

your title here

your name here

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# 1 Notation for scalars, vectors, matrices

Scalars:  $a, b, \dots, \alpha, \beta, \dots$   
Column vectors:  $\mathbf{a}, \mathbf{b}, \dots$   
Matrices:  $\mathbf{A}, \mathbf{B}, \dots$   
Natural numbers:  $i, j, \dots$

# 2 Math operators

$$\text{tr } \mathbf{A} = \sum_i a_{ii}$$

$$\operatorname{argmax}_{\sigma} f(x, \sigma)$$

# 3 Expressions, equations

This is inline math:  $x = 4$ .  
This is displayed math:

$$x = 4$$

This is align with equations numbers with one displayed equation:

$$x = 4 \tag{1}$$

This is align\*:

$$\begin{aligned} x &= 4 \\ &= 3 + 1. \end{aligned}$$

This is align:

$$x = 4 \tag{2}$$

$$= 3 + 1. \tag{3}$$

We can add comments:

$$x = 4 \tag{4}$$

$$= 3 + 1. \tag{5}$$

by assumption

Cases:

$$\delta_{ij} = \begin{cases} 1, & \text{if } i = j \\ 0, & \text{else.} \end{cases}$$

# 4 Arrays, entries math by default

$$\begin{aligned} &\begin{bmatrix} a & b \\ c & d \end{bmatrix} \\ &\begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} \\ &\left[ \begin{array}{ccc|c} a & \dots & b & c \\ \vdots & \ddots & \vdots & \vdots \\ d & \dots & e & f \end{array} \right] \\ &\begin{array}{c|cc} & a & b \\ \hline 1 & & \\ 2 & & \\ \hline \dots & & \end{array} \end{aligned}$$



Figure 2: This may end up somewhere else.

## 5 Tabular, entries not math by default

this		that	
a	b	c	d
aa	bb	cc	dd
aaa	bbb	ccc	ddd

## 6 Figures



Figure 1: This will end up where you put it.

Refer to figure 1.  
Here are figures all together.



Figure 3: A figure



Figure 4: Another figure



Figure 5: Another figure



Figure 6: A figure



Figure 7: Another figure



Figure 8: Another figure

## 7 Environments

**Theorem 7.1.** *This is a theorem.*

Reference to theorem, 7.1.

**Proof** This is a proof. ■

**Lemma 7.2.** *This is a lemma.*

**Proof** This is a proof of a lemma. ■

**Example 7.1** This is an example.

**Solution** This is a solution.

**foo** This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition

**This** This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition This is a definition

**That** This

## 8 Pseudocode

**Algorithm 8.1:** CELSIUSTOFAHRENHEIT( $c$ )

```
 $f \leftarrow 9c/5 + 32$ 
return ( $f$ )
```

**Algorithm 8.2:** IFTHEN(null)

```
if some condition is true
  then {
    some statement
    another statement
    yet another statement
  }
  else if some other condition is true
    {
      some statement
      another statement
      yet another statement
    }
  else if some other other condition is true
    then do something else
  else do the default actions
```

This is a reference to pseudocode, Algorithm 8.1.

## 9 Referring to figures, equations, and tables

This is a reference to the figure, Figure 1. This is a reference to the table, Table 1.

heading 1	heading 2
$y$	2
$z$	3

Table 1: This is a table caption

This is a numbered equation:

$$y = mx + b. \tag{6}$$

This is a reference to the equation, Equation 6.

## 10 Creating an index

In machine learning a **task** is . . .

Here is an expression that will end up in the index:  $E_{ij}$

More math:  $x$

More math, some extra information in index:  $x$

## 11 Creating a bibliography

Let’s cite some things: [GMS93, Knu] and [Ein05].

## **A   This is an appendix**

This is some stuff in the appendix.

## References

- [Ein05] Albert Einstein. Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies]. *Annalen der Physik*, 322(10):891–921, 1905.
- [GMS93] Michel Goossens, Frank Mittelbach, and Alexander Samarin. *The L<sup>A</sup>T<sub>E</sub>X Companion*. Addison-Wesley, Reading, Massachusetts, 1993.
- [Knu] Donald Knuth. Knuth: Computers and typesetting.

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