

Writing Scientific Documents Using L^AT_EX

Biswajit Deb

Sikkim Manipal Institute of Technology
Majitar, Sikkim

National Workshop on Typing
Scientific Documents in LaTeX (WTSDL 2019)
August 09-10, 2019

Table of Contents

- 1 Introduction
- 2 Math Mode
 - Matrices
- 3 Math Operators
- 4 Equations
 - Managing Equations
- 5 Aligned equations
- 6 Final Words

Why \LaTeX ?

Why \LaTeX ?

- \LaTeX allows you to worry about the content and the structure, rather than the presentation.

Why \LaTeX ?

- \LaTeX allows you to worry about the content and the structure, rather than the presentation.
- \LaTeX has one of the most advanced math typesetting systems around.

Why \LaTeX ?

- \LaTeX allows you to worry about the content and the structure, rather than the presentation.
- \LaTeX has one of the most advanced math typesetting systems around.
- \LaTeX has incredible extendability.

Why \LaTeX ?

- \LaTeX allows you to worry about the content and the structure, rather than the presentation.
- \LaTeX has one of the most advanced math typesetting systems around.
- \LaTeX has incredible extendability.
- \LaTeX keeps track of references so you don't have to.

Why \LaTeX ?

- \LaTeX allows you to worry about the content and the structure, rather than the presentation.
- \LaTeX has one of the most advanced math typesetting systems around.
- \LaTeX has incredible extendability.
- \LaTeX keeps track of references so you don't have to.
- \LaTeX allows you to make more consistent, and more easily changeable, documents.

Table of Contents

1 Introduction

2 Math Mode

■ Matrices

3 Math Operators

4 Equations

■ Managing Equations

5 Aligned equations

6 Final Words



Math Mode

Math Mode

- To creat math environment we use \cdots .

Math Mode

- To creat math environment we use \cdots .
- Type $xy+2x+3=0$ and output is $xy+2x+3=0$

Math Mode

- To creat math environment we use \cdots .
- Type $xy+2x+3=0$ and output is $xy+2x+3=0$
- Type $\$xy+2x+3=0\$$ and output **$xy + 2x + 3 = 0$**



Math Mode

- To creat math environment we use \cdots .
- Type $xy+2x+3=0$ and output is $xy+2x+3=0$
- Type $\$xy+2x+3=0\$$ and output **$xy + 2x + 3 = 0$**
- Other math environments
 \cdots or $\left[\cdots\right]$.



Math Mode

- To create math environment we use \cdots .
- Type $xy+2x+3=0$ and output is $xy+2x+3=0$
- Type $\$xy+2x+3=0\$$ and output **$xy + 2x + 3 = 0$**
- Other math environments
 \cdots or $\left[\cdots\right]$.
- $x^{a^{bc}}$ OR $x^{\frac{1}{2} + \frac{y}{\sqrt{z+1}}}$



Math Mode

- To create math environment we use \cdots .
- Type $xy+2x+3=0$ and output is $xy+2x+3=0$
- Type $\$xy+2x+3=0\$$ and output **$xy + 2x + 3 = 0$**
- Other math environments
 \cdots or $\left[\cdots\right]$.
- $x^{a^{bc}}$ OR $x^{\frac{1}{2}} + \frac{y}{\sqrt{z+1}}$
- Keep faith on you rest L^AT_EX will take care.

Some Commands

Some Commands

`cos θ` `$\cos\theta$`

Some Commands

$\cos \theta$	<code>$\backslash\cos\theta$</code>
$\cos^2 \theta$	<code>$\backslash\cos^2\theta$</code>



Some Commands

$\cos \theta$	<code>$\backslash\cos\theta$</code>
$\cos^2 \theta$	<code>$\backslash\cos^2\theta$</code>
$\sqrt[3]{5}$	<code>$\backslash\sqrt[3]{5}$</code>



Some Commands

$\cos \theta$ `$\cos\theta$`

$\cos^2 \theta$ `$\cos^2\theta$`

$\sqrt[3]{5}$ `$\sqrt[3]{5}$`

$\frac{xy}{x+y}$ `$\frac{xy}{x+y}$`



Some Commands

$\cos \theta$ `$\backslash\cos\theta$`

$\cos^2 \theta$ `$\backslash\cos^2\theta$`

$\sqrt[3]{5}$ `$\backslash\sqrt[3]{5}$`

$\frac{xy}{x+y}$ `$\backslash\frac{xy}{x+y}$`

A^x_y `$A^{\{x\}}_{\{y\}}$`



Some Commands

$\cos \theta$ `$\cos\theta$`

$\cos^2 \theta$ `$\cos^2\theta$`

$\sqrt[3]{5}$ `$\sqrt[3]{5}$`

$\frac{xy}{x+y}$ `$\frac{xy}{x+y}$`

A^x_y `$A^{\{x\}}_{\{y\}}$`

$\sum_{k=1}^n k$ `$\sum_{k=1}^n k$`



Some Commands

$\cos \theta$ `$\cos\theta$`

$\cos^2 \theta$ `$\cos^2\theta$`

$\sqrt[3]{5}$ `$\sqrt[3]{5}$`

$\frac{xy}{x+y}$ `$\frac{xy}{x+y}$`

A^x_y `A^x_y`

$\sum_{k=1}^n k$ `$\sum_{k=1}^n k$`

$2 \neq 4$ `$2 \neq 4$`

Some Commands

$\cos \theta$ `\cos\theta`

$\cos^2 \theta$ `\cos^2\theta`

$\sqrt[3]{5}$ `\sqrt[3]{5}`

$\frac{xy}{x+y}$ `\frac{xy}{x+y}`

A^x_y `A^{x}_{y}`

$\sum_{k=1}^n k$ `\sum_{k=1}^n k`

$2 \neq 4$ `2 \neq 4`

$\phi \in \Psi$ `\phi \in \Psi`

It is now your turn.

It is now your turn.

■ Practice 1: $A = \{(x, y, z) \in \mathbb{R}^3 \mid 2x + 3y - z = 1\}$

It is now your turn.

■ Practice 2: $f(x) = x^2 + 2x + c$

It is now your turn.

■ Practice 3: $\frac{d^2y}{dx^2} + 3\frac{dy}{dx} + 2y = x^2 \cos x$



It is now your turn.

■ Practice 4: $\frac{x}{x+1} + \frac{x+2}{x} = \frac{x-1}{x+3}$

Step Functions

Step Functions

$$\blacksquare f(x) = \begin{cases} x^2 + 8, & \text{if } 0 \leq x \leq 2 \\ 14, & \text{if } 2 \leq x \leq 4 \\ x^2 - 2, & \text{if } x \geq 4 \end{cases}$$

Step Functions

$$\blacksquare f(x) = \begin{cases} x^2 + 8, & \text{if } 0 \leq x \leq 2 \\ 14, & \text{if } 2 \leq x \leq 4 \\ x^2 - 2, & \text{if } x \geq 4 \end{cases}$$

```

■ $ f(x)=\begin{cases}
      x^2+8, & \text{if } 0\leq x\leq 2\\
      14, & \text{if } 2\leq x\leq 4\\
      x^2-2, & \text{if } x\geq 4 \\
\end{cases} $

```



Step Functions

Step Functions

$$\blacksquare f(x) = \begin{cases} x^2 + 8, & \text{if } 0 \leq x \leq 2 \\ 14, & \text{if } 2 \leq x \leq 4 \\ x^2 - 2, & \text{if } x \geq 4 \end{cases}$$



Step Functions

$$\blacksquare f(x) = \begin{cases} x^2 + 8, & \text{if } 0 \leq x \leq 2 \\ 14, & \text{if } 2 \leq x \leq 4 \\ x^2 - 2, & \text{if } x \geq 4 \end{cases}$$

```

■ $ f(x)=\begin{cases}
    x^2+8,&\text{if } 0\leq x\leq 2\\
    14,&\text{if } 2\leq x\leq 4\\
    x^2-2,&\text{if } x\geq 4 \\
\end{cases} $

```



Step Functions

Step Functions

■ Practice 5: $f(x) = \begin{cases} \textit{Red}, & \text{if } x \in [a, b] \\ \textit{Green}, & \text{if } x \in [b, c] \\ \textit{Black}, & \text{otherwise} \end{cases}$

Step Functions

■ Practice 5: $f(x) = \begin{cases} \text{Red}, & \text{if } x \in [a, b] \\ \text{Green}, & \text{if } x \in [b, c] \\ \text{Black}, & \text{otherwise} \end{cases}$

■ Practice 6: $f(x) = \begin{cases} \text{Red}, & \text{if } x \in [a, b] \\ \text{Green}, & \text{if } x \in [b, c] \\ \text{Black}, & \text{otherwise} \end{cases}$



Matrices

Matrices

$$\blacksquare A = \begin{bmatrix} 2 & 3 & 4 & 5 \\ 2 & 3 & 4 & 3 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$



Matrices

$$\blacksquare A = \begin{pmatrix} a & b & c \\ x & y & z \\ p & q & r \end{pmatrix}$$



Matrices

■ $A = \begin{pmatrix} a & b & c \\ x & y & z \\ p & q & r \end{pmatrix}$

■ `\begin{pmatrix}`
`1800196 29.35 30 60.00 D a& b& c\\`
`x& y& z\\`
`p& q& r`
`\end{pmatrix}`



It is now your turn.



It is now your turn.

■ Practice 7: $A = \begin{bmatrix} is & have & come & ? \\ ? & had & came & went \end{bmatrix}$



It is now your turn.

■ Practice 8: $A =$

is	have	come
was	had	came



It is now your turn.

■ Practice 9: $A = \begin{pmatrix} 1 & 1 & 1 & \dots & 1 \\ 1 & 1 & 1 & \dots & 1 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & 1 & 1 & \dots & 1 \end{pmatrix}$



Table of Contents

- 1 Introduction
- 2 Math Mode
 - Matrices
- 3 Math Operators**
- 4 Equations
 - Managing Equations
- 5 Aligned equations
- 6 Final Words

Math Operators

Math Operators

\LaTeX allows you to typeset any sort of equations.

Math Operators

L^AT_EX allows you to typeset any sort of equations.

L^AT_EX math support

$$\int_a^b \frac{d\theta}{1 + \theta^2} = \tan^{-1} b - \tan^{-1} a$$

Math Operators

L^AT_EX allows you to typeset any sort of equations.

L^AT_EX math support

$$\int_a^b \frac{d\theta}{1 + \theta^2} = \tan^{-1} b - \tan^{-1} a$$

L^AT_EX math support

$$\int_a^b \frac{d\theta}{1 + \theta^2} = \tan^{-1} b - \tan^{-1} a$$

Typesetting Math

Typesetting Math

\LaTeX allows you to typeset any sort of equations.

Typesetting Math

L^AT_EX allows you to typeset any sort of equations.

L^AT_EX inline math mode

$$\sum_{n=0}^{\infty} \sum_{k=1}^n (n+1)(n^2+1)$$

Typesetting Math

L^AT_EX allows you to typeset any sort of equations.

L^AT_EX inline math mode

$$\sum_{n=0}^{\infty} \sum_{k=1}^n (n+1)(n^2+1)$$

Using math mode

Inline math mode: $\$ \dots \$$ Evaluate

$$\oint_C \frac{z+3}{z^2+3z+2} dz$$

where C is the contour $|z-2|=1$.

Your turn again

Your turn again

■ Practice 10: $\int_0^1 \left(\frac{e^x}{e^x+1} + \cos x \right) dx$

Your turn again

■ Practice 10: $\int_0^1 \left(\frac{e^x}{e^x+1} + \cos x \right) dx$

■ Practice 11: $\int_0^1 \left(\frac{e^x}{e^x+1} + \cos x \right) dx$

Your turn again

■ Practice 12: $\left[2 \times \left\{\left(\frac{2}{3} - 2\right) - 3\right\} - 3\right]$

Table of Contents

- 1 Introduction
- 2 Math Mode
 - Matrices
- 3 Math Operators
- 4 Equations**
 - Managing Equations**
- 5 Aligned equations
- 6 Final Words

Writing Equations

Writing Equations

\LaTeX allows you to label equations.

Writing Equations

L^AT_EX allows you to label equations.

L^AT_EX assigns numbers to equations.

The mass-energy equivalence is described by the famous equation

$$E = mc^2$$

discovered in 1905 by Albert Einstein. In natural units ($c = 1$), the formula expresses the identity

$$E = m \tag{1}$$



Managing A System of Equations



Managing A System of Equations

\LaTeX assigns numbers to equations.

$$a = b + c + 2 \tag{2}$$

$$b = 2a + c \tag{3}$$

$$b = 2c + 1 \tag{4}$$



Managing A System of Equations

L^AT_EX assigns numbers to equations.

$$a = b + c + 2 \quad (2)$$

$$b = 2a + c \quad (3)$$

$$b = 2c + 1 \quad (4)$$

L^AT_EX Code

```
\begin{eqnarray}
a&=&b+c+2\\
b&=&2a+c\\
b &=&2c+1
\end{eqnarray}
```

Managing A System of Equations



Managing A System of Equations

L^AT_EX assigns numbers to equations.

$$a = b + c + 2$$

$$b = 2a + c$$

$$b = 2c + 1$$



Managing A System of Equations

L^AT_EX assigns numbers to equations.

$$a = b + c + 2$$

$$b = 2a + c$$

$$b = 2c + 1$$

L^AT_EX Code

```
\begin{eqnarray*}  
a&=&b+c+2\\  
b&=&2a+c\\  
b&=&2c+1  
\end{eqnarray*}
```

Table of Contents

- 1 Introduction
- 2 Math Mode
 - Matrices
- 3 Math Operators
- 4 Equations
 - Managing Equations
- 5 Aligned equations**
- 6 Final Words

Managing A System of Equations

Managing A System of Equations

L^AT_EX assigns numbers to equations.

Solve the system of equations:

$$r^2 = s^2 + t^2, \tag{5}$$

$$2u + 1 = v + w^\alpha, \tag{6}$$

$$x = \frac{y + z}{\sqrt{s + 2u}}; \tag{7}$$

Managing A System of Equations

L^AT_EX assigns numbers to equations.

Solve the system of equations:

$$r^2 = s^2 + t^2, \tag{5}$$

$$2u + 1 = v + w^\alpha, \tag{6}$$

$$x = \frac{y + z}{\sqrt{s + 2u}}; \tag{7}$$

Is there any triplet (r, s, t) of integers satisfying the equation (5).

Practice Once Again

Practice Once Again

Practice 13:

L^AT_EX and equations.

Solve the system of equations:

$$\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = xy, \quad (8)$$

$$\frac{\partial u}{\partial x} = 2 \frac{\partial u}{\partial x}, \quad (9)$$

subject to the conditions $u(x, 0) = u(y, 0) = 2$.



Table of Contents

- 1 Introduction
- 2 Math Mode
 - Matrices
- 3 Math Operators
- 4 Equations
 - Managing Equations
- 5 Aligned equations
- 6 Final Words

Disadvantages...

Disadvantages...

- I love working in L^AT_EX so much that I stop peeping through the **Windows**.

Disadvantages...

- I love working in L^AT_EX so much that I stop peeping through the **Windows**.
- So it is very difficult for me to mention disadvantages, but I am sure **they (?)** can tell you hundreds.

Getting Help and Learning More

- L^AT_EX Wikibooks:

en.wikibooks.org/wiki/LaTeX

- *The Not So Short Introduction to L^AT_EX 2_ε:*

www.ctan.org/tex-archive/info/lshort/english/lshort.pdf

- *A Short Math Guide for L^AT_EX:*

<ftp://ftp.ams.org/pub/tex/doc/amsmath/short-math-guide.pdf>

- *The Beamer Theme Matrix:*

www.hartwork.org/beamer-theme-matrix/

Getting Help and Learning More

- L^AT_EX Wikibooks:

en.wikibooks.org/wiki/LaTeX

- *The Not So Short Introduction to L^AT_EX 2_ε:*

www.ctan.org/tex-archive/info/lshort/english/lshort.pdf

- *A Short Math Guide for L^AT_EX:*

<ftp://ftp.ams.org/pub/tex/doc/amsmath/short-math-guide.pdf>

- *The Beamer Theme Matrix:*

www.hartwork.org/beamer-theme-matrix/

blue **And your best friend Google!**

\$ Thank You \$

