

The okicmd and okithm Packages

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1 The okicmd Package

1.1 Alphabets

Input	Output
l	ℓ
\ell	l
\epsilon	ε
\varepsilon	ϵ
\phi	φ
\varphi	ϕ

1.2 Parenthesis

Input	Output
\prn{\cdot}	(\cdot)
\prn[\big]{\cdot}	(\cdot)
\prn[\Big]{\cdot}	(\cdot)
\prn[\bigg]{\cdot}	(\cdot)
\prn[\Bigg]{\cdot}	(\cdot)
\curl{\cdot}	$\{\cdot\}$
\sqbr{\cdot}	$[\cdot]$
\agbr{\cdot}	$\langle \cdot \rangle$
\dbbr{\cdot}	$\llbracket \cdot \rrbracket$
\abs{\cdot}	$ \cdot $
\norm{\cdot}	$\ \cdot\ $
\floor{\cdot}	$\lfloor \cdot \rfloor$
\ceil{\cdot}	$\lceil \cdot \rceil$

1.3 Logic

Input	Output
\bigland	\bigwedge
\biglor	\bigvee
a \defeq b	$a := b$
b \eqdef a	$b =: a$
P \defiff Q	$P \stackrel{\text{def}}{\iff} Q$

1.4 Sets

Input	Output
<code>\set{a \in S}</code>	$\{a \in S\}$
<code>\set{a \in S}[a^2 = 1]</code>	$\{a \in S \mid a^2 = 1\}$
<code>\intset{n}</code>	$[n]$
<code>\setN</code>	\mathbb{N}
<code>\setZ</code>	\mathbb{Z}
<code>\setQ</code>	\mathbb{Q}
<code>\setR</code>	\mathbb{R}
<code>\setC</code>	\mathbb{C}
<code>\setH</code>	\mathbb{H}
<code>\setF</code>	\mathbb{F}
<code>\setK</code>	\mathbb{K}
<code>\setZp</code>	$\mathbb{Z}_{\geq 0}$
<code>\setQp</code>	$\mathbb{Q}_{\geq 0}$
<code>\setRp</code>	$\mathbb{R}_{\geq 0}$

1.5 Maps

Input	Output
<code>\doms{X}{Y}</code>	$X \rightarrow Y$
<code>\funcdoms{f}{X}{Y}</code>	$f: X \rightarrow Y$
<code>\restr{f}{S}</code>	$f _S$
<code>\id_K</code>	id_K
<code>\dom f</code>	$\text{dom } f$
<code>\cod f</code>	$\text{cod } f$
<code>\supp f</code>	$\text{supp } f$

1.6 Lattices

Input	Output
<code>x \meet y</code>	$x \wedge y$
<code>x \join y</code>	$x \vee y$
<code>\bigmeet</code>	\bigwedge
<code>\bigjoin</code>	\bigvee

1.7 Algebra

Input	Output
<code>\Hom(G)</code>	$\text{Hom}(G)$
<code>\End R</code>	$\text{End } R$
<code>\Aut_k K</code>	$\text{Aut}_k K$
<code>\gen{a, b}</code>	$\langle a, b \rangle$
<code>\gen{a, b}[ab = e]</code>	$\langle a, b \mid ab = e \rangle$
<code>\abel{G}</code>	G_{ab}
<code>\comm{G}</code>	$[G, G]$
<code>\sym_n</code>	\mathfrak{S}_n
<code>\sgn(\sigma)</code>	$\text{sgn}(\sigma)$
<code>\mult{R}</code>	R^\times
<code>\M_{m,n}(R)</code>	$M_{m,n}(R)$
<code>\GL_n(R)</code>	$\text{GL}_n(R)$
<code>\SL_n(R)</code>	$\text{SL}_n(R)$
<code>\O(n)</code>	$O(n)$
<code>\SO(n)</code>	$\text{SO}(n)$
<code>\U(n)</code>	$U(n)$
<code>\SU(n)</code>	$\text{SU}(n)$

1.8 Number Theory

Input	Output
<code>a \coprime b</code>	$a \perp b$
<code>a \divides b</code>	$a \mid b$
<code>a \ndivides b</code>	$a \nmid b$

1.9 Linear Algebra

Input	Output
<code>\tr A</code>	$\text{tr } A$
<code>\rank A</code>	$\text{rank } A$
<code>\trank A</code>	$\text{t-rank } A$
<code>\diag(a_1, \ldots, a_n)</code>	$\text{diag}(a_1, \dots, a_n)$
<code>\blockdiag(A_1, \ldots, A_n)</code>	$\text{block-diag}(A_1, \dots, A_n)$
<code>\vec{A}</code>	$\text{vec}(A)$
<code>\Row(A)</code>	$\text{Row}(A)$
<code>\Col(A)</code>	$\text{Col}(A)$
<code>\onevec</code>	$\mathbf{1}$
<code>\trsp{A}</code>	A^\top
<code>\adjo{A}</code>	A^*
<code>\inpr{x}{y}</code>	$\langle x, y \rangle$

1.10 Analysis

Input	Output
<code>\e</code>	e
<code>\d</code>	d
<code>\dif{f}{x}</code>	$\frac{df}{dx}$
<code>\pdif{f}{x}</code>	$\frac{\partial f}{\partial x}$
<code>\ddif{f}{x}</code>	$\frac{d^2 f}{dx^2}$
<code>\dpdif{f}{x}</code>	$\frac{\partial^2 f}{\partial x^2}$

1.11 Complex Analysis

Input	Output
<code>\i</code>	i
<code>\Re z</code>	$\operatorname{Re} z$
<code>\Im z</code>	$\operatorname{Im} z$
<code>\Arg z</code>	$\operatorname{Arg} z$
<code>\Log z</code>	$\operatorname{Log} z$
<code>\Sin z</code>	$\operatorname{Sin} z$
<code>\Cos z</code>	$\operatorname{Cos} z$
<code>\Tan z</code>	$\operatorname{Tan} z$
<code>\Res_{z=0} f(z)</code>	$\operatorname{Res}_{z=0} f(z)$

1.12 Optimization

Input	Output
<code>\argmin_{x \in S} f(x)</code>	$\arg \min_{x \in S} f(x)$
<code>\argmax_{x \in S} f(x)</code>	$\arg \max_{x \in S} f(x)$
<code>\Order(n)</code>	$O(n)$
<code>\order(n)</code>	$o(n)$

2 The okithm Package

2.1 Theorems

If the option `language = Japanese` is given, `okithm` will translate all the environment titles (Theorem, Definition, etc.) into Japanese. You can disable theorems by setting the option `notheorem`.

Input

```
\begin{theorem}[Awesome theorem]
  The square root  $\sqrt{2}$  of two is irrational.
\end{theorem}
```

Output

Theorem 2.1 (Awesome theorem). *The square root $\sqrt{2}$ of two is irrational.*

Input

```
\begin{definition}[Coprime]
  Integers  $a$  and  $b$  are said to be \emph{coprime} if their greatest
  common divisor is one.
\end{definition}
```

Output

Definition 2.2 (Coprime). Integers a and b are said to be *coprime* if their greatest common divisor is one.

Input

```
\begin{lemma}
  If  $a$  and  $b$  are coprime, so are  $a^2$  and  $b^2$ .
\end{lemma}
```

Output

Lemma 2.3. *If a and b are coprime, so are a^2 and b^2 .*

Input

```
\begin{proposition}
  If  $\sqrt{2} = a/b$ , then  $a^2 = 2b^2$ .
\end{proposition}
```

Output

Proposition 2.4. *If $\sqrt{2} = a/b$, then $a^2 = 2b^2$.*

Input

```
\begin{corollary}
  If  $\sqrt{2} = a/b$  with  $a$  and  $b$  being coprime, then  $a$  is even.
\end{corollary}
```

Output

Corollary 2.5. *If $\sqrt{2} = a/b$ with a and b being coprime, then a is even.*

Input

```
\begin{example}
  If  $a = 2$  and  $b = 1$ , then  $a$  is even but  $\sqrt{2} \neq a/b$ .
\end{example}
```

Output

Example 2.6. If $a = 2$ and $b = 1$, then a is even but $\sqrt{2} \neq a/b$. □

Input

```
\begin{remark}
  Note that  $a$  and  $b$  must be integers.
\end{remark}
```

Output

Remark 2.7. Note that a and b must be integers.

Input

```
\begin{proof}
  Suppose to the contrary that  $\sqrt{2} = a/b$  with coprime  $a$  and  $b$ .
  Then both  $a$  and  $b$  are even, which contradicts the assumption.
\end{proof}
```

Output

Proof. Suppose to the contrary that $\sqrt{2} = a/b$ with coprime a and b . Then both a and b are even, which contradicts the assumption. \square

2.2 Algorithms

You can disable algorithms by setting the option `noalgorithm`.

Input

```
\begin{algorithm}[htbp]
  \begin{algorithmic}[1]
    \Input{$n \in \mathbb{N}$}
    \Output{$n(n+1)/2$}
    \State{$s \leftarrow 0$}
    \ForTo{$i = 1$}{$n$}
      \State{$s \leftarrow s + i$}
    \EndFor
    \State{\Return $s$}
  \end{algorithmic}
\end{algorithm}
```

Output

Input : $n \in \mathbb{N}$
Output: $n(n+1)/2$
1: $s \leftarrow 0$
2: **for** $i = 1$ **to** n **do**
3: $s \leftarrow s + i$
4: **return** s

2.3 Optimization Problems

You can change `minimize`, `maximize` and `subject to` into `min`, `max` and `s.t.`, respectively, by setting the option `optstyle=short`.

Input

```
\Minimize[name={ (P)}]{
  \sum_{\condit{x \in S}[x^2 = 1]} w(x) + \sum_{i=1}^n (p_i + q_i)
}{
  S \subseteq V, \\\
  p_i \ge 0 & (i = 1, \ldots, n), \\\
  q_i \ge 0 & (i = 1, \ldots, n)
}
```

Output

$$(P) \quad \left| \begin{array}{ll} \text{minimize} & \sum_{x \in S: x^2=1} w(x) + \sum_{i=1}^n (p_i + q_i) \\ \text{subject to} & S \subseteq V, \\ & p_i \geq 0 \quad (i = 1, \dots, n), \\ & q_i \geq 0 \quad (i = 1, \dots, n) \end{array} \right.$$