

# **L<sup>A</sup>T<sub>E</sub>X** *Workshop I*

UCSC Undergraduate Colloquium

by Association for Women in Mathematics (AWM) Chapter  
at UC Santa Cruz

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Deewang Bhamidipati

15<sup>th</sup> April 2022

*While you're waiting, please make an account at*

<http://overleaf.com>

*or open your offline T<sub>E</sub>X editor on your laptop.*

# What is $\text{\LaTeX}$ ?

- $\text{\LaTeX}$  is a markup language like HTML, which when compiled produces beautifully formatted documents.

# What is L<sup>A</sup>T<sub>E</sub>X?

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- Overleaf is a cloud-based L<sup>A</sup>T<sub>E</sub>X editor that is useful for collaborations, and reduces headache about saving things.

# What is L<sup>A</sup>T<sub>E</sub>X?

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- Overleaf is a cloud-based L<sup>A</sup>T<sub>E</sub>X editor that is useful for collaborations, and reduces headache about saving things.
- If you want to use L<sup>A</sup>T<sub>E</sub>X locally on your computer, you need to install a compiler, MiKTeX, and an editor of your choice, I use Texmaker.

# What is L<sup>A</sup>T<sub>E</sub>X?

(Input) main.tex

```
\documentclass{article}
\usepackage{amsmath,amsthm,amssymb,amsfonts}
```

```
\begin{document}
```

Euler's Identity, given below, is described as the most beautiful equation

$$e^{i\pi} + 1 = 0$$

```
\noindent
```

The quadratic formula is, when  $a \neq 0$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

```
\end{document}
```

*When compiled!*

# What is L<sup>A</sup>T<sub>E</sub>X?

*When compiled!*

(Output) `main.pdf`

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$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$



# Structure of a L<sup>A</sup>T<sub>E</sub>X Document

```
\documentclass{article}

%the "preamble"
%
%packages and document configurations go here

\begin{document}

%actual content goes here

\end{document}
```

# Structure of a L<sup>A</sup>T<sub>E</sub>X Document

```
%sets document type to "article"  
%for example, for this presentation this is set to "beamer"  
\documentclass{article}
```

# Structure of a $\text{\LaTeX}$ Document

```
%sets document type to "article"  
%for example, for this presentation this is set to "beamer"  
\documentclass{article}  
  
%controls margin lengths  
\usepackage[top=0.75in, bottom=1.25in, left=1in, right=1in]{geometry}
```

# Structure of a L<sup>A</sup>T<sub>E</sub>X Document

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%this is THE math package  
\usepackage{amsmath,amsthm,amssymb}
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%this is THE math package
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\begin{document}

Euler's Identity, given below, is described as the most beautiful equation

$$e^{i\pi} + 1 = 0$$

where  $i^2 = -1$ .

\end{document}
```

Your turn!

- Go to

`https://bdeewang.com/activities/undergrad-colloq/latex-ws1`

- Open the “template”.
- Copy everything to your Overleaf project, or a new .tex file on your local TeX editor.
- Make sure it compiles!
- Once you’re done, look back at this presentation.

# Writing Code

## The Code

A series of consecutive lines is considered to be a paragraph.  
This line is a part of the previous paragraph, for example.

Now this is a second paragraph.

    Whitespace within        a        line (including indentation!)  
is ignored.

## Output

A series of consecutive lines is considered to be a paragraph. This line is a part of the  
previous paragraph, for example.

Now this is a second paragraph.

    Whitespace within a line (including indentation!) is ignored.

## Some Quirks

The keystrokes, \ \$ \_ ^ & ~ % { } and # are not interpreted as text by TeX, but rather have special meaning. To get some of them as text, use `\backslash`, `\$`, `\&`, `\%`, `\{`, `\}`, `\#`.



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New lines.

Force newlines with\\  
two double backslashes.

This is different from a paragraph break.

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New lines.

Force newlines with\\  
two double backslashes.

This is different from a paragraph break.

Single and double quotes.

Use ``two backticks" for starting double quotes and a regular quotation mark to end.

Use a `single backtick' for single quotes.

# Math Mode. In-line and Display.

## Code

Given a quadratic equation  $ax^2 + bx + c = 0$  with  $a \neq 0$ , there are two possible values of  $x$ :

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

This formula is known as the **quadratic formula**.

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Given a quadratic equation  $ax^2 + bx + c = 0$  with  $a \neq 0$ , there are two possible values of  $x$ :

$$[x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}]$$

This formula is known as the `\textbf{quadratic formula}`.

## Output

Given a quadratic equation  $ax^2 + bx + c = 0$  with  $a \neq 0$ , there are two possible values of  $x$ :

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This formula is known as the **quadratic formula**.

## Code

```
\[  
\sin\theta = \frac{\text{opposite side}}{\text{hypotenuse}},  
\qquad  
\cos\theta = \frac{\text{adjacent side}}{\text{hypotenuse}}  
\]
```

## Code

```
\[  
\sin\theta = \frac{\text{opposite side}}{\text{hypotenuse}},  
\quad  
\cos\theta = \frac{\text{adjacent side}}{\text{hypotenuse}}  
\]
```

## Output

$$\sin \theta = \frac{\text{opposite side}}{\text{hypotenuse}}, \quad \cos \theta = \frac{\text{adjacent side}}{\text{hypotenuse}}$$

## Command Types

A command with

- zero argument \command.

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- multiple arguments `\command{arg1}{arg2}{arg3}`

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*e.g.*  `$\dfrac{4}{5}$`  gives  $\frac{4}{5}$ .

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- multiple arguments `\command{arg1}{arg2}{arg3}`  
*e.g.*  `$\dfrac{4}{5}$`  gives  $\frac{4}{5}$ .
- optional (with some mandatory) arguments `\command[opt1,opt2]{arg1}{arg2}` or `\command{arg}[opt]`

## Command Types

A command with

- zero argument `\command`.  
*e.g.*  `$\pm\alpha\pi$`  gives  $\pm\alpha\pi$ .
- single argument `\command{arg}`  
*e.g.*  `\emph{an example}`  gives *an example*;  `$\overline{z}$`  gives  $\bar{z}$ .
- multiple arguments `\command{arg1}{arg2}{arg3}`  
*e.g.*  `$\dfrac{4}{5}$`  gives  $\frac{4}{5}$ .
- optional (with some mandatory) arguments `\command[opt1,opt2]{arg1}{arg2}` or `\command{arg}[opt]`  
*e.g.*  `\documentclass[11pt]{article}`  and  `\begin{theorem}[Quadratic Formula].`

Your turn!

- Open the template file.
- Solve the given simple algebra question, and typeset your answer.
- Try and use math mode, in-line and display, while experimenting with some commands.
- Make sure your file compiles without an error.
- If finished early, try typesetting random equations.
- Head to <https://detexify.kirelabs.org/classify.html> and find commands for various math symbols that you know.

Environments help in streamlining your document.



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## Environment

- a normal environment

```
\begin{environment}
```

```
%content here
```

```
\end{environment}
```

Environments help in streamlining your document.

## Environment

- a normal environment

```
\begin{environment}
```

```
%content here
```

```
\end{environment}
```

- an environment with options

```
\begin{environment}[options]
```

```
%content here
```

```
\end{environment}
```

add `\usepackage{enumitem}` to your preamble.

# Formatting and Nested Lists

add `\usepackage{enumitem}` to your preamble.

## Code

```
\begin{itemize}[itemsep=2em,leftmargin=5em]

  \item[{$\rhd$}] This is a list where I can control if the list is

  \item[(1)] numbered, or

  \item[{$\bullet$}] bulleted, or

  \item[(c)] lettered. But also nested lists
    \begin{itemize}
      \item[(i)] a nest
    \end{itemize}
\end{itemize}
```

## Output

- ▷ This is a list where I can control if the list is
  - (1) numbered, or
    - bulleted, or
  - (c) lettered. But also nested lists
    - (i) a nest

## Code

```
\begin{tabular}{cr|l}  
  No. & Country & River \\  
  \hline  
  1. & India & Kaveri\\  
  2. & USA & Mississippi river\\  
  3. & Egypt & Nile  
\end{tabular}
```

## Code

```
\begin{tabular}{cr|l}  
  No. & Country & River \\  
  \hline  
  1. & India & Kaveri\\  
  2. & USA & Mississippi river\\  
  3. & Egypt & Nile  
\end{tabular}
```

## Output

No.	Country	River
1.	India	Kaveri
2.	USA	Mississippi river
3.	Egypt	Nile

## Add to Preamble

```
\newtheorem{theorem}{Theorem}[section]  
\newtheorem{lemma}[theorem]{Lemma}  
  
\theoremstyle{definition}  
\newtheorem{definition}[theorem]{Definition}  
  
\newtheorem{problem}{Problem}[section]
```



# Sections, Theorems, Lemmas, Proofs, Definitions etc.

## Add to Preamble

```
\newtheorem{theorem}{Theorem}[section]
\newtheorem{lemma}[theorem]{Lemma}

\theoremstyle{definition}
\newtheorem{definition}[theorem]{Definition}

\newtheorem{problem}{Problem}[section]
```

## Code

```
\section{Section}

\begin{theorem}
This is a theorem.
\end{theorem}
\begin{proof}
A proof of the theorem.
\end{proof}

\begin{lemma}[Euler, 1847]
A lemma by Euler.
\end{lemma}

\begin{definition}
A definition.
\end{definition}

\begin{problem}
What is  $2^2$ ?
\end{problem}
\begin{proof}[Solution]
 $2^2 = 2 \cdot 2 = 4$ .
\end{proof}
```

## Output

### 1 Section

**Theorem 1.1.** *This is a theorem.*

*Proof.* A proof of the theorem. □

**Lemma 1.2 (Euler, 1847).** *A lemma by Euler.*

**Definition 1.3.** A definition.

**Problem 1.1.** What is  $2^2$ ?

*Solution.*  $2^2 = 2 \cdot 2 = 4$ . □

Your turn!

- Open the template file back again.
- Initiate the problem environment with label “Test”, and create a list with two simple problems.
- Write solutions using the proof environment.
- Make sure you compile without any errors.

We haven't discussed how to add a title to your document. The template file already has one.

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You should add the following code immediately after `\begin{document}`.

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You should add the following code immediately after `\begin{document}`.

## Code

```
\title{Template}  
\author{You}  
\date{15th Apr 2022}  
\maketitle           %creates the title
```

We haven't discussed how to add a title to your document. The template file already has one.

You should add the following code immediately after `\begin{document}`.

## Code

```
\title{Template}  
\author{You}  
\date{15th Apr 2022}  
\maketitle %creates the title
```

## Output

Template

**You**

15th Apr 2022

# Adding Images

Suppose you have image files *thunder.jpg* and *lightning.png* in the **same folder** as your L<sup>A</sup>T<sub>E</sub>X code.

Add to Preamble

```
\usepackage{graphicx} %lets you embed graphics
```



# Adding Images

Suppose you have image files *thunder.jpg* and *lightning.png* in the **same folder** as your L<sup>A</sup>T<sub>E</sub>X code.

## Add to Preamble

```
\usepackage{graphicx}  %lets you embed graphics
```

## Code

```
\includegraphics[width=5cm]{thunder}  
%scales image so that it's 5cm wide  
  
\includegraphics[width=\textwidth]{lightning}  
%scales image so that it's as wide as the entire page
```

# Aligning Math

How do we get the following? Display math mode doesn't seem enough.

## Aligned Math Example

$$ax^2 + bx + c = 0$$

given

$$x^2 + \frac{b}{a}x + \frac{c}{a} = 0$$

divide by  $a$ , since  $a \neq 0$

$$x^2 + \frac{b}{a}x = -\frac{c}{a}$$

subtract  $\frac{c}{a}$

$$x^2 + \frac{b}{a}x + \left(\frac{b}{2a}\right)^2 = -\frac{c}{a} + \left(\frac{b}{2a}\right)^2$$

add  $\left(\frac{b}{2a}\right)^2$

$$\left(x + \frac{b}{2a}\right)^2 = \frac{b^2 - 4ac}{4a^2}$$

complete the square and simplify

$$x + \frac{b}{2a} = \pm \frac{\sqrt{b^2 - 4ac}}{2a}$$

take square roots

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

subtract  $\frac{b}{2a}$  and simplify

# Aligning Math

## Code

```
\begin{align*}
x^2 - 11x + 28
&= x^2 - 7x - 4x + 28 && \text{\text{write } $-11 = -7 - 4$}}\\[0.5em]
&= x(x - 7) - 4(x - 7) && \text{\text{take } $x$ and } $-4$ \text{ common}}\\[0.5em]
&= (x - 4)(x - 7) && \text{\text{take } $x - 7$ common}}
\end{align*}
```

# Aligning Math

## Code

```
\begin{align*}
x^2 - 11x + 28
&= x^2 - 7x - 4x + 28 && \text{\text{write }  $-11 = -7 - 4$ }}\\
&= x(x - 7) - 4(x - 7) && \text{\text{take }  $x$  and }  $-4$  \text{ common}}\\
&= (x - 4)(x - 7) && \text{\text{take }  $x - 7$  common}}
\end{align*}
```

## Output

$x^2 - 11x + 28 = x^2 - 7x - 4x + 28$	write $-11 = -7 - 4$
$= x(x - 7) - 4(x - 7)$	take $x$ and $-4$ common
$= (x - 4)(x - 7)$	take $x - 7$ common

Your turn!

- Open the template file back again.
- Initiate a proof environment with label “Solution to Workshop Problem”.
- Use the `align*` environment and add

$$1 + \frac{2}{3} + \frac{4}{5}$$

in as many steps as possible.

What is you use the `align` environment?

- Make sure you compile without any errors.

## Add to Preamble

```
%if something is too long, abbreviate it
\newcommand{\RR}{\mathbb R}
\newcommand{\qq}{\mathbbf Q}

%define commands that don't exist
\newcommand{\id}{\operatorname{id}}

%the first command takes one argument and the second two
\newcommand{\set}[1]{\left\{#1\right\}}
\newcommand{\setp}[2]{\left\{#1\ : \ #2\right\}}

%don't like the way a command looks, redefine it
\renewcommand{\Re}{\operatorname{Re}}
\renewcommand{\emptyset}{\varnothing}
```

## Code

The set  $\{1, 2, 3\}$  is a subset of  $\mathbb{Q}$ , while

$$\{x \in \mathbb{R} \mid x^2 + 1 = 0\} = \emptyset$$

The identity map  $\text{id} : \mathbb{Q} \rightarrow \mathbb{Q}$  is defined as  $\text{id}(r) = r$ .

## Code

The set `\set{1,2,3} \subteq \qq`, while

```
\[\setp{x \in \RR}{x^2 + 1 = 0} = \emptyset\]
```

The identity map `\id:\qq \to \qq` is defined as `\id(r) = r`.

## Output

The set  $\{1,2,3\} \subseteq \mathbb{Q}$ , while

$$\left\{x \in \mathbb{R} : x^2 + 1 = 0\right\} = \emptyset$$

The identity map  $\text{id} : \mathbb{Q} \rightarrow \mathbb{Q}$  is defined as  $\text{id}(r) = r$ .



Core idea: compile frequently and often.

- Try googling error messages. Not always a good strategy,  $\text{\LaTeX}$  notoriously gives terrible error messages.
- Not sure which line is causing an error? Steadily comment out more and more of your document to isolate the problem.

Hotkey for toggling commenting in Overleaf is `ctrl + /`, and in Texmaker use `ctrl + T` to comment and `ctrl + U` to uncomment.

- Using a new package? Skimming through the manual can be helpful.

- Figuring out names of symbols:  
<https://detexify.kirelabs.org/classify.html>

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(Liberally copying LaTeX examples you find is totally fine)
- Some instructors share templates.

- Making slides with `beamer`.
- Drawing figures using `tikz`.
- Drawing commutative diagrams using `tikz-cd`
- Manage a bibliography using `bibtex`.

- [1] L<sup>A</sup>T<sub>E</sub>X Workshop. CSE 311 — Foundations of Computing I (Spring 2017). University of Washington. <https://courses.cs.washington.edu/courses/cse311/17sp/latex/slides.pdf>.