

1 Math environments

Inline elements

1. using `$...$`: $a + b = c$
2. using `\[...\]`: $a/b = c$
3. using environment `\begin{math}...\end{math}`: $a - b = c$

Takeaway: Although there are said to be issues, or incompatibilities with using `$...$`, most examples and working code use this shorthand for inline math. If for whatever reason you do find issues, then use `\(...\)`.

Blocked elements

1. using `$$...$$`:

$$\frac{a}{b} = c$$

2. using `\[...\]`:

$$\int_b^a = c$$

3. using environment `\begin{displaymath}...\end{displaymath}`:

$$\frac{\partial a}{\partial b} = c$$

Takeaway: Much like for inline math, `$$...$$` is commonly used. However, if you do find issues (which rarely does), then use `\[...\]`.

Alignments & numberings

1. Numbered equations

$$\text{KE} = 1/2mv^2 \tag{1}$$

2. No numbered equations (trick, similar to section numberings)

$$\text{PE} = \int_{\text{ref}}^x F \, d\vec{x}$$

3. Numbered equations (not aligned)

$$\exp^{ix} = \cos x + i \sin(x) \quad (2)$$

$$\exp^{i\pi} + 1 = 0 \quad (3)$$

4. Numbered and aligned

$$\nabla \cdot \vec{D} = \rho_v \quad (4)$$

$$\nabla \cdot \vec{B} = 0 \quad (5)$$

$$\nabla \times \vec{E} = -\frac{\partial B}{\partial t} \quad (6)$$

$$\nabla \times \vec{B} = \mu_0 \vec{J} + \mu_0 \epsilon_0 \frac{\partial E}{\partial t} \quad (7)$$

5. Controlling numbering and alignment

$$\nabla \cdot \vec{D} = \rho_v$$

$$\nabla \cdot \vec{B} = 0 \quad (8)$$

$$\nabla \times \vec{E} = -\frac{\partial B}{\partial t} \quad (9)$$

$$\nabla \times \vec{B} = \mu_0 \vec{J} + \mu_0 \epsilon_0 \frac{\partial E}{\partial t}$$

Takeaway: All environments can use the `trick` to suppress numbering, or `\nonumber` can do this specifically per line. Although not shown in this demonstration, if equations get too long, or multiple equations should be given 1 equation number (such as an *if/else* statement), use the `\begin{split}` or `\begin{multiline}` environments.

2 Symbols

Greek symbols

Note that greek symbols that can be represented by english letters such as `\Alpha` and `\Chi` do not exist, as their symbols *A* and *X* are indistinguishable from using letters `A` and `X`. However, some packages override this behavior, so please check what math packages you import.

$$\alpha, A, \beta, B, \gamma, \Gamma, \delta, \Delta \dots \mu, \nu$$

Equation symbols

You have control over all types of symbols relevant to mathematical, and even graphical representation. To get an extensive list please look [here](#).

Formatting mathematical symbols

Some equations need more than a simple definition or symbol. Some symbols can be compounded to make more complex statements. For example

$$\overrightarrow{\sum_{j=AAA} i=fff}$$

A more comprehensive discussion on this topic, and how to customize the look can be found [here](#).

3 Spacing

Horizontal spacing is dictated by the document class font size (e.g. 11pt, 12pt, etc.) and is measured by *em* which is roughly proportional to the horizontal width of a capital M. To artificially create 1 em width is to use `\quad`. See:

A B
AMB (... a little bit more than M)

Knowing this, there are many commands such as `\,` `\:` that create fractions of `\quad`. The variety of commands for horizontal spacing in normal and math mode can be found [here](#). There is also a discussion on which [spacing is appropriate](#).