

Some L^AT_EX Math Display

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April 19, 2020

1 Inline Math

This formula $f(x) = x^2$ is an example of inline math display. So is $L = \sigma T^4 4\pi^2$. Meh, boring. Moving on...

2 The Equation and Align Environment

2.1 The Equation Environment

It allows you to do this:

$$1 + 2 = 3$$

$$1 = 3 - 2$$

2.2 The Align Environment

Is the `\equation` environment, but better. Just take a look at this:

$$1 + 2 = 3$$

$$1 = 3 - 2$$

3 More Math Inputting to Flex Those L^AT_EX Muscles

3.1 Please Bear With Me

$$f(x) = x^2$$

$$g(x) = \frac{1}{x}$$

$$F(x) = \int_b^a \frac{1}{3}x^3$$

$$G(x) = \frac{1}{\sqrt{x}}$$

3.2 Matrices

This is an example of a `Matrix` in L^AT_EX.

Gentle Reminder: This will only work within math environments described above.

$$\begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}$$

That's it. That's a matrix. Happy?