

NYU - Tandon School of Engineering

Tandon Bridge - L^AT_EX Reference Guide

1 Basic

1.1 Creating Document

```
\documentclass{article}
\usepackage{amsmath}
\begin{document}
:
\end{document}
```

1.2 Sectioning

Use * for showing *title* only without the section number.

```
\Section{Section Title}
\Section*{Section Title}
\Subsection{Sub-Section Title}
\Subsubsection{Sub-Sub-Section Title}
```

1.3 Breaking

```
// line break
\newpage start a new page
```

1.4 Font Styles

<code>\textbf{Boldface}</code>	Boldface
<code>\textit{Italics}</code>	<i>Italics</i>
<code>\texttt{Typewriter}</code>	Typewriter

1.5 Colour

```
\usepackage{color}
\textcolor{red}{Text colour in Red}
\colorbox{cyan}{Box background colour in Cyan}
```

Text colour in Red

Box background colour in Cyan

1.6 Enumerate & Itemize

```
\begin{enumerate}
\item{Item A}
\item{Item B}
\begin{enumerate}
\item{Item c}
\item[d]{Item d}
\end{enumerate}
\end{enumerate}
```

1. Item A
2. Item B
 - (a) Item c
 - d) Item d

```
\begin{itemize}
\item{Item A}
\item{Item B}
\begin{itemize}
\item{Item c}
\item[*]{Item d}
\end{itemize}
\end{itemize}
```

- Item A
- Item B
 - Item c
 - * Item d

1.7 Tabular

Use `|` inside the `{cols}` for vertical line. Use `\hline` for horizontal line.
`l` - left-aligned. `r` - right-aligned. `c` - centered.

```
\begin{tabular}{|l|cc|r|} \hline
  Number & Bit 1 & Bit 2 & Bit String \\ \hline
  1 & 0 & 0 & 00 \\
  2 & 0 & 1 & 01 \\
  3 & 1 & 0 & 10 \\
  4 & 1 & 1 & 11 \\ \hline
\end{tabular}
```

Number	Bit 1	Bit 2	Bit String
1	0	0	00
2	0	1	01
3	1	0	10
4	1	1	11

1.8 Reserved Characters

<code>\#</code>	<code>#</code>	<code>\\$</code>	<code>\$</code>	<code>\%</code>	<code>%</code>	<code>\&</code>	<code>&</code>	<code>\{</code>	<code>{</code>
<code>\}</code>	<code>}</code>	<code>\-</code>	<code>-</code>	<code>\~{}</code>	<code>~</code>	<code>\^{}{}</code>	<code>^</code>	<code>\textbackslash</code>	<code>\</code>

2 Mathematical Typesetting

Mathematical typesetting can be done in math mode or display math mode. Most of the symbols are available in the `amsmath` package by \mathcal{AMS} .

```
\usepackage{amsmath}
```

2.1 Math Mode & Display Math Mode

Math mode for inline mathematical formula.

`p` or `q` can be denoted as `\(p \vee q \)`

`p` or `q` can be denoted as $p \vee q$

`p` and `q` can be denoted as `$p \wedge q$`

`p` and `q` can be denoted as $p \wedge q$

Display math mode generates the mathematical typeset outside of the text.

```
\begin{displaymath}
  (x + y)^2 = x^2 + 2xy + y^2
\end{displaymath}
```

$$(x + y)^2 = x^2 + 2xy + y^2$$

`amsmath` package equation structures. Use `*` to omit the number.

```
\begin{equation}
  \sum_{i=0}^k a_i = a_0 + a_1 + \dots + a_k
\end{equation}
```

$$\sum_{i=0}^k a_i = a_0 + a_1 + \dots + a_k \quad (1)$$

```
\begin{equation*}
  P(n, r) = \frac{n!}{(n-r)!}
\end{equation*}
```

$$P(n, r) = \frac{n!}{(n-r)!}$$

2.2 Subscripts & Superscripts

$x^6x^4 = x^{6+4}$	$x^6x^4 = x^{6+4}$	$\text{TEXT}^{\text{Superscript}}$	$\text{TEXT}^{\text{Superscript}}$
$A_{16} = 1010_2$	$A_{16} = 1010_2$	$\text{TEXT}_{\text{Subscripts}}$	$\text{TEXT}_{\text{Subscripts}}$

2.3 Mathematics Constructions in L^AT_EX

$\frac{x-y}{x+\frac{1}{y}}$	$\frac{x-y}{x+\frac{1}{y}}$	$\frac{x-y}{x+\frac{1}{y}}$	$\frac{x-y}{x+\frac{1}{y}}$
$\sqrt{x-y}$	$\sqrt{x-y}$	$\sqrt[89]{x-y}$	$\sqrt[89]{x-y}$

2.4 Symbols

Some of the symbols are from `amssymb` package. Include `\usepackage{amssymb}` to use those symbols.

<code>\wedge</code>	\wedge	<code>\vee</code>	\vee	<code>\neg</code>	\neg	<code>\oplus</code>	\oplus
<code>\rightarrow</code>	\rightarrow	<code>\leftrightarrow</code>	\leftrightarrow	<code>\equiv</code>	\equiv	<code>\forall</code>	\forall
<code>\exists</code>	\exists	<code>\therefore</code>	\therefore	<code>\not\equiv</code>	$\not\equiv$	<code>\leq</code>	\leq
<code>\geq</code>	\geq	<code>\neq</code>	\neq	<code>\times</code>	\times	<code>\div</code>	\div
<code>\subset</code>	\subset	<code>\subseteq</code>	\subseteq	<code>\in</code>	\in	<code>\notin</code>	\notin
<code>\cap</code>	\cap	<code>\cup</code>	\cup	<code>\blacksquare</code>	\blacksquare	<code>\because</code>	\because
<code>\varnothing</code>	\varnothing	<code>\emptyset</code>	\emptyset	<code>\nexists</code>	\nexists	<code>\infty</code>	∞
<code>\not\subset</code>	$\not\subset$	<code>\not\subseteq</code>	$\not\subseteq$	<code>\approx</code>	\approx	<code>\approx</code>	\approx
<code>\spadesuit</code>	\spadesuit	<code>\heartsuit</code>	\heartsuit	<code>\clubsuit</code>	\clubsuit	<code>\diamondsuit</code>	\diamondsuit
<code>\mid</code>	\mid						

2.5 Blackboard Bold Symbol

\mathbb{N}	\mathbb{N}	\mathbb{Z}	\mathbb{Z}^+	\mathbb{Q}
\mathbb{R}	\mathbb{R}^+			

2.6 Delimiters

$ x $	$ x $	$\lfloor 3.14159 \rfloor$	$\lceil 3.14159 \rceil$	$\lfloor 2.71828 \rfloor$	$\lceil 2.71828 \rceil$
$\left\lfloor \frac{x}{y} \right\rfloor$	$\left\lfloor \frac{x}{y} \right\rfloor$	$\left\lceil \frac{x}{y} \right\rceil$	$\left\lceil \frac{x}{y} \right\rceil$		

2.7 Variable-Sized Symbols

The size of the symbols will be different in math mode and display math mode.

\bigcap	\bigcup	\sum	\prod
-----------	-----------	--------	---------

2.8 Overline

`\overline{A \cup \overline{B}}` = `\overline{A} \cap B` $\overline{A \cup B} = \overline{A} \cap B$

2.9 Greek Letters

2.9.1 Lower Case

<code>\alpha</code>	α	<code>\beta</code>	β	<code>\gamma</code>	γ	<code>\delta</code>	δ
<code>\epsilon</code>	ϵ	<code>\zeta</code>	ζ	<code>\eta</code>	η	<code>\theta</code>	θ
<code>\iota</code>	ι	<code>\kappa</code>	κ	<code>\lambda</code>	λ	<code>\mu</code>	μ
<code>\nu</code>	ν	<code>\xi</code>	ξ	<code>o (omicron)</code>	o	<code>\pi</code>	π
<code>\rho</code>	ρ	<code>\sigma</code>	σ	<code>\tau</code>	τ	<code>\upsilon</code>	υ
<code>\phi</code>	ϕ	<code>\chi</code>	χ	<code>\psi</code>	ψ	<code>\omega</code>	ω

2.9.2 Upper Case

A (Alpha)	A	B (Beta)	B	<code>\Gamma</code>	Γ	<code>\Delta</code>	Δ
E (Epsilon)	E	Z (Zeta)	Z	<code>H (Eta)</code>	H	<code>\Theta</code>	Θ
I (Iota)	I	K (Kappa)	K	<code>\Lambda</code>	Λ	<code>M (Mu)</code>	M
N (Nu)	N	<code>\Xi</code>	Ξ	<code>O (Omicron)</code>	O	<code>\Pi</code>	Π
P (Rho)	P	<code>\Sigma</code>	Σ	<code>T (Tau)</code>	T	<code>\Upsilon</code>	Υ
<code>\Phi</code>	Φ	X (Chi)	X	<code>\Psi</code>	Ψ	<code>\Omega</code>	Ω

2.10 Function Name

<code>\ln</code>	\ln	<code>\lim</code>	\lim	<code>\log</code>	\log	<code>\log_2</code>	\log_2
<code>\max</code>	\max	<code>\min</code>	\min	<code>\exp</code>	\exp	<code>\Pr</code>	\Pr

2.11 Dots

<code>\cdots</code>	\cdots	<code>\ddots</code>	\ddots	<code>\ldots</code>	\ldots	<code>\vdots</code>	\vdots
<code>\dotsc</code>	\dotsc	<code>\dotsb</code>	\dotsb	<code>\dotsm</code>	\dotsm	<code>\dotsi</code>	\dotsi

2.12 Matrices

```

\begin{equation*}
\begin{pmatrix}
n \\
r
\end{pmatrix}
= \frac{n!}{r!(n-r)!}
\end{equation*}

```

2.13 Cases

```
\begin{equation*}
|x| = \begin{cases}
x & \text{if } x \geq 0 \\
-x & \text{if } x < 0
\end{cases}
\end{equation*}
```

$$|x| = \begin{cases} x & : x \geq 0 \\ -x & : x < 0 \end{cases}$$

2.14 Xy-pic

It uses the xy package. Include `\usepackage[all]{xy}` to use `xymatrix`.

`@R` - Row space. `@C` - Column space. `u` - up. `d` - down. `l` - left. `r` - right.

```
\xymatrix@R=18pt@C=48pt{
x \ar[dr] & a \\
y \ar[dr] & b \\
z \ar[uur] & c
}
```

