

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

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# What is $\text{\LaTeX}$ and why should I care about it?

**History** Donald Knuth needed a typesetting system for writing the second edition of the Art of Computer Programming (1977) and developed  $\text{\TeX}$ . For example, we can typeset summation

$\frac{1}{N} \sum_{i=0}^N x_i$  with:

```
\frac{1}{N} \sum_{i=0}^N x_i
```

Leslie Lamport developed a standardized version called  $\text{\LaTeX}$  to incorporate  $\text{\TeX}$  with various document styles.

## Why should I care?

1. Care about content, not formatting
2. Math
3. Creating scientific artifacts (papers, posters, diagrams)
4. Thinking like a scientist

# Workshop Overview

**Goal:** Feel comfortable with most common  $\text{\LaTeX}$  use cases.

**Format:** Presentation / Challenges / Competition - Interactive!

## Overview

1. Basics of Typesetting

**Challenge:** Create Document.

2. Mathematics

**Challenge:** Recreate a formula.

3. Tables

**Challenge:** Create Table.

4. Diagrams

**Challenge:** Create Diagram.

5. Algorithms

**Challenge:** Create Algorithm.

6. Advanced LaTeX (Macros)

**Challenge:** Create Macro.

7. LaTeX Ecosystem: Presentations, Posters, Thesis, Templates, Bibliographies, Other Packages.

**Competition** We will provide a document with all of the elements above and your challenge will be to recreate the document in  $\text{\LaTeX}$ .

# Basics of Typesetting: The Environment

## Interactive

Go to <https://overleaf.com/>

(1) create an account (if need be)

(2) create a new project (blank document)

```
\documentclass{article}
\usepackage{graphicx} % Required for inserting images
\title{Workshop}
\author{Domenic Rosati}
\date{November 2024}
\begin{document}
\maketitle
\section{Introduction}
\end{document}
```

# Basics of Typesetting: The Document

`\documentclass{article}` creates the class of document that gives a whole host of styling and commands specific to that document.

Many commands use the following syntax:

`\documentclass[12pt]{article}` where the brackets are some function argument like set font to 12pt.

Document classes all have different *document structures*.

Here is a basic document structure hierarchy you will use a lot:

```
\section{section header}
.. some text
\subsection{another header}]
\subsubsection{another}
\paragraph{This para starts like this}
\subparagraph{Subpara start}
```

# Basics of Typesetting: The Document

Referencing text:  $\text{\LaTeX}$  provides a nice way for cross-referencing text, figures, equations, and bibliographic references.

You tag most things with `\label{yourlabel}` and reference them with `\ref{yourlabel}`

For example this slide is labeled as Slide 6. In  $\text{\TeX}$  this looks like:

```
Slide~\ref{slideref} % tilde means stay on same line
```

# Basics of Typesetting: Structure

Another common element used to structure text is the `\begin{itemize/enumerate}` which defines a new text environment.

```
\begin{itemize}  
  \item Unordered Item 1  
  \item Unordered Item 2  
\end{itemize}
```

- ▶ Unordered Item 1
- ▶ Unordered Item 2

# Basics of Typesetting: Layouting

**Some useful layout tips**  $\text{\LaTeX}$  or the style you are using doesn't always get things right a few commands that are helpful are:

`\\` or `\newline` % adds a new line

`\pagebreak` or `\newpage`

`\hfill` or `\vfill` % fills the space

`\vspace{1em}` `\hspace{1em}` % adds space

`\vspace{-1em}` `\hspace{-1em}` % removes space

`\quad` % adds 4 spaces

`\&` % `\` escapes &

`\noindent` % makes sure there is no indent.



# Basics of Typesetting: Type!

**Styling Bold:** `\textbf{...}`

*Italics:* `\textit{...}`

Underline: `\underline{...}`

*Emphasis:* `\emph{...}`

## Font sizes & styles:

Tiny `{\tiny this text is small}`

Monospace Code `{\texttt{Llama2-7B}}`

SMALL CAPS `\textsc{Small Caps}`

**color** `\textcolor{red}{color}` (Requires `\usepackage{xcolor}`)

## Basics of Typesetting: Figures

If we add the package `\usepackage{graphicx}`, then we can include pictures with `\includegraphics{resnet_loss}`. We often want to add a figure environment:

```
\begin{figure}[h] % place the figure h/t/b
\centering % center the figure
\includegraphics[width=0.75\textwidth]{resnet_loss}
\caption{A nice plot.}
\label{fig:resnet_loss}
\end{figure}
```

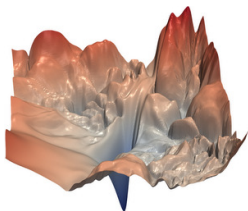


Figure: The loss landscape of a Resnet54 [1]

# Document Recreation Minichallenge

Recreate the following PDF using what we learned so far.

Note: `\TeX{}` and `\LaTeX{}` are the verbs for the outputs  $\text{T}\text{E}\text{X}$  and  $\text{\LaTeX}$ .

QR Code:

Github Link:

`challenges/challenge_1_document`

# Typesetting Formulas

Inline Formulas `\( ... \)` or `$ ... $` and block math environments `\[ ... \]` or `$$ ... $$`.

super and subscript	$x_j^i$	<code>\$x^{\{i\}}_{\{j\}}\$</code>
greek	$\{\epsilon, \pi, \delta\}$	<code>\$\{ \backslash epsilon, \backslash pi, \backslash delta \}\$</code>
fractions	$\frac{1}{2}$	<code>\$\frac{1}{2}\$</code>
summation	$\sum_{i=0}^N x_i$	<code>\$\sum_{i=0}^N x_i\$</code>
set operators	$\in \cup \cap \subseteq$	<code>\$\in \backslash cup \backslash cap \backslash subseteq\$</code>
vectors	$\vec{a} \cdot \vec{b}$	<code>\$\vec{a} \backslash cdot \vec{b}^{\backslash top}\$</code>

Resources:

- ▶ symbol pallet  $\Omega$
- ▶ <https://detexify.kirelabs.org/>
- ▶ [https://www.overleaf.com/learn/latex/List\\_of\\_Greek\\_letters\\_and\\_math\\_symbols](https://www.overleaf.com/learn/latex/List_of_Greek_letters_and_math_symbols)

# Getting it right

## Fonts

Calligraphic  $\mathcal{L}$ : `\mathcal{L}`

Boldface **A**: `\mathbf{A}`

Blackboard  $\mathbb{E}$ : `\mathbb{E}`

Regular Text  $\epsilon$  therefore  $\delta$ : `\text{ therefore }`

## Example:

$$y \sim \mathcal{N}(\mathbf{0}, \mathbf{1})$$

```
\[  
y \sim \mathcal{N}(\mathbf{0}, \mathbf{1})  
\]
```

# Alignment and Math Environments

Use align environment with & to align equations.

$$2x - 5y = 8$$

$$3x + 9y = -12$$

```
\begin{align*}
2x - 5y &= 8 \\
3x + 9y &= -12 \\
\end{align*}
```

# Math Environments

When you can you should use standard math environments.

```
\begin{remark}  
...  
\end{remark}  
\begin{definition}  
...  
\end{definition}  
\begin{theorem}  
...  
\end{theorem}  
\begin{lemma}  
...  
\end{lemma}  
\begin{proof}  
...  
\end{proof}
```

# Formula Recreation Minichallenge

Hint: make sure to use

```
\usepackage{amsmath}  
\usepackage{amsfonts}
```

There is also the use of some symbols and verbs (like `\underset{ }{ }`) that you will need to look up.

Spacing tips: you can use `\quad` or `\` or `\:` to adjust spacing.

QR Code:

Github Link:

If you are finished keep going at: <https://texnique.xyz/>



# Typesetting Algorithms

There are a variety of different packages for typesetting algorithms and pseudocode. We will use `\usepackage{algorithm}` and `\usepackage{algpseudocode}` in the `\begin{algorithmic}` environment.

Some basic commands:

<code>\Require</code>	The inputs and initial state
<code>\State</code>	Steps in the algorithm
<code>\gets</code>	assignment
<code>\Comment</code>	a comment
<code>\While{}\EndWhile{}</code>	While loop
<code>\If{}\ElseIf{}\EndIf{}</code>	Conditionals
<code>\For{}\EndFor{}</code>	For loops
<code>\Call{ }{ }</code>	Function calling

```

\begin{algorithm}[H]
\caption{An algorithm with caption}\label{alg:cap}
\begin{algorithmic}[1]
\Require  $n \geq 0$ 
\Ensure  $y = x^n$ 
\State  $y \leftarrow 1$ 
\State  $X \leftarrow x$ 
\State  $N \leftarrow n$ 
\While{ $N \neq 0$ }
\If{ $N$  is even}
    \State  $X \leftarrow X \times X$ 
    \State  $N \leftarrow \frac{N}{2}$  \Comment{This is a comment}
\ElseIf{ $N$  is odd}
    \State  $y \leftarrow y \times X$ 
    \State  $N \leftarrow N - 1$ 
\EndIf
\EndWhile
\end{algorithmic}
\end{algorithm}

```

---

## Algorithm 1 An algorithm with caption

---

**Require:**  $n \geq 0$

**Ensure:**  $y = x^n$

```
1:  $y \leftarrow 1$ 
2:  $X \leftarrow x$ 
3:  $N \leftarrow n$ 
4: while  $N \neq 0$  do
5:   if  $N$  is even then
6:      $X \leftarrow X \times X$ 
7:      $N \leftarrow \frac{N}{2}$ 
8:   else if  $N$  is odd then
9:      $y \leftarrow y \times X$ 
10:     $N \leftarrow N - 1$ 
11:   end if
12: end while
```

▷ This is a comment

# Algorithms Recreation Minichallenge

challenges/challenge\_3\_algorithms

# Typesetting Tables

Tables might be the hardest thing to typeset since they can get messy very fast.

A basic table uses the `tabular` environment and looks like the following:

```
\begin{tabular}{c c c}  
  cell1 & cell2 & cell3 \\  
  cell4 & cell5 & cell6 \\  
  cell7 & cell8 & cell9  
\end{tabular}
```

`\begin{tabular}{c c c}` indicates the table has three columns that are each centered `c`. The parameters of the `tabular` environment define how columns are formatted, their size, their alignment, and column separators.

The rows are separated by new lines `\\` with cells separated by `&`.

# Typesetting Tables

However this is what that table would look like:

cell1	cell2	cell3
cell4	cell5	cell6
cell7	cell8	cell9

## Some improvements:

- ▶ Use the table environment
- ▶ Use the `\centering` command
- ▶ Use horizontal and vertical lines
- ▶ Use booktabs

# Typesetting Tables

```
\usepackage{booktabs}
...
\begin{table}
\centering
\begin{tabular}{l | c c}
\toprule
cell1 & cell2 & cell3 \\
\midrule
cell4 & cell5 & cell6 \\
cell7 & cell8 & cell9 \\
\bottomrule
\end{tabular}
\caption{
  My Table \label{tab:table_1}
}
\end{table}
```

# Typesetting Tables

cell1	cell2	cell3
cell4	cell5	cell6
cell7	cell8	cell9

**Table:** My Table

Table 1 is a little bit better but adding more cells can make tables get messy quite quickly.



# Tips for Typesetting Tables

## Horizontal Spacing between rows

```
cell1 & cell2 & cell3 \\ [4ex]
```

```
cell1 & cell2 & cell3 \\ [0.5ex]
```

## Text Spans multiple rows / columns

```
\usepackage{multirow}
```

```
...
```

```
\multicolumn{3}{|c|}{Column} \\
```

```
\multirow{2}{*}{cell1} & cell2 & cell3 \\  
& cell2 & cell3 \\
```

## Change line length

```
cell1 & cell2 & cell3 \\
```

```
\cline{2-3}
```

```
& cell2 & cell3 \\
```

**Protip:** Use pandas `to_latex` method for creating and maintaining tables.

```
import pandas as pd
df = pd.read_csv( './raw_results.csv' )
pivot = raw_data.pivot_table(
    values='Value ',
    index='Category ',
    columns='Subcategory ',
    aggfunc=['mean', 'std ']
)
# Export pivot table to LaTeX
latex_table = pivot.to_latex(
    float_format="%.2f",
    escape=False
)
```

# Table Recreation Minichallenge

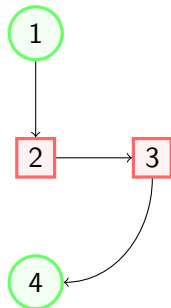
challenge\_4\_tables

# Typeetting Diagrams

Why shouldn't I just use google draw?

- ▶ Content over Style
- ▶ Collaboration
- ▶ Ease of modification

```
\usepackage{tikz}
\usetikzlibrary{positioning}
```



```

\begin{tikzpicture}[
roundnode/.style={circle, draw=green!60,
fill=green!5, very thick, minimum size=7mm},
squarednode/.style={rectangle, draw=red!60,
fill=red!5, very thick, minimum size=5mm},
]
%Nodes
\node[squarednode] (maintopic) {2}
\node[roundnode] (uppercircle) [above=of maintopic] {1}
\node[squarednode] (rightsquare) [right=of maintopic] {3}
\node[roundnode] (lowercircle) [below=of maintopic] {4}

%Lines
\draw[->] (uppercircle.south) -- (maintopic.north);
\draw[->] (maintopic.east) -- (rightsquare.west);
\draw[->] (rightsquare.south) .. controls +(down:7mm)
and +(right:7mm) .. (lowercircle.east);
\end{tikzpicture}

```

# Diagram Recreation Minichallenge

challenge\_5\_diagrams

# Typesetting Plots

Why shouldn't I just use matplotlib?

- ▶ Maintenance
- ▶ Aesthetics

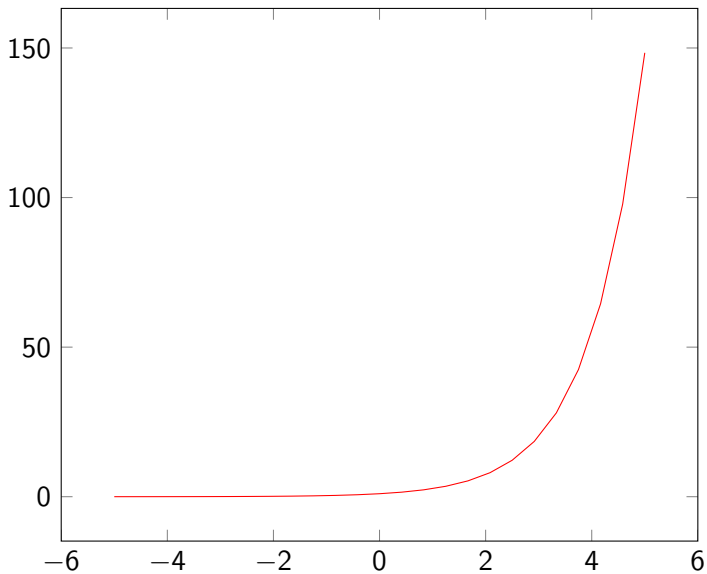
```
\usepackage[margin=0.25in]{geometry}  
\usepackage{pgfplots}  
\pgfplotsset{width=10cm,compat=1.9}
```

```
% We will externalize the figures
```

```
\usepgfplotslibrary{external}  
\tikzexternalize
```

```
...
```

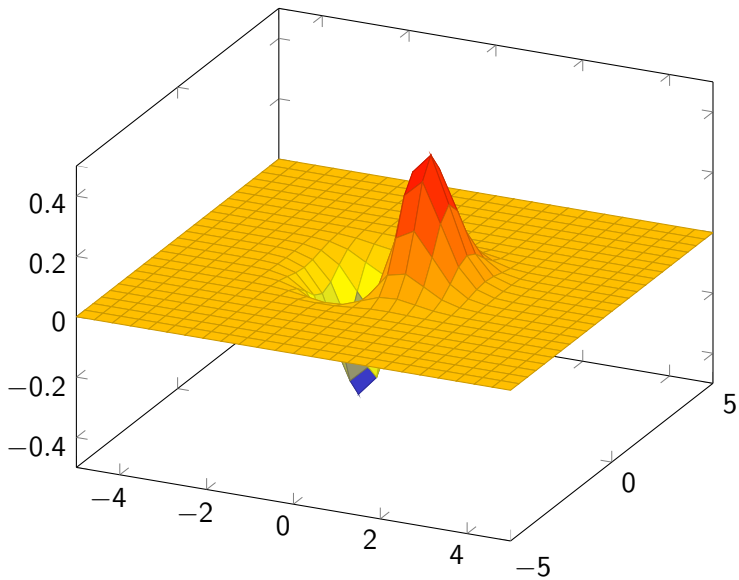
```
\begin{tikzpicture}  
  \begin{axis}  
    \addplot[color=red]{exp(x)};  
  \end{axis}  
\end{tikzpicture}
```





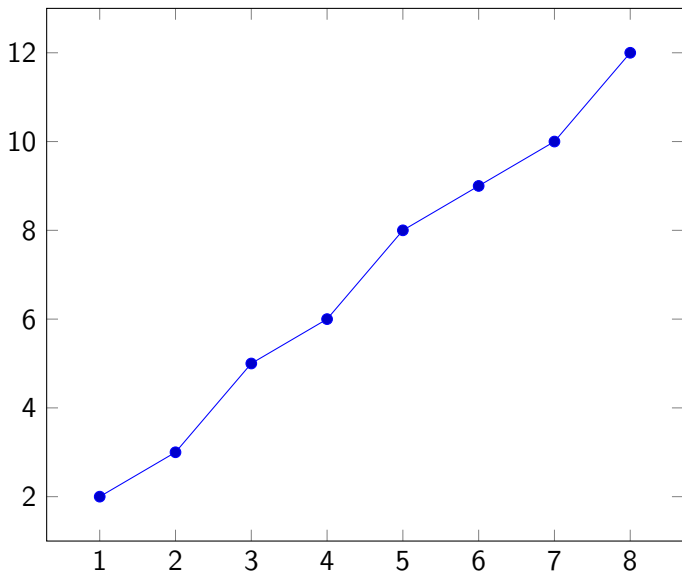
## 3d plots

```
\begin{tikzpicture}  
  \begin{axis}  
    \addplot3[  
      surf,  
    ]  
    {exp(-x^2-y^2)*x};  
  \end{axis}  
\end{tikzpicture}
```



# Plotting Data

```
\begin{tikzpicture}
  \begin{axis}
    \addplot
      coordinates {
        (1,2) (2,3) (3,5) (4,6) (5,8) (6,9) (7,10) (8,12)
      };
  \end{axis}
\end{tikzpicture}
```



# Plot Recreation Minichallenge

challenge\_6\_plots

**See:** <https://latexdraw.com/> for comprehensive tutorials on latex plotting and diagramming.

- ▶ Presentations (like this one): Beamer
- ▶ Posers: Beamerposter
- ▶ Other documents: overleaf templates
- ▶ Bibliography management: Bibtex, Natbib, Biblatex
- ▶ Other Packages: T<sub>E</sub>X Packages

# Citations and References

```
\usepackage{natbib}
\bibliographystyle{unsrtnat}
...
\section{My Paper}
According to \citet{} ....
This has been studied by many works \citep{}.
Our results differ (see \citealp{})...
...
\bibliography{bibliography}

bibliography.bib

@misc{knuthwebsite,
  author    = "Donald Knuth",
  title     = "Knuth: Computers and Typesetting",
  url       = "http://www-cs-faculty.stanford.edu/~{}unc
}
```

# Citation flow demo

**get paper bibtex from semantic scholar**



# Advanced L<sup>A</sup>T<sub>E</sub>X

- ▶ Stylesheets
- ▶ Macros, Commands
- ▶ Large scale documents
- ▶ Tikz, Pgfplots

```
\newcommand{\R}{\mathbb{R}} \\  
\newcommand{\bb}[1] {\{\mathbb{#1}\}}  
\( \bb{R} \) \\\
```

# Additional Learning Resources

1. Overleaf
2. <https://www.youtube.com/@DrTrefor>
3. Looking at the source of arXiv papers
4. <https://texnique.xyz/>
5. Michelle Krummel Latex
6. Me / Other Grad students at Dal
7. <https://www.learnlatex.org/en/>

# Competition

Paper recreation challenge.

1. Choose a paper from the TinyPapers track from ICRL:  
<https://openreview.net/group?id=ICLR.cc/2024/TinyPapers#tab=invite-to-present-notable>
2. Create a new overleaf project using the ICLR template  
<https://iclr.cc/Conferences/2024/CallForPapers>
3. Fill it in copying the paper as best you can.

## **The most faithful recreation wins!**

What is allowed?

- ▶ Taking screenshots of figures and diagrams
- ▶ Looking things up
- ▶ Asking for help

What is not allowed?

- ▶ Finding the TeX source of the paper
- ▶ Taking screenshots of tables

**Ask for help!**

# References

- [1] Hao Li et al. *Visualizing the Loss Landscape of Neural Nets*. 2018. arXiv: 1712.09913 [cs.LG]. URL: <https://arxiv.org/abs/1712.09913>.