dots command is relatively smart in LATEX; e.g., it knows automatically where to put the dots in  $\{1, 2, ..., n\}$  as compared to  $1 + 2 + \cdots + n$ . If you ever need to force a certain alignment of the dots, use ...,  $\cdots$ ,  $\vdots$ , or  $\vdots$ .

For math stuff that takes several lines I prefer the environment align over equarray. The difference is minor but I still prefer

$$\sum_{j=1}^{k-1} \chi(j) \sin^2 \left(\frac{\pi j}{k}\right) \tan \left(\frac{2\pi j}{k}\right) = \sqrt{k} \left(-\frac{1}{2} + (\chi(2) - 2) h(-k)\right)$$

$$= \begin{cases} \sqrt{k} \left(-\frac{1}{2} - 3 h(-k)\right) & \text{if } k \equiv 3 \bmod 8, \\ \sqrt{k} \left(-\frac{1}{2} - h(-k)\right) & \text{if } k \equiv 7 \bmod 8 \end{cases}$$

over

$$\sum_{j=1}^{k-1} \chi(j) \sin^2 \left(\frac{\pi j}{k}\right) \tan \left(\frac{2\pi j}{k}\right) = \sqrt{k} \left(-\frac{1}{2} + (\chi(2) - 2) h(-k)\right)$$

$$= \begin{cases} \sqrt{k} \left(-\frac{1}{2} - 3 h(-k)\right) & \text{if } k \equiv 3 \bmod 8, \\ \sqrt{k} \left(-\frac{1}{2} - h(-k)\right) & \text{if } k \equiv 7 \bmod 8. \end{cases}$$

## 2.3 Graphics

My favorite way to produce graphics is through a (public-domain) program called jPicEdt; it produces LaTeX code that can be read right into the file (using the \input command). My second favorite way to go about graphics is through the package graphicx. I produce my graphics with a separate program, export them into pdf, and then overlay them with TeX symbols if needed; see Figure 2.1 for an example.

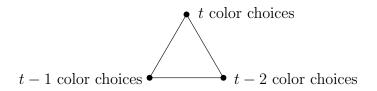


Figure 2.1: Proper t-colorings of  $K_3$ .

The overlaying of figures reminds me of two of my other favorite LATEX commands: \vspace and \hspace. For example, they allow you to place just about

anywhere.

anything

This can be very useful, e.g., for presentations in which you might move pictures around.

### 2.4 Bibliographic Stuff

For references like [?, Section 2] I recommend using bibtex; it means that you have to do only minimal work, especially when you get the entries from *MathSciNet*. I keep all the references I've ever used in the same file and use this in all my documents...

If you could use an index at the end of your document, use makeindex—one of best reasons to use LATEX if you're writing a book.

# Appendix A: Triangulations of Polytopes

This creates an appendix, which is not numbered (and therefore has to be added to the table of contents semi-manually).

For code, the verbatim environment (maybe in conjunction with \include) is helpful:

```
It reproduces text
  exactly
    as
    it
    is
typed.
```

Good luck and enjoy writing!