

HUMBOLDT-UNIVERSITÄT ZU BERLIN



L^AT_EX for Linguists

L^AT_EX 7: Math mode 2 & trees

Sebastian Nordhoff & Antonio Machicao y Priemer

www.linguistik.hu-berlin.de/staff/amp

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1 Math mode 2

2 Trees

Non-exhaustive lists of symbols

Symbols you could need (the following lists are by no means exhaustive):

$=$	<code>=</code>	\sim	<code>\sim</code>	∞	<code>\infty</code>
\pm	<code>\pm</code>	\approx	<code>\approx</code>	\emptyset	<code>\emptyset</code>
\cdot	<code>\cdot</code>	\subset	<code>\subset</code>	\square	<code>\Box</code>
\times	<code>\times</code>	\supset	<code>\supset</code>	$\%$	<code>\%</code>
\circ	<code>\circ</code>	\subseteq	<code>\subseteq</code>	$\$$	<code>\\$</code>
\in	<code>\in</code>	\cap	<code>\cap</code>	$\&$	<code>\&</code>
\ni	<code>\ni</code>	\cup	<code>\cup</code>	$\#$	<code>\#</code>
\neq	<code>\neq</code>	\forall	<code>\forall</code>	\backslash	<code>\backslash</code>
\leq	<code>\leq</code>	\exists	<code>\exists</code>	\dots	<code>\dots</code>
\geq	<code>\geq</code>	\wedge	<code>\wedge</code>	$<$	<code><</code>
\ll	<code>\ll</code>	\vee	<code>\vee</code>	$>$	<code>></code>
\gg	<code>\gg</code>	\neg	<code>\neg</code>		

Table 1: Some non-specific symbols

\rightarrow	<code>\rightarrow</code>	\Downarrow	<code>\Downarrow</code>	$\{$	<code>\{ \}</code>
\leftarrow	<code>\leftarrow</code>	\mapsto	<code>\mapsto</code>	\mathcal{A}	<code>\mathcal{A}</code>
\leftrightarrow	<code>\leftrightarrow</code>	\leadsto	<code>\leadsto</code>	\mathfrak{A}	<code>\mathfrak{A}</code>
\Rightarrow	<code>\Rightarrow</code>	$\xrightarrow[abc]{xyz}$	<code>\xrightarrow[abc]{xyz}</code>	\mathbb{R}	<code>\mathbb{R}</code>
\Leftarrow	<code>\Leftarrow</code>	$()$	<code>()</code>	\aleph	<code>\aleph</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	$[]$	<code>[]</code>		

Table 2: Some arrows, brackets, fonts

α	<code>\alpha</code>	θ	<code>\theta</code>	ε	<code>\varepsilon</code>
γ	<code>\gamma</code>	ϕ	<code>\phi</code>	ϑ	<code>\vartheta</code>
δ	<code>\delta</code>	Γ	<code>\Gamma</code>	Φ	<code>\Phi</code>
ϵ	<code>\epsilon</code>	Δ	<code>\Delta</code>	φ	<code>\varphi</code>

Table 3: Some Greek letters and variants

\tilde{a}	<code>\tilde{a}</code>	\notin	<code>\notin</code>	\widetilde{abc}	<code>\widetilde{abc}</code>
\bar{a}	<code>\bar{a}</code>	\dot{a}	<code>\dot{a}</code>	\overline{abc}	<code>\overline{abc}</code>
\vec{a}	<code>\vec{a}</code>	\ddot{a}	<code>\ddot{a}</code>	\overrightarrow{abc}	<code>\overrightarrow{abc}</code>
\hat{a}	<code>\hat{a}</code>	\doteq	<code>\doteq</code>	\widehat{abc}	<code>\widehat{abc}</code>

Table 4: Some combinations of symbols

Some lists of symbols for L^AT_EX:

- List of logic symbols (Wikipedia):
https://en.wikipedia.org/wiki/List_of_logic_symbols
- L^AT_EX for Logicians:
<http://www.logicmatters.net/latex-for-logicians/>
- The Great, Big List of L^AT_EX Symbols: Carlisle et al. (2001)
- The Comprehensive L^AT_EX Symbol List – Symbols accessible from L^AT_EX: Pakin (2017)

Draw the symbol and get the code:

- <http://detexify.kirelabs.org>

Set theory

```
$\{\text{\textterm{a}}\} \subset \{\text{\textterm{a}, e}\}$
```

$$(1) \quad \{a\} \subset \{a, e\}$$

```
$\emptyset \subseteq \{\text{\textterm{a}, b}\}$
```

$$(2) \quad \emptyset \subseteq \{a, b\}$$

```
$\# \{\emptyset, \text{\textterm{a}}\} = 2$
```

$$(3) \quad \#\{\emptyset, a\} = 2$$

```
$\emptyset \in \{\emptyset, \text{\textterm{a}}\}$
```

$$(4) \quad \emptyset \in \{\emptyset, a\}$$

`\emptyset \notin \{\text{a}\}`

$$(5) \quad \emptyset \notin \{a\}$$

`If $|\text{A}| = n$ then $|\mathfrak{P}(\text{A})| = 2^n$`

$$(6) \quad \text{If } |A| = n \text{ then } |\mathfrak{P}(A)| = 2^n$$

`\{a, e\} \setminus \{e, u\} = \{a\}`

$$(7) \quad \{a, e\} \setminus \{e, u\} = \{a\}$$

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

$$(8) \quad \text{DeMorgan: } \overline{[A \cup B]} = [\overline{A} \cap \overline{B}]$$

Propositional Logic

DeMorgan's law:

```
$\lnot (P \lor Q) \Leftrightarrow$  
$(\lnot P \wedge \lnot Q)$
```

Biconditional law:

```
$(P \Leftrightarrow P) \Leftrightarrow$  
$((P \rightarrow Q) \wedge (Q \rightarrow P))$
```

Logical consequence:

```
$((p \rightarrow q) \wedge p) \Rightarrow q$
```

- (9) DeMorgan's law: $\neg(P \vee Q) \Leftrightarrow (\neg P \wedge \neg Q)$
- (10) Biconditional law: $(P \leftrightarrow P) \Leftrightarrow ((P \rightarrow Q) \wedge (Q \rightarrow P))$
- (11) Logical consequence: $((p \rightarrow q) \wedge p) \Rightarrow q$

Quantifiers

```
 $\$ \backslash \text{exists } x \ [ \$ \backslash \text{textsc}{woman} \$ (x) \$ \$ \backslash \text{and} \$ \backslash \text{textsc}{sleep} \$ (x) ] \$$ 
```

```
 $\$ \backslash \text{forall } x \ [ \$ \backslash \text{textsc}{woman} \$ (x) \$ \$ \rightarrow \$ \backslash \text{textsc}{sleep} \$ (x) ] \$$ 
```

(12) **Existential quantifier:** *A woman sleeps.*

$$\exists x [\text{WOMAN}(x) \wedge \text{SLEEP}(x)]$$

⇒ There is only one sleeper.

(13) **Allquantor:** *Every woman sleeps.*

$$\forall x [\text{WOMAN}(x) \rightarrow \text{SLEEP}(x)]$$

⇒ Only women are sleepers.

Meaning brackets

In order to use the meaning brackets $\llbracket \rrbracket$ you can

- ① (using XeL^AT_EX) copy the Unicode symbol,
- ② make an own command for the symbol to use the Unicode symbol,
- ③ use the package `MnSymbol`. It provides the meaning brackets a.o. symbols.

```
\usepackage{MnSymbol}
```

Meaning brackets can be used **only in math mode**:

```
\lsem \alpha \beta \rsem = \lsem \beta \rsem (\lsem \alpha \rsem)$
```

$$(14) \quad \llbracket \alpha \beta \rrbracket = \llbracket \beta \rrbracket (\llbracket \alpha \rrbracket) \quad \text{[Function application]}$$

Writing formulae

```
\ea $\lsem [_{\textrm{PP}}]$\emph{in Amsterdam}$] \rsem (s')
= \lambda P \lambda x [P(x) \land [x \textrm{ is in Amsterdam in } s'] ]$
\z
```

$$(15) \quad \llbracket [_{PP} \textit{in Amsterdam}] \rrbracket (s') = \lambda P \lambda x [P(x) \wedge [x \textit{ is in Amsterdam in } s']]$$

- *in Amsterdam*: object language
- s', x, P : variables
- *is in Amsterdam*: invariable predicate
- PP: Index

1 Math mode 2

2 Trees

Trees

There are different packages for drawing trees:

- `qtree`
- `pstrees` (anspruchsvollere Syntax, aber mächtiger als `qtree`)
- `tikz-qtree`
- `forest` (einfache Syntax, mächtiger als `pstrees` und `qtree`, based on `tikz`)
- ...

Loading forest

```
\usepackage{forest}
```

forest provides many features for trees needed in linguistics.
These features can be loaded specifying the option `linguistics`

```
\usepackage[linguistics]{forest}
```

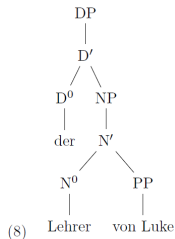


Fig. 1: without `linguistics`

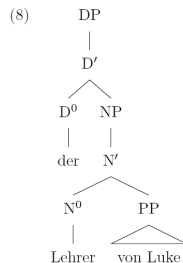


Fig. 2: with `linguistics`

gb4e re-defines some commands needed for `forest`. If you are using `gb4e`, you must load **`forest` first** and **`gb4e` after**.

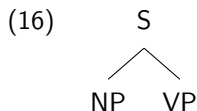
```
\usepackage[linguistics]{forest}
```

```
\usepackage{gb4e}
```

forest syntax

- 1 Use the `forest` **environment**.
- 2 Inside the `forest` environment write the **bracket notation** for your tree.
- 3 Do **not** use **empty lines**!

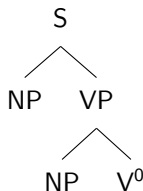
```
\begin{forest}  
[S [NP] [VP]]  
\end{forest}
```



- Practice the bracket notation: <http://ironcreek.net/phpsyntaxtree/>

For bigger trees, it is useful – for the sake of clarity – not to write the bracket notation linearly.

```
\begin{forest}
[S
  [NP]
  [VP
    [NP]
    [V$^{0}$]
  ]
]
\end{forest}
```



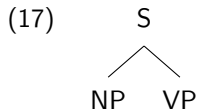
vs.

```
\begin{forest}
[S [NP] [VP [NP] [V$^{0}$]]]
\end{forest}
```

Trees in example environments

When using the option `linguistics`, you can embed the tree in an example environment.

```
\ea  
\begin{forest}  
[S [NP] [VP]]  
\end{forest}  
\z
```

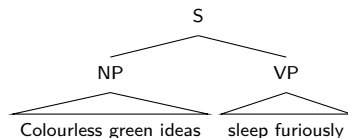


Abbreviating nodes

With the option `roof`, you can abbreviate nodes.

```
\ea
\begin{forest}
[S
  [NP [Colourless green ideas, roof]]
  [VP [sleep furiously, roof]]
]
\end{forest}
\z
```

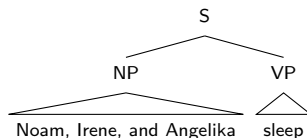
(18)



Take into account that options in `forest` (based on `TikZ`) are given by a **comma**. That means, you can use commas only when you **protect** them.

```
\ea
\begin{forest}
[S [NP [Noam{,} Irene{,} and Angelika,
        roof]] [VP [sleep, roof]]]
\end{forest}
\z
```

(19)

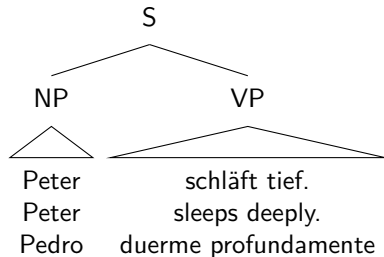


Glossing or translating

With `\,`, you can add **glosses or translations** to your tree.

```
\begin{forest}
[S
  [NP
    [Peter \, Peter \, Pedro, roof]
  ]
  [VP
    [schläft tief. \, sleeps deeply. \,
      duerme profundamente, roof]
  ]
]
\end{forest}
```

(20)



Sub- and superscript

The characters `^` and `_` are used in **math mode** for sub- and superscript, respectively.

$$\text{\texttt{\$x^1\$}} \quad (21) \quad x^1$$

$$\text{\texttt{\$x_1\$}} \quad (22) \quad x_1$$

The **default scope** of `^` and `_` is only one character (23), use `{ }` to **expand** it, siehe (24).

```
\ea X$^1$ Y$^21$ X$_1$ Y$_{21}$ \label{ex:SubSup1}

\ex X$^{\{1\}}$ Y$^{\{21\}}$ X$_{\{1\}}$ Y$_{\{21\}}$ \label{ex:SubSup2}
\z
```

$$(23) \quad X^1 Y^{21} X_1 Y_{21}$$

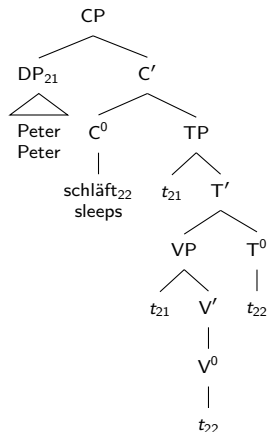
$$(24) \quad X^1 Y^{21} X_1 Y_{21}$$

Tree with sub- and superscripts

```

[CP
  [DP$_{21}$ [Peter \ Peter, roof]]
  [C$^{\prime}$
    [C$^{0}$ [schläft$_{22}$ \ sleeps
      ]]]
  [TP
    [$t_{21}$]
    [T$'$
      [VP
        [$t_{21}$]
        [V$^{\prime}$
          [V$^{0}$ [$t_{22}$]]]]
      ]
    ]
    [T$^{0}$ [$t_{22}$]]
  ]
]
]
]

```



Arrows

Arrows/lines from node to node (e.g. for movement, projection, etc.) can be easily drawn.

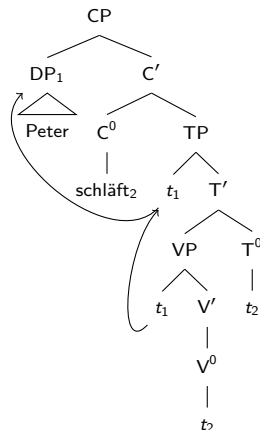
Dafür werden den Knoten **Namen** (Befehl: `name=`) gegeben, und Pfeile von Knotennamen zu Knotennamen gezeichnet

```
\draw[->] (T10) to[out=south west, in=south west](T11);
```

Befehl: `\draw[X] (Y)to[out=V, in=W] (Z);`

- **X**: Art des Pfeils (`->` `<-` `<->` `-`)
- **Y**: Name des Startknotens
- **Z**: Name des Landeknotens
- **V**: Ausgangsausrichtung im Startknoten
(`south/north` + `east/west`)
- **W**: Ankunftsausrichtung im Landeknoten
- `;`: Ende des Befehls

```
[CP
[DP$_{1}$, name=T12 [Peter, roof]]
[C$^{\backslash\prime}$]
[C$^{0}$ [schläft$_{2}$, name=T22]]
[TP
[$t_{1}$, name=T11]
[T$^{\backslash\prime}$]
[VP
[$t_{1}$, name=T10]
[V$^{\backslash\prime}$]
[V$^{0}$ [$t_{2}$, name=T20]]
]
]
[T$^{0}$ [$t_{2}$, name=T21]]
]
]
]
]
]
\draw[->] (T10)
to[out=south west, in=south west](T11);
\draw[->] (T11)
to[out=south west, in=south west](T12);
```

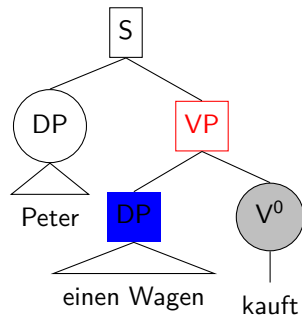


- Auszeichnung von Knoten:
 - `draw`: Viereck
 - `circle`, `draw`: Kreis
 - `red`: Knoten rot markieren
 - `fill=X`: Knoten mit Farbe `X` hinterlegen
 - `circle`, `draw`, `fill=lightgray`: hellgrau hinterlegter Kreis

```

[S, draw
[DP, circle, draw
[Peter, roof]
]
[VP, draw, red
[DP, fill=blue
[einen Wagen, roof]
]
[V$^{0}$, circle, draw,
fill=lightgray
[kauft]
]
]
]
]

```



Weitere Features

- `forest` ist ein sehr mächtiges Paket. Um alle Vorzüge von `forest` zu erfahren, schauen Sie sich die Dokumentation an (Živanovi, 2017).
- Eine Anleitung für den schnellen Start finden Sie unter Vanden Wyngaerd (2016).

Exercise

Go to

<https://github.com/langsci/latex4linguists/blob/master/3-2.md>
and follow the instructions of **all blocks** in your .tex file.

Quellen I

- Link: BibT_EX – Wikipedia (German)
<https://de.wikipedia.org/wiki/BibTeX>
[Zugriff: 23.10.2017]
- Link: BibT_EX – Wikipedia (English)
<https://en.wikipedia.org/wiki/BibTeX>
[Zugriff: 11.01.2019]
- Link: BibT_EX.org
<http://www.bibtex.org>
[Zugriff: 23.10.2017]
- Link: Creating and Managing Bibliographies with BibT_EX on Overleaf – (Lian Tze Lim)
<https://www.overleaf.com/blog/532-creating-and-managing-bibliographies-with-bibtex-on-overleaf>
[Zugriff: 28.11.2017]
- Paket: natbib – Flexible bibliography support.
<https://ctan.org/pkg/natbib>
[Zugriff: 23.10.2017]

Quellen II

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<https://twitter.com/textip>
[Zugriff: 10.04.2017]
- YouTube-Tutorial: L^AT_EX Tutorial
<https://www.youtube.com/channel/UCC-3dzj6dfbWwGzQzhkUS5A>
[Zugriff: 23.10.2017]
- Link: Akzente und Sonderzeichen in L^AT_EX.
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<http://www.ctan.org/>
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- Link: Detexify
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<http://www.logicmatters.net/latex-for-logicians/>
[Zugriff: 08.12.2017]
- Link: The Great, Big List of L^AT_EX Symbols (Carlisle et al., 2001):
https://www.rpi.edu/dept/arc/training/latex/LaTeX_symbols.pdf
[Zugriff: 08.12.2017]

Quellen IV

- Link: The Comprehensive L^AT_EX Symbol List – Symbols accessible from L^AT_EX (Pakin, 2017):
<https://ctan.org/tex-archive/info/symbols/comprehensive/>
[Zugriff: 08.12.2017]

Literatur I

- Carlisle, David, Scott Pakin & Alexander Holt. 2001. The great, big list of latex symbols. Handbuch. https://www.rpi.edu/dept/arc/training/latex/LaTeX_symbols.pdf.
- Freitag, Constantin & Antonio Machicao y Priemer. 2015. LaTeX-Einführung für Linguisten. Manuskript. <https://www.linguistik.hu-berlin.de/de/staff/amp/latex-einfuehrung>.
- Knuth, Donald E. 1986. *The tex book*. Boston: Addison-Wesley.
- Kopka, Helmut. 1994. *Latex: Einführung*, vol. 1. Bonn: Addison-Wesley.
- Machicao y Priemer, Antonio. 2018. Hinweise für Seminararbeiten. Manuskript. https://www.linguistik.hu-berlin.de/de/staff/amp/downloads/myp2018-04-06-hinweise_seminararbeit.pdf.
- Machicao y Priemer, Antonio & Robyn Kerkhof. 2016. LaTeX-Einführung für Linguisten – Slides. Presentation at the 7th linguistischer Methodenworkshop in the Humboldt-Universität zu Berlin – 22–24 February 2016. <https://www.linguistik.hu-berlin.de/de/staff/amp/latex-einfuehrung>.
- Pakin, Scott. 2017. The comprehensive latex symbol list – symbols accessible from latex. Handbuch. <https://ctan.org/tex-archive/info/symbols/comprehensive/>.
- Vanden Wyngaerd, Guido. 2016. Forest quickstart guide for linguists. Manuskript. <https://ling.auf.net/lingbuzz/003391>.
- Živanovi, Sao. 2017. Forest: a pgf/tikz-based package for drawing linguistic trees v2.1.5. *CTAN: Comprehensive TeX Archive Network* <https://ctan.org/pkg/forest>.