

# 1 My Amazing Textbook Section

—Anne Author

## 1.1 A section

### A subsection

A **keyword**. *Emphasis*. Inline math:  $3 + 4 = 7$ .

#### Pop Quiz 1.1: Check your understanding!

What is  $3 + 4$ ?

*Solution on page 5*

- Don't adjust spacing, figure placement, or other typographic tweaks. These will change significantly in the final version.
- Use “quotes” ‘properly’. I.e. ``‘quotes’` ‘properly’`.
- ‘Escape’ spaces after abbreviations such as e.g. and i.e.: `e.g.\` and `i.e.\`. This stops L<sup>A</sup>T<sub>E</sub>X thinking the sentence has finished.
- Keep your L<sup>A</sup>T<sub>E</sub>X simple, preferring the macros used in this tutorial.
- If you want to use another macro or environment, please contact your editor in the first instance who will coordinate with the infrastructure lead<sup>1</sup>.
- Use `\textrm` or `\mathrm` to put text/words in math. For example,  $k_{\text{cat}}$  is typeset as `$k_{\textrm{cat}}$`.
- Prefer ‘semantic’ macros, e.g. `\Pr`:  $\mathbb{P}(\text{raining}|\text{UK}) = 1$ . This is so we can easily change the way these are typeset later on.

1. A
  - a) numbered
2. list

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<sup>1</sup>William Earley

## Molecular programming

**Molecular programming** arguably started when Author et al. [1] solved the Hamiltonian path problem. Later, approaches such as the **Tile Assembly Model** [2] were developed. See Definition 1.1 to find out what AoMP is.

Use `\Cref{label}` to reference something (it will automatically put in what object it is, e.g. Definition 1.1 above). You can separate multiple labels in with commas, e.g. Pop Quizzes 1.1 and 1.2.

### Definition 1.1: The Art of Molecular Programming

The principles of molecular programming are currently scattered across thousands of papers, which presents a barrier for new researchers entering the field. The Art of Molecular Programming is a grassroots community initiative to collect these principles in one location, providing tutorial lessons to guide students' learning, and presenting a collective vision on where the field is heading.

Your labels should be 'namespaced': for the tutorial, the namespace is `tut`, so we put `:tut:` in the label somewhere. For example, Definition 1.1 has label `dfn:tut:aomp`. You should also prefix your labels appropriately. `eqn` for equations, `dfn` for definitions, `fig` for figures, `tbl` for tables, `pop` for pop quizzes, `prob` for problems, etc. For your section, you should be assigned a namespace. The point of this is to avoid conflicts between labels in different sections.

## 1.2 My second section



### Pop Quiz 1.2: Check your understanding!

Is the Riemann hypothesis true?

Prefer the `align` and `align*` environments for large math blocks. Use the starred version unless you are going to label and reference an equation. The quadratic formula is

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}.$$

Euler's identity is

$$1 + e^{i\pi} = 0. \tag{1.1}$$

Recall Euler's identity, Equation (1.1). Consider the functional equation

$$W = 1 + pxtW + q\bar{x}t(W - W|_{x=0}); \tag{*}$$

Equation (\*) represents the generating function for a biased random 1D walk.

### 1.3 Boxes

#### Theorem 1.2: Fermat's Last Theorem

There are no positive integers satisfying  $a^n + b^n = c^n$  for  $n > 2$ .

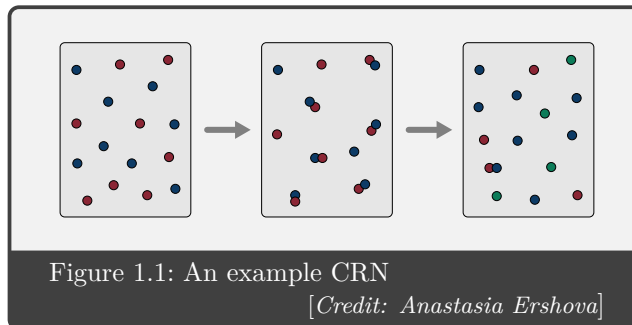
#### Proof:

The proof is too large to fit in this margin.

#### Box 1.1: Euclid's Algorithm

```
 $a, b \leftarrow$  the inputs  
while  $a \neq b$  do  
  if  $a > b$  then  
     $a \leftarrow a - b$  if  $g|a$  and  $g|b$ , then  $g|a - b$   
  else  
     $b \leftarrow b - a$   
  end if  
end while  
return  $a$ 
```

This is Euclid's original algorithm to compute the **Greatest Common Divisor** of two numbers,  $a$  and  $b$ . It requires only subtraction. GCD can be computed more efficiently using integer division with remainder.



$p$	$q$	$\overline{pq}$
0	0	1
0	1	1
1	0	1
1	1	0

Table 1.1:  
Truth table  
for NAND

## 1.4 Packages

You may find the documentation for these packages helpful:

**physics** for formatting differentials and derivatives.

Examples:

$$\begin{aligned}\frac{\mathrm{d}y}{\mathrm{d}x} &= 3x + 4, \\ \frac{\mathrm{d}^2y}{\mathrm{d}x^2} &= 3, \\ y &= \int^x (3x' + 4) \mathrm{d}x', \\ \frac{\partial^3 f}{\partial x^3} &= g(x, y, z).\end{aligned}$$

**siunitx** for formatting numbers and quantities with units.

Examples:  $\hbar = 1.054\,572 \times 10^{-34} \text{ J s}^{-1}$ , water has triple point 273.16 K and 611.657 Pa. Avogadro's constant is  $6.022 \times 10^{23}$ . At sea level, water is liquid from 0 °C to 100 °C.

**mhchem** for formatting chemical species and equations.

Examples:  $\text{H}_2\text{O}$ ,  $\text{Al}_2\text{O}_3$ ,  $\text{X}$ ,  $\text{X}_i$ ,  $\text{A} + \text{B} \rightarrow \text{C}$ ,  $\text{C} + \text{D} \xrightleftharpoons[k_2]{k_1} \text{E} + \text{F} \leftarrow \text{G}$ .

$$\sum_i \alpha_i \text{X}_i \rightarrow \sum_i \beta_i \text{Y}_i$$

Water + Carbon Dioxide  $\rightleftharpoons$  Glucose + Oxygen

**algorithmicx** for formatting algorithmic pseudocode. See Box 1.1 for an example.

## 1.5 Problems

1.1[quantitative] Plot  $\sin x$ .



1.2[advanced] Write a program to compute a billion digits of  $\pi$ .

## 1.6 Bibliography

- [1] (adleman-hampan; doi:10.1126/science.7973651) Adleman, Leonard M. "Molecular computation of solutions to combinatorial problems." *Science* 266.5187 (1994): 1021-1024.
- [2] (winfree-tam; doi:10.1038/28998) Winfree, Erik, et al. "Design and self-assembly of two-dimensional DNA crystals." *Nature* 394.6693 (1998): 539-544.

## 1.7 Further Reading

- [3] (adleman2+; doi:10.1126/science.7973651) Adleman, Leonard M. "Molecular computation of solutions to combinatorial problems." *Science* 266.5187 (1994): 1021-1024.

Read this to find out more about the origins of dna computing.

- [4] (winfree2+; doi:10.1038/28998) Winfree, Erik, et al. "Design and self-assembly of two-dimensional DNA crystals." *Nature* 394.6693 (1998): 539-544.

Read this to find out more about tile assembly.

## 1.8 Solutions

### Pop Quiz 1.1: Solution(s)

7.

Pop Quiz 1.1 on page 1