

# Study Notes

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# List of Abbreviations and Symbols

$\mathbb{R}$  Real number 12  
 $\vec{v}$  a vector 12





# Acronyms

MLE    Maximum Likelihood Estimation [17](#)

SVM    Support Vector Machine [12](#)



# Preface

## 0.1 Features of this template

*TeX, stylized within the system as  $\text{\texttt{L\TeX}}$ , is a typesetting system which was designed and written by Donald Knuth and first released in 1978. TeX is a popular means of typesetting complex mathematical formulae; it has been noted as one of the most sophisticated digital typographical systems.*

- [Wikipedia](#)

### 0.1.1 crossref

different styles of clickable definitions and theorems

- nameref: [Gaussian distribution](#)
- autoref: [Definition A.1](#), ??
- cref: Definition [A.1](#),
- hyperref: [Gaussian](#),

### 0.1.2 ToC (Table of Content)

- mini toc of sections at the beginning of each chapter
- list of theorems, definitions, figures
- the chapter titles are bi-directional linked

### 0.1.3 header and footer

fancyhdr

- right header: section name and link to the beginning of the section
- left header: chapter title and link to the beginning of the chapter
- footer: page number linked to ToC of the whole document

### 0.1.4 bib

- titles of reference is linked to the publisher webpage e.g., [Kit+02]
- backref (go to the page where the reference is cited) e.g., [Chi09]
- customized video entry in reference like in [Bab16]

### 0.1.5 preface, index, quote (epigraph) and appendix

*index* page at the end of this document...

### 0.1.6 symbol and glossary (abbreviation)

examples:  $\mathbb{R}$ , [Support Vector Machine \(SVM\)](#),  $\vec{v}$

#### usage

- glossary package

```
pdflatex scinote.tex
makeglossaries scinote
pdflatex scinote.tex
```

- glossary-extra package and bib2gls

```
pdflatex scinote.tex
bib2gls scinote
pdflatex scinote.tex
```

## 0.2 Related Tools

### 0.2.1 VSCode

Extension: [Latex Workshop by James Yu](#)

#### settings

### 0.2.2 lualatex and latexmk

.latexmkrc configuration file

```
$pdflatex_=_ 'lualatex_-synctex=1_-interaction=nonstopmode_--shell-escape_0_ %S';
@generated_exts_=(@generated_exts,_'synctex.gz');
$pdf_mode_=_1;

add_cus_dep('glo',_'gls',_0,_'makeglo2gls');
sub_makeglo2gls{
system("makeindex_-s_'$_[0]'.ist_-t_'$_[0]'.gls_-o_'$_[0]'.gls_'$_[0]'.glo");
}
```

To explain ....

```

# Also delete the *.glstex files from package glossaries-extra. Problem is,
# that that package generates files of the form "basename-digit.glstex" if
# multiple glossaries are present. Latexmk looks for "basename.glstex" and so
# does not find those. For that purpose, use wildcard.
$clean_ext = "%R-*.glstex";

push @generated_exts, 'glstex', 'glg';

add_cus_dep('aux', 'glstex', 0, 'run_bib2gls');

# PERL subroutine. $_[0] is the argument (filename in this case).
# File from author from here: https://tex.stackexchange.com/a/401979/120853
sub run_bib2gls {
    if ( $silent ) {
        my $ret = system "bib2gls --silent --group '$_[0]'"; # Original version
        my $ret = system "bib2gls --silent --group $_[0]"; # Runs in PowerShell
    } else {
        my $ret = system "bib2gls --group '$_[0]'"; # Original version
        my $ret = system "bib2gls --group $_[0]"; # Runs in PowerShell
    };

    my ($base, $path) = fileparse( $_[0] );
    if ($path && -e "$base.glstex") {
        rename "$base.glstex", "$path$base.glstex";
    }

    # Analyze log file.
    local *LOG;
    $LOG = "$_[0].glg";
    if (!$ret && -e $LOG) {
        open LOG, "<$LOG";
        while (<LOG>) {
            if (/^Reading (.*\.bib)\s$/ ) {
                rdb_ensure_file( $rule, $1 );
            }
        }
        close LOG;
    }
    return $ret;
}

```

### 0.2.3 Zotero and Better-bibtex

[todo] <https://retorque.re/zotero-better-bibtex/> customized entry, e.g., **Online Video**

## 0.3 Copyright and License

- GitHub Repo: <https://github.com/cauliyang/Latex-Template-for-Scientific-Style-Book>

- Overleaf template: <https://www.overleaf.com/latex/templates/latex-template-for-scientific-style-ntprxjksmqxx>

**Part I**

**Machine Learning**





# Chapter 1

## Probability

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### 1.1 Maximum Likelihood Estimation

[Maximum Likelihood Estimation \(MLE\)](#) is.

### 1.2 Maximum A Posteriori Estimation

### 1.3 Gussian Distribution



## **Part II**

# **Algorithm and Data Structure**



# Chapter 2

## Algorithm

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### 2.1 Graph



# **Part III**

# **Programming**





# Chapter 3

## C++

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## Chapter 4

# Rust



**Part IV**

**Research**



## **Chapter 5**

# **Paper Reading**





# Appendix A

## Formulas

### A.1 Gaussian distribution

**Definition A.1** (Gaussian distribution). *Gaussian distribution*

**Theorem A.1** (Central limit theorem).



# Bibliography

- [Bab16] László Babai. “Graph Isomorphism in Quasipolynomial Time”. Jan. 19, 2016. arXiv: [1512.03547](#) [[cs](#), [math](#)] (cit. on p. [12](#)). [ONLINE VIDEO](#)
- [Chi09] Andrew M. Childs. *Universal Computation by Quantum Walk*. Physical Review Letters 102.18 (May 4, 2009), p. 180501. arXiv: [0806.1972](#) (cit. on p. [12](#)).
- [Kit+02] Alexei Yu Kitaev et al. *Classical and quantum computation*. 47. American Mathematical Soc., 2002 (cit. on p. [12](#)).



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