

# An Introduction to L<sup>A</sup>T<sub>E</sub>X

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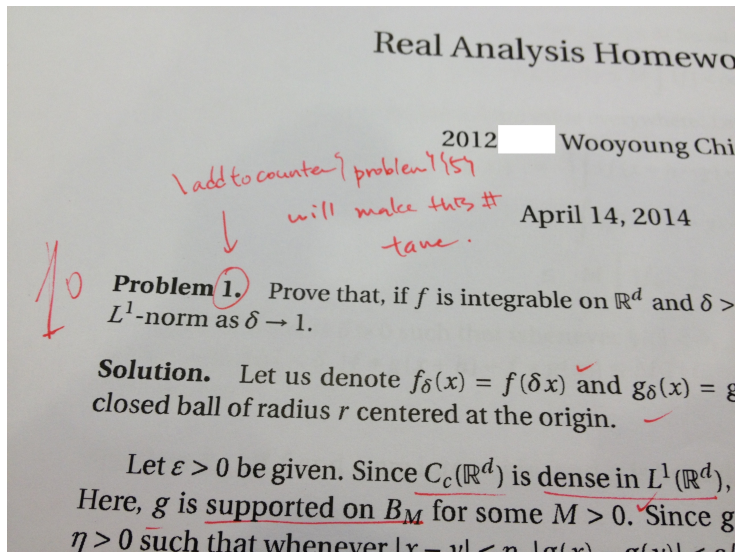
# Outline

- 1 A First Look at T<sub>E</sub>X
- 2 Math Formulas
- 3 More Environments
- 4 Cross Reference and Citation
- 5 Fantastic Features and Where to Find Them
- 6 Some Minutia
- 7 More Resources

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# A Lesson from a Kind TA



# What is T<sub>E</sub>X?

T<sub>E</sub>X

- Used to typeset high-quality technical manuscripts.
- Written by Donald Knuth, released in 1978.
- Example 1: A simple T<sub>E</sub>X document.
- Example 2: The source code of T<sub>E</sub>X.

# The T<sub>E</sub>X Family (Examples 3–6)

	T <sub>E</sub> X	pdfT <sub>E</sub> X	X <sub>Y</sub> T <sub>E</sub> X	LuaT <sub>E</sub> X
Plain	<code>tex</code>	<code>etex</code>	(none)	<code>dviluatex</code>
	(none)	<code>pdftex</code>	<code>xetex</code>	<code>luatex</code>
L <sup>A</sup> T <sub>E</sub> X	(none)	<code>latex</code>	(none)	<code>dvilualatex</code>
	(none)	<code>pdflatex</code>	<code>xelatex</code>	<code>lualatex</code>

- Output types: DVI, PDF.
- Engines: T<sub>E</sub>X, X<sub>Y</sub>T<sub>E</sub>X, LuaT<sub>E</sub>X.
- Formats: Plain T<sub>E</sub>X, L<sup>A</sup>T<sub>E</sub>X.

# The Name of the Game

- T<sub>E</sub>X is the uppercase form of  $\tau\epsilon\chi$ , which means both technology and art in Greek.
- T<sub>E</sub>X is pronounced ['tɛx]. The sound [x] can be found in the Korean word 흥정 [xwɔŋɕʰɐŋ].
- That said, ['tɛk] is fine.
- L<sup>A</sup>T<sub>E</sub>X is pronounced ['lɑ:tɛx] or ['leɪtɛx].

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

```
\documentclass{amsart}

\begin{document}
\title{...}
\author{...}
\date{\today}
\begin{abstract}
...
\end{abstract}
\maketitle

...
\end{document}
```



# Exercise 1

Copy `exercise_1.pdf` using L<sup>A</sup>T<sub>E</sub>X.

# Control Sequences

Example of control sequences: `\TeX` for T<sub>E</sub>X, and `\%` for %.

- Control word (`\TeX`): `\` + one or more letters.
  - T<sub>E</sub>Xnician: `\TeX nician`.
  - Use `\TeX\_\_` or `\TeX{\_\_}` for a space after T<sub>E</sub>X.
- Control symbol (`\%`): `\` + one nonletter.

A couple more examples of control words:

- Use `\LaTeX` for L<sup>A</sup>T<sub>E</sub>X.
- Use `\today` for May 13, 2022(today's date).

# Parameters

Some control sequences have a parameter.

- The letter immediately following a control sequence is the first parameter by default
  - Use `\^o` for ô.
  - Use `\H o` for õ.
- Use `{...}` for a longer parameter.
  - Use `\emph{Hello}` for an emphasized *Hello*.
  - Use `\footnote{World!}` for a footnote.<sup>1</sup>
  - One can use `\H{o}` for õ.

---

<sup>1</sup>World!

# Special Characters

- Typeset diacritics and special characters as follows:

---

ò	<code>\`o</code>	ó	<code>\'o</code>	ô	<code>\~o</code>	õ	<code>\~o</code>
ō	<code>\=o</code>	ô	<code>\.o</code>	ö	<code>\"o</code>	ç	<code>\c c</code>
õ	<code>\u o</code>	ö	<code>\v o</code>	ø	<code>\H o</code>	q	<code>\c o</code>
q	<code>\d o</code>	u	<code>\b o</code>	oo	<code>\t oo</code>		
œ	<code>\oe</code>	Œ	<code>\OE</code>	æ	<code>\ae</code>	Æ	<code>\AE</code>
å	<code>\aa</code>	Å	<code>\AA</code>				
ø	<code>\o</code>	Ø	<code>\O</code>	l	<code>\l</code>	L	<code>\L</code>
i	<code>\i</code>	j	<code>\j</code>	i	<code>!\`</code>	¿	<code>?`</code>

---

- `#`, `$`, `%`, `^`, `&`, `_`, `{`, `}`, `~`, and `\` have special functions in T<sub>E</sub>X.

```
\# \$ \% \^{} \& \_ \{ \} \~{}
\textbackslash
```

```
# $ % ^ & _ { } ~ \
```

# Changing the Type Style

- `\textit{Italic shape}`: *Italic shape*.
- `\textsc{Small caps shape}`: **SMALL CAPS SHAPE**.
- `\textbf{Boldface series}`: **Boldface series**.
- `\texttt{Typewriter family}`: Typewriter family

# Quotes and Dashes

- Use ``` and ```` for opening quotation marks.

```
``Please press the `x' key.''
```

“Please press the ‘x’ key.”

- Not all dashes are equal!

```
daughter-in-law, X-rated\\
pages 13--67\\
yes---or no? \\
$0$, $1$ and $-1$
```

daughter-in-law, X-rated  
pages 13–67  
yes—or no?  
0, 1 and −1

# Exercise 2

Copy `exercise_2.pdf` using L<sup>A</sup>T<sub>E</sub>X.

# Sectioning

- Use `\section{...}` to start a section.
- There are also `\subsection` and `\subsubsection`.



# Exercise 3

Copy `exercise_3.pdf` using L<sup>A</sup>T<sub>E</sub>X.

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# Types of Formulas

There are two types of math formulas:

- Inline formulas: use `$x = (x_1, x_2)$` for  $x = (x_1, x_2)$ .
- Displayed formulas: use `\[x^3+y^3=z^3.\]` for

$$x^3 + y^3 = z^3.$$

Consider a displayed formula as a part of a sentence.

Note that spaces are ignored in the *math mode*.

# Basic Constructs

- Use `n=1, 2, \dots` for  $n = 1, 2, \dots$ , and `x_1+\dots+x_n` for  $x_1 + \dots + x_n$ .
- Use `\{...\}` for longer super/subscripts:  
`a_{n-1}z^{n-1}+\dots+a_0` for  $a_{n-1}z^{n-1} + \dots + a_0$ .
- Use `\alpha, \beta, \Gamma, \Delta, \dots` for  $\alpha, \beta, \Gamma, \Delta, \dots$ .
- Use `\log, \sin, \max, \det, \dots` for  $\log, \sin, \max, \det, \dots$ .
- Use `\sqrt{2}` for  $\sqrt{2}$ , and `\sqrt[3]{x}` for  $\sqrt[3]{x}$ .
- Use `\overline{z^2+1}` for  $\overline{z^2 + 1}$ .

# Math Mode Accents

The commands for accents are different in math mode.

$\hat{a}$	<code>\hat{a}</code>	$\check{a}$	<code>\check{a}</code>	$\tilde{a}$	<code>\tilde{a}</code>
$\grave{a}$	<code>\grave{a}</code>	$\dot{a}$	<code>\dot{a}</code>	$\ddot{a}$	<code>\ddot{a}</code>
$\bar{a}$	<code>\bar{a}</code>	$\vec{a}$	<code>\vec{a}</code>	$\widehat{AAA}$	<code>\widehat{AAA}</code>
$\acute{a}$	<code>\acute{a}</code>	$\breve{a}$	<code>\breve{a}</code>	$\widetilde{AAA}$	<code>\widetilde{AAA}</code>
$\mathring{a}$	<code>\mathring{a}</code>				

# Some Common Symbols

$\leq$	<code>\le</code>	$\geq$	<code>\ge</code>	$\neq$	<code>\ne</code>	$\equiv$	<code>\equiv</code>
$\emptyset$	<code>\emptyset</code>	$\subset$	<code>\subset</code>	$\supset$	<code>\supset</code>	$\cup$	<code>\cup</code>
$\cap$	<code>\cap</code>	$\vee$	<code>\vee</code>	$\wedge$	<code>\wedge</code>	$\approx$	<code>\approx</code>
$\in$	<code>\in</code>	$ $	<code>\mid</code>	$\perp$	<code>\perp</code>	$\cdot$	<code>\cdot</code>
$\times$	<code>\times</code>	$\pm$	<code>\pm</code>	$\setminus$	<code>\setminus</code>	$\circ$	<code>\circ</code>

Placing `\not` before a relation symbol negates it:

$\not\subset$	<code>\not\subset</code>	$\not\equiv$	<code>\not\equiv</code>
$\not\approx$	<code>\not\approx</code>	$\notin$	<code>\notin</code>

# Exercise 4

Copy the first section of `math_exercises.pdf`.

# Fractions and Binomial Coefficients

Use `\frac{a}{b}` and `\binom{a}{b}` for

$$\frac{a}{b} \quad \text{and} \quad \binom{a}{b}.$$

`\frac` and `\binom` are control sequences with two parameters.



# Sums and Products

Write `\sum_{n=1}^{\infty} \frac{1}{n} = \infty` for

$$\sum_{n=1}^{\infty} \frac{1}{n} = \infty.$$

Write `\prod_{k=1}^{n-1} k = \Gamma(n)` for

$$\prod_{k=1}^{n-1} k = \Gamma(n).$$

# Limits and Big Parentheses

Write

`\lim_{n\to\infty} \left(1+\frac{1}{n}\right)^n = e`  
for

$$\lim_{n\rightarrow\infty} \left(1 + \frac{1}{n}\right)^n = e.$$

# Integrals

Write

`\int_{-\infty}^{\infty} e^{-x^2} \, dx = \sqrt{\pi}` for

$$\int_{-\infty}^{\infty} e^{-x^2} dx = \sqrt{\pi}.$$

Write `\iint`, `\iiint`, `\idotsint`, and `\oint` for

$$\iint, \iiint, \int \cdots \int, \text{ and } \oint.$$

## Exercise 5

Copy the second section of `math_exercises.pdf`.

 $\partial \quad \backslash \text{partial} \quad | \quad \nabla \quad \backslash \text{nabla}$ 

Change the displays to inline formulas. How do they look?

# Changing Style in Math Mode

In math mode...

- Roman `\mathrm{rank}`: rank
- Boldface `\mathbf{Var}`: **Var**
- Caligraphic `\mathcal{ABC}`: *ABC* (uppercase only)

Write `\usepackage{amssymb}` below `\documentclass` to use...

- Blackboard bold `\mathbb{NZRCH}`: **NZRCH**
- Fraktur `\mathfrak{abcdEFGH}`: *abcdEFGH*

# Defining Custom Commands

Use `\newcommand` to define your own commands!

- `\newcommand{\myschool}{Korea Advanced Insti...}`
- `\newcommand{\R}{\mathbb{R}}`
- `\newcommand{\vt}[1]{\vec{#1}}`:  
`\vt{x}` prints  $\vec{x}$ .
- `\newcommand{\setb}[2]{\{ \{ #1 \mid #2 \} \}}`:  
`\setb{x}{|x|<1}` prints  $\{x \mid |x| < 1\}$ .

# Defining Custom Operators

Use `\DeclareMathOperator` **before** `\begin{document}` to define operators:

- `\DeclareMathOperator{\rank}{\mathrm{rank}}`:  
 $\text{rank } A^T A$ .
- `\DeclareMathOperator{\Var}{\mathbf{Var}}`: **Var**  $X$ .

# Exercise 6

Create a new  $\text{\LaTeX}$  file and define commands for...

- 1 Number sets (e.g.  $\mathbb{N}$ ,  $\mathbb{Z}$ ,...)
- 2 Operators (e.g.  $\text{rank}$ ,  $\text{proj}$ ,...)
- 3 `\inner` with two parameters so that `\inner{a}{b}` prints  $\langle a, b \rangle$   
(`\langle` and `\rangle` print  $\langle$  and  $\rangle$ )
- 4 A two-parameter command which you think would be useful.

Test the commands so that you are sure they work.



# Putting Spaces in Math Mode

A tactful use of spaces may yield better results:

- $\backslash, : \Rightarrow \Leftarrow$
- $\backslash quad: \Rightarrow \Leftarrow$
- $\backslash qquad: \Rightarrow \Leftarrow$

# Writing Texts within Math

Use `\text{...}` to go into text mode.

- `\{x \mid x\text{ is even}\}`:

$$\{x \mid x \text{ is even}\}$$

- `f_i \text{ is monotonic, } \quad i=1, \dots, n`:

$$f_i \text{ is monotonic, } \quad i = 1, \dots, n$$

# The cases Environment

```
x_{n+1} = \begin{cases}
x_n/2 & \text{if } x_n \text{ is even,} \\
3x_n+1 & \text{if } x_n \text{ is odd.}
\end{cases}
```

$$x_{n+1} = \begin{cases} x_n/2 & \text{if } x_n \text{ is even,} \\ 3x_n + 1 & \text{if } x_n \text{ is odd.} \end{cases}$$

# The `split` Environment

```
\begin{split}
a &= b+c-d \\
&\quad +e-f \\
&= g+h \\
&= i \\
\end{split}
```

$$\begin{aligned}
 a &= b + c - d \\
 &\quad + e - f \\
 &= g + h \\
 &= i
 \end{aligned}$$

# Matrix Environments

```
\begin{pmatrix}
a & b & c \\
d & e & f
\end{pmatrix}
```

prints  $\begin{pmatrix} a & b & c \\ d & e & f \end{pmatrix}$ . Using `bmatrix` and `vmatrix` instead yield

$$\begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} \text{ and } \begin{vmatrix} a & b & c \\ d & e & f \end{vmatrix}.$$

# Exercise 7

Copy the third section of `math_exercises.pdf`.

`...`   `\cdots`   `|`   `:`   `\vdots`   `|`   `\ddots`

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# Centering and Flushing

- `\begin{center} abc \end{center}`:

abc

def

- `\begin{flushright} abc \end{center}`:

abc

def



# Itemize and Enumerate

```
\begin{itemize}  
\item First item  
\item Second item  
\item Third item  
\end{itemize}
```

- First item
- Second item
- Third item

```
\begin{enumerate}  
\item First item  
\item Second item  
\item Third item  
\end{enumerate}
```

- 1 First item
- 2 Second item
- 3 Third item

# Numbered Formulas

Use `\begin{equation}...\end{equation}` instead of `[\dots\]` to show equation numbers.

$$(1.5) \quad \frac{1}{n} \sum_{i \in J_n} \sum_{j=1}^n \mathbf{E} |w_{ij}|^2 \rightarrow 0 \quad \text{for any } J_n \subset \{1, \dots, n\} \text{ with } |J_n|/n \rightarrow 0.$$

Insert `\numberwithin{equation}{section}` before `\begin{document}` to have equation numbering tied to section numbering.

# Theorem-like Environments

The following defines an environment `theorem`

```
\theoremstyle{plain}
\newtheorem{theorem}{Theorem}
```

that allows us to write theorems like this:

**Theorem 1.** *If  $X_1, X_2, \dots$  are independent and identically distributed random variables with finite mean, then*

$$\frac{X_1 + \dots + X_n}{n} \rightarrow \mathbf{E}X_1 \quad \text{in probability.}$$

# Theorem-like Environments

We can name the theorem in the following way.

```
\begin{theorem}[weak law of large numbers]
If  $X_1, X_2, \dots$  are independent...
\end{theorem}
```

**Theorem 1** (weak law of large numbers). *If  $X_1, X_2, \dots$  are independent and identically distributed random variables with finite mean, then*

$$\frac{X_1 + \dots + X_n}{n} \rightarrow \mathbf{E}X_1 \quad \text{in probability.}$$

# An Example of Custom Theorem-like Environments

```
\theoremstyle{plain}
\newtheorem{theorem}{Theorem}[section]
\newtheorem{proposition}[theorem]{Proposition}
\newtheorem{lemma}[theorem]{Lemma}
\newtheorem{corollary}[theorem]{Corollary}

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

\theoremstyle{remark}
\newtheorem{remark}[theorem]{Remark}
\newtheorem*{claim}{Claim}
```

# The Built-in `proof` Environment

```
\begin{proof}
```

Notice that there are no natural numbers  $x$ ,  $y$ ,  
and  $z$  such that  $x^3 + y^3 = z^3$ .

From this the result immediately follows.

```
\end{proof}
```

*Proof.* Notice that there are no natural numbers  $x$ ,  $y$ , and  $z$  such that

$$x^3 + y^3 = z^3.$$

From this the result immediately follows. □

# The Built-in `proof` Environment

```
\begin{proof}[Proof of the main theorem]
Notice that there are no natural numbers  $x$ ,  $y$ ,
and  $z$  such that  $x^3 + y^3 = z^3$ .
From this the result immediately follows.
\end{proof}
```

*Proof of the main theorem.* Notice that there are no natural numbers  $x$ ,  $y$ , and  $z$  such that

$$x^3 + y^3 = z^3.$$

From this the result immediately follows. □

For more information on Theorem-like environments, see `manuals/amsthdoc.pdf`.

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# Cross Reference

Set labels for sections, theorems, formula, ...:

- `\section{The proof of  $P=NP$ } \label{sec:p=np}..`
- `\begin{theorem} \label{thm:fermat}...`
- `\begin{equation} \label{eq:clt}...`

Then refer them using `\ref`:

In Section `\ref{sec:p=np}`, we prove Theorem `\ref{thm:fermat}` using `\eqref{eq:clt}`.

In Section 4, we prove Theorem 2 using (3).

# Hyperlinks

- Just by importing `hyperref` package we can turn all references into hyperlinks:

```
\usepackage{hyperref}
```

- The package `hyperref` allows us to create hyperlinks to URLs:

```
\href{https://wych.in}{My homepage}
```

# Exercise 8

Copy the fourth section of `math_exercises.pdf`.

Let all numberings be auto-generated.

Put `\tableofcontents` right below `\maketitle`, and compile twice. What happens?

# Bibliography

```
\begin{thebibliography}{2}

\bibitem{Ash70} Ash, R. B. (1970).
\textit{Basic Probability Theory.}
New York--London--Sydney: John Wiley \& Sons, Inc.

\bibitem{Dur19} Durrett, R. (2019)...

\end{thebibliography}
```

## REFERENCES

- [1] Ash, R. B. (1970). *Basic Probability Theory*. New York–London–Sydney: John Wiley & Sons, Inc.
- [2] Durrett, R. (2019). *Probability: Theory and Examples*, 5th ed. Cambridge Series in Statistical and Probabilistic Mathematics, 49. Cambridge: Cambridge University Press.

# Citing References

```
...\cite{Ash70}...
```

```
...\cite[Theorem 4.8.9]{Dur19}
```

If  $X_1$  only takes  $\pm 1$  as values, a classical approach [\[1\]](#) involving difference equations yields (1). More generally, if  $X_1$  is bounded and  $\mathbf{P}(X_1 < 0) > 0$ , then we can use the fact that  $(e^{rS_n})_{n \in \mathbf{N}}$  is a martingale for some  $r < 0$  to obtain (1); see [\[2, Theorem 4.8.9\]](#). However, these methods do not easily generalize to arbitrary  $X_1$  with finite mean.

`\cite{Ash70,Dur19}` would print [1,2].

Some people discourage using BibT<sub>E</sub>X, but the convenience often outweighs the discouragement.

```
\bibliographystyle{STYLE}
\bibliography{FILE_NAME}
```

- Possible STYLES: plain, alpha, abbrv,....
- Copy and paste BibT<sub>E</sub>X entries from the internet to save time.

# Exercise 9

Cite two papers or books of your choice using `BIBTeX`.

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# Manuals

Most of what you need could be found in

- *The Not So Short Introduction to L<sup>A</sup>T<sub>E</sub>X2<sub>ε</sub>* (`lshort.pdf`)
- *User's Guide for the `amsmath` Package* (`amsl.doc.pdf`)
- *LaTeX: A Document Preparation System* by Leslie Lamport

If you *really* want to understand the inner workings of T<sub>E</sub>X, see

- *The T<sub>E</sub>Xbook* by Donald Knuth.

The files are in the `manuals` folder.

Don't forget that Google and Stack Exchange are your friends!

# How to Find the Commands for Symbols

- See 3.10 of `manuals/lshort.pdf`.
- See `manuals/symbols-a4.pdf` for a comprehensive (338 pages) list of symbols.
- Or use Detexify (<http://detexify.kirelabs.org/classify.html>)!

**Exercise 10.** Find the commands for the following symbols:

$$\varphi, \exists, \otimes, \Leftrightarrow, \mathbb{N}, \models, \therefore, \angle.$$

# More Ways to Display Formulas

See the Section 3 of `manuals/amsldoc.pdf`.

<code>\begin{multline}</code> <code>a+b+c+d+e+f\\</code> <code>+i+j+k+l+m+n</code> <code>\end{multline}</code>	(3)	$\begin{aligned} a+b+c+d+e+f \\ +i+j+k+l+m+n \end{aligned}$
<code>\begin{gather}</code> <code>a_1=b_1+c_1\\</code> <code>a_2=b_2+c_2-d_2+e_2</code> <code>\end{gather}</code>	(4) (5)	$\begin{aligned} a_1 &= b_1 + c_1 \\ a_2 &= b_2 + c_2 - d_2 + e_2 \end{aligned}$
<code>\begin{align}</code> <code>a_1&amp;=b_1+c_1\\</code> <code>a_2&amp;=b_2+c_2-d_2+e_2</code> <code>\end{align}</code>	(6) (7)	$\begin{aligned} a_1 &= b_1 + c_1 \\ a_2 &= b_2 + c_2 - d_2 + e_2 \end{aligned}$
<code>\begin{align}</code> <code>a_{11}&amp;=b_{11}&amp;</code> <code>a_{12}&amp;=b_{12}\\</code> <code>a_{21}&amp;=b_{21}&amp;</code> <code>a_{22}&amp;=b_{22}+c_{22}</code> <code>\end{align}</code>	(8) (9)	$\begin{aligned} a_{11} &= b_{11} & a_{12} &= b_{12} \\ a_{21} &= b_{21} & a_{22} &= b_{22} + c_{22} \end{aligned}$

# How to Insert Figures

Load the `graphicx` package and write

```
\begin{figure}[h]
\includegraphics[width=.8\textwidth]{figure.eps}
\caption{Illustration of...}
\label{fig}
\end{figure}
```

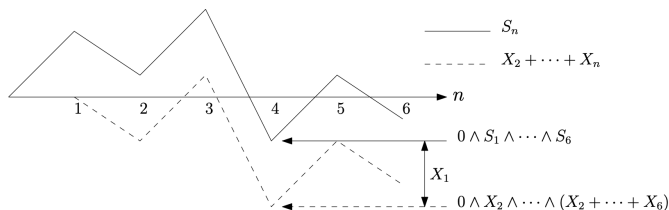


FIGURE 1. Illustration of (2) when  $S_1 \wedge \dots \wedge S_n \leq 0$ .

# How to Insert Tables

```
\begin{table}
\begin{tabular}{lrr}
Group & Albums & EPs \\
\hline
Blackpink & 1 & 2 \\
fromis_9 & 0 & 3 \\
Oh My Girl & 1 & 8 \\
WJSN & 1 & 9 \\
\end{tabular}
\caption{Discography...}
\end{table}
```

Group	Albums	EPs
Blackpink	1	2
fromis_9	0	3
Oh My Girl	1	8
WJSN	1	9

TABLE 1. Discography of Korean Girl Groups

# More on Images and Tables

- More on inserting images: [click here](#).
- More on Tables: [click here](#).

# Positions of Floating Objects

- `\begin{figure} [ . . . ]` can be filled with `h`, `t`, `b`, and `p`; e.g. `[htp]`: `h`: Here, `t`: Top, `b`: Bottom, `p`: Page of floats.
- The option defaults to `[tbp]`.
- Putting `!` as in `[h!]` directs  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$  try *harder* to place the figure at the earliest possible place.
- For more details, see Section C.9 of Lamport's book.
- It is difficult to achieve complete control over the location of a figure.

# Try Not to Control the Appearance!

- The exact location of a figure or a table is only important at the very last stage of publication.
- Narrowing the margin might harm readability.
- Adjust the appearance only when you know what you're doing.



# How to Draw Figures

- Try Ipe! (Developed by Prof. Otfried Cheong)
- For commutative diagrams, try the `xymatrix` package.
- To draw by coding, learn *TikZ*. See `manuals/minimaltikz.pdf`.
- Learning Adobe Illustrator might be the best choice.

# Multiple Columns

Use the `multicol` package. [Click here for an introduction.](#)

## 1 Introduction

Switching between two-column and one-column layout is possible in L<sup>A</sup>T<sub>E</sub>X, but every use of `\twocolumn` or `\onecolumn` starts a new page. Moreover, the last page of two-column output isn't balanced and this often results in an empty, or nearly empty, right column. When I started to write macros for `doc.sty` (see “The

`doc-Option`”, *TUGboat* volume 10 #2, pp. 245–273) I thought that it would be nice to place the index on the same page as the bibliography. And balancing the last page would not only look better, it also would save space; provided of course that it is also possible to start the next article on the same page. Rewriting the index environment was compar-

atively easy, but the next goal, designing an environment which takes care of footnotes, floats, etc., was a harder task. It took me a whole weekend<sup>1</sup> to get together the few lines of code below and there is still a good chance that I missed something after all.

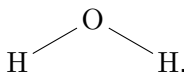
Try it and, hopefully, enjoy it; and *please* direct bug reports and suggestions back to Mainz.

# Writing Hangul

Just load the `kotex` package, and you're good to go.

- $Q$ 에 유사 등각 변환을 취하면 점근 프로파일이 0인 유한시간 폭발해를 얻는다.
- ㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋㅋ
- 뽕
- BB크림 파파파 립스틱을 맘맘마

# Other Packages

- Use the `chemfig` package to draw molecules: . See `manuals/chemfig-en.pdf`.
- Use the `tipa` package to write in the international phonetic alphabet (IPA):  $[\chi\omega\eta\phi\lambda\eta]$ .
- You can find many more on the internet, and T<sub>E</sub>XLive contains most of them.

# Outline

- 1 A First Look at  $\text{\TeX}$
- 2 Math Formulas
- 3 More Environments
- 4 Cross Reference and Citation
- 5 Fantastic Features and Where to Find Them
- 6 Some Minutia**
- 7 More Resources

# Delimiter Sizes

You can manually adjust the sizes of delimiters:

`\bigl( \bigm| \bigr)`  $(|)$

`\Bigl( \Bigm| \Bigr)`  $(|)$

`\biggl( \biggm| \biggr)`  $(|)$

`\Biggl( \Biggm| \Biggr)`  $(|)$

# Commas and Sets

- Write `$a$`, `$b$`, and `$c$` instead of `$a`, `b`, `$` and `$c$`.
  - `a`, `b`, and `c` (Better spacing)
  - `a`, `b`, and `c`
- Write `i.i.d.\_` instead of `i.i.d._`.
  - $X_1, X_2, \dots$  are i.i.d. random variables. (Better spacing)
  - $X_1, X_2, \dots$  are i.i.d. random variables.
- Insert a thin space next to the braces in a set builder notation.
  - `\{\,x\mid x\notin x\,\,\}`:  $\{x \mid x \notin x\}$
  - `\bigl\{\,x\bigm|x=\{x\}\,\,\bigr\}`:  $\{x \mid x = \{x\}\}$

# Types of Atoms

A math formula  $x + y = \max\{x, y\} + \min\{x, y\}$  consists of the atoms of the following types.

- Ord (ordinary):  $x$  and  $y$ .
- Op (large operator):  $\max$  and  $\min$ .
- Bin (binary operation):  $+$ .
- Rel (relation):  $=$ .
- Open (opening):  $\{$ .
- Close (closing):  $\}$ .
- Punct (punctuation):  $, .$



# Spacing Rules

		<i>Right atom</i>							
		Ord	Op	Bin	Rel	Open	Close	Punct	Inner
<i>Left atom</i>	Ord	0	1	(2)	(3)	0	0	0	(1)
	Op	1	1	*	(3)	0	0	0	(1)
	Bin	(2)	(2)	*	*	(2)	*	*	(2)
	Rel	(3)	(3)	*	0	(3)	0	0	(3)
	Open	0	0	*	0	0	0	0	0
	Close	0	1	(2)	(3)	0	0	0	(1)
	Punct	(1)	(1)	*	(1)	(1)	(1)	(1)	(1)
	Inner	(1)	1	(2)	(3)	(1)	0	(1)	(1)

- Here 0, 1, 2, and 3 stand for no space, thin space ( $\,$ ), medium space ( $\>$ ), and thick space ( $\;$ ).
- Use the table to determine what spacing has been inserted in  $x + y = \max\{x, y\} + \min\{x, y\}$ .

# Spacing Rules in Action

- The symbol `:` is a relation. Use `\colon` for a punctuation mark.
  - $f : A \rightarrow B$  (relation `:`)
  - $f\colon A \rightarrow B$  (punctuation `\colon`)
- The symbols `|` is ordinary.
  - $|-x|=|+x|$  yields a wrong spacing  $| - x | = | + x |$ .
  - Use `\left|` and `\right|` instead to obtain  $|-x| = |+x|$ .
  - T<sub>E</sub>X knows that symbols such as `[` and `]` are openings.
- The commands `\bigl`, `\bigm`, and `\bigr` generate openings, relations, and closings.

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# Templates

I included three minimalistic templates:

- Homework (`templates/hw.pdf`)
- Quiz (`templates/quiz.pdf`)
- CV (`templates/cv.pdf`)

You can find a plethora of sophisticated templates at Overleaf (<https://www.overleaf.com/latex/templates>).

# Samples

I included two samples you can learn from:

- TikZ examples (`samples/tikz.tex`)
- L<sup>A</sup>T<sub>E</sub>X challenges with answers (`samples/challenges`)


# Editors with More Features

- T<sub>E</sub>Xstudio and WinEdt are popular choices.
- Try VSCode: a lecture by Prof. Jang Soo Kim (Click here!)
- Or Lyx:

$$\begin{aligned}
 & \square \quad \|\mathbf{1}_{y \sim 1} A_\theta[\psi_1, \psi_2] \psi_3\|_{L^2} + \|\tfrac{1}{y} (\int_0^y \Re(\overline{\psi_1} \psi_2) y' dy') (\partial_y - \tfrac{1}{y}) \partial_y \psi_3\|_{L^2} \\
 & \quad \left\{ \begin{array}{ll} \|\psi_1 \psi_2\|_{L^1} \|\tfrac{1}{y} (\partial_y - \tfrac{1}{y}) \partial_y \epsilon\|_{L^2} \lesssim (b^{1-} + \|\epsilon\|_{L^2} + \|\epsilon\|_{L^2}^2) \|\epsilon\|_{\dot{\mathcal{H}}_0^3} & \text{if } \psi_3 = \epsilon, \\ \|\langle y \rangle^{-3+} \psi_1 \psi_2\|_{L^\infty} \lesssim (b + \|\epsilon\|_{L^\infty}) \|\epsilon\|_{\dot{\mathcal{H}}_0^3} & \text{if } \psi_3 \in \{P, Q\}, \\ b \|\langle y \rangle^{-1} \psi_1 \psi_2\|_{L^\infty} \lesssim b \|\epsilon\|_{\dot{\mathcal{H}}_0^3} & \text{if } \psi_3 = P - Q, \end{array} \right. \\
 & \square \quad \lesssim (o_{b^* \rightarrow 0}(1) + \|\epsilon\|_{\dot{\mathcal{H}}_0^3}) \|\epsilon\|_{\dot{\mathcal{H}}_0^3}.
 \end{aligned}$$

## Other Lectures

Check out Will Kwon's lecture on  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$  at his YouTube channel: [Click here!](#)




## 권현우

구독자 412명

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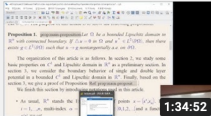
홈
동영상
재생목록
채널
토론
정보
🔍

업로드한 동영상
▶ 모두 재생




**2:30:50**

**TEX으로 책 만들기**  
 조회수 748회 · 스트리밍 시간: 2년 전




**1:34:52**

**Lecture 4. 텍으로 레포트 쓰기**  
 조회수 1.8천회 ·  
 스트리밍 시간: 3년 전



**1:12:24**

**Lecture 3. 그림과 표의 모든 것**  
 조회수 1.8천회 ·  
 스트리밍 시간: 3년 전



**Lecture 1. TEX로 시작하기**  
 조회수 1.8천회 ·  
 스트리밍 시간: 3년 전