LATEX Cheatsheet

(for R Markdown documents)

Prerequisites You should have access to R and RStudio, with tinytex installed. If you do not, please see this guide.

Template To access all the LATEX functionality presented, add the following to your .Rmd document's YAML header:

header - includes:

- \usepackage[dvipsnames]{xcolor}
- \usepackage{amsthm, amsmath, enumitem, mathtools, tabularx}

Math Mode To write Math in LATEX, you need to be in Math mode. Math can consist of display expressions, which appear on their own line:

$$a^2 + b^2 = c^2$$

or inline expressions, such as $a^2 + b^2 = c^2$, which are interspersed with normal text.

```
Get a display expression with:
                             $$a^2 + b^2 = c^2$$
Get an inline expression with:
                             a^2 + b^2 = c^2
```

To get normal text in Math mode, use the text command:

$$x = y^2$$
 for $y \ge 0$ \$x = y^2 \text{for} y \geq 0\$

Subscripts and Superscripts To write subscripts or superscripts, you need to be in Math mode (see above).

$$x^{24}$$
 x²⁴ x₂₄ x₂₄ x₂₄

Important Symbols All the symbols below must be used in Math mode. Want a symbol that's not in this list? You can draw it on Detexify to find the LATEX command for it.

∪ \cup	≔ \coloneqq	$lpha$ \alpha
∩ \cap	<pre> \equiv </pre>	eta \beta
\subset \subset	\forall \forall	γ \gamma
\subseteq \subseteq	∃ \exists	δ \delta
⊃ \supset	\Rightarrow \Rightarrow	Δ \Delta
\supseteq \supseteq	> >	λ \lambda
\ \setminus	\geq \geq	μ \mu
\in \setminus in	< <	σ \sigma
$\mathbb{N} \setminus \mathbb{N}$	} ≤ \leq	Φ \Phi
\mathbb{Z} \mathbb{Z}	$ \neq $ \neq	arepsilon
$\mathbb{R} \setminus \mathbb{R}$	$ angle ~\sim$ \approx	ϵ \epsilon
∞ \infty	· \cdot	\ldots

Greek Letters To get the uppercase version of a lowercase Greek letter, e.g. \alpha, capitalize the command: \Alpha. However, note that some Greek letters cannot be capitalized.

Letter Decorations The following letter decorations can only be used in Math mode:

$$\bar{X} \setminus \text{bar}\{X\}$$
 $\hat{\mu} \setminus \text{hat}\{\setminus Mu\}$

Fractions Fractions can only be used in Math mode:

$$\frac{a+b}{c+d} \qquad \text{frac}\{a+b\}\{c+d\}$$

Binomial Coefficients Binomial coefficients can only be used in Math mode:

$$\binom{n}{k} \qquad \texttt{\binom{n}{k}}$$

Integrals Both indefinite and definite integrals can be used in Math mode:

Indefinite:
$$\int x^2 dx$$
 \int x^2 dx

Indefinite:
$$\int x^2 dx$$
 \int x^2 dx
Definite: $\int_a^b x^2 dx$ \int_{a}^{b} x^2 dx

Sums Sums can only be used in Math mode:

$$\sum_{n=1}^{\infty} n \quad \text{\sum\limits_{n = 1}^{\infty} in}$$

Limits Limits can only be used in Math mode:

$$\lim_{x \to \infty} x^2 \qquad \text{$\lim \le x \le \infty$} x^2$$

Resizing Brackets You can resize brackets using \left(and \right) so that they cover the whole expression:

$$(\frac{1}{3}) \ (\frac{1}{3}) \ (\frac{1$$

Piecewise Functions To write a piecewise function, use the cases environment from the amsmath package:

$$f(x) = \begin{cases} 0 & x > 5 \\ 5 & x \le 5 \end{cases}$$
 \begin{cases} \text{own x > 5 \ } \text{5 & x \leq 5 \ } \end{cases}\$\$

Aligning Equations To align equations, use the align* environment from the amsmath package. The & marks where the equations will align, and the \\ is used for linebreaks:

$$a+b=c$$
 \begin{align*} a + b & = c \\ $x^2+y^2=36$ \x^2 + y^2 & = 36 \end{align*}

Proofs For proofs, use the **proof** environment from the amsthm package, which supports plain text and Math mode.

Proof. This is a proof. This is a proof.
$$a+b=b+a \hspace{1cm} \square \hspace{1cm} \begin{array}{c} \texttt{\begin}\{\texttt{proof}\}\\ \texttt{This is a proof.}\\ \texttt{\$a + b = b + a\$}\\ \texttt{\end}\{\texttt{proof}\} \end{array}$$

Lists You can create itemized and enumerated lists. **Itemized lists** are unordered lists, with bullet points:

	\begin{itemize}	
 Romania 	\item Romania	
• Bulgaria	\item Bulgaria	
	\item Greece	
• Greece	\end{itemize}	

Enumerated lists are ordered lists, with numbers:

Want to Learn More?

The Not So Short Introduction to LATEX 2ε The Comprehensive LATEX Symbol List