

Naam van het hoofdstuk

Part III, Chapter x Algorithms & Data Structures

Vincent Van Schependom KU Leuven Campus Kulak Kortrijk Academiejaar 2024–2025

0 Outline

Theme options

2 Frames and text

3 Itemization and enumeration

4 Blocks and other environments

1 Outline

1 Theme options

Prames and text

Itemization and enumeration

4 Blocks and other environments

1 Theme options

To change *logo*, options are:

- ▶ kul (default, used if no option is specified) KULEUVEN
- ▶ kulak for Campus Kulak Kortrijk kuleven kulak
- ▶ 1rd for KU Leuven Research & Development Structure

Example:

\usetheme[kulak]{kuleuven2}



1 Theme options

To customise *title page*, options are:

- standard (default, used if no option is specified)
- ▶ sedes title page includes Sedes Sapientiae >>

Example:

\usetheme[sedes,lrd]{kuleuven2}



1 Title page image

Optionally, you can add your own title page graphic by declaring titlegraphic (does not work in combination with sedes option).

Example:

```
\titlegraphic{ \includegraphics{mytitlepagepic.png} }
```

2 Outline

Theme options

2 Frames and text

Itemization and enumeration

4 Blocks and other environments

2 Positioning

Frame option [c] for text at the centre of the frame

2 Positioning

Frame option [b] for text at the bottom of the frame

2 Footline

Frame option [plain] to remove footline on individual frame

To remove footline from *all* frames delete this line from preamble in .tex file:

\setbeamertemplate{footline}[body]

This frame has no title.

2 Double-column frame

This is the top of the first column.

This is the top of the second column.

2 Text alignment

Left justified environment ...

Center environment ...

Right justified environment ...

Ragged right command ...

Centering command ...

Ragged left command ...

Flush left command ...

Flush right command ...

2 Colour palette

Recommended, predefined colours

- black
- ► KU Leuven primary blue, secondary blue, and dark blue
- ► ← white, when background is dark
- ▶ 50% gray , for text and 5% gray for background
- red text colour, used for alert text

2 Font styles

Sans-serif family of Modern Latin font

- ► Normal text
- ► Bold
- ► Italic, Emphasis, Slanted
- Underline
- ► SMALL CAPS
- ► Typewriter

2 Font sizes

- tiny
- scriptsize
- footnotesize
- small
- normalsize
- large
- ► Large
- ► LARGE
- huge



Equations and math

Equations and other mathematical symbols use serif typeface:

$$f(x) = ax^2 + bx + c$$

Style of individual symbols can be changed manually:

$$\hat{\beta} = \operatorname*{arg\,min}_{b} (\mathbf{y} - \mathbf{X}\mathbf{b})^{\mathsf{T}} \mathbf{\Omega}^{-1} (\mathbf{y} - \mathbf{X}\mathbf{b})$$
$$\mathsf{G}_{\mathsf{t}} = \alpha \mathsf{e}^{-\beta \mathsf{e}^{-\gamma \cdot \mathsf{t}}}$$

To change all math into sans-serif delete this line from the preamble in .tex file:

\usefonttheme[onlymath]{serif}

2 Graphics

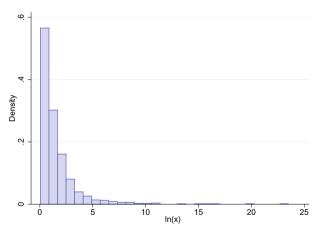


Figure: Example graphic

2 Tables

Table: Example table

	(1)	(2)	(3)
x_1	0.705***	0.215**	0.123
	(0.107)	(0.0964)	(0.105)
x_2	0.476***		0.114**
	(0.0489)		(0.0519)
x_3		0.592***	0.538***
		(0.0361)	(0.0436)
Constant	0.0478	0.0576	0.0511
	(0.0487)	(0.0427)	(0.0426)
Observations	500	500	500
R-squared	0.711	0.776	0.779

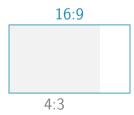
Standard errors in parentheses, *** p<0.01, ** p<0.05, * p<0.1

2 Widescreen

Default screen ration is 4:3. Load the following package in the preamble to make all frames wider to 16:9 ratio:

```
\usepackage[orientation=landscape,size=custom,
width=16,height=9,scale=0.5,debug]{beamerposter}
```

Title page or other frames should not get distorted because of it.



3 Outline

Theme options

Prames and text

3 Itemization and enumeration

Blocks and other environments

3 Itemize

(default)

- ► Itemize style
- ► Itemize style
 - Itemize subitem
 - Itemize subitem
 - Itemize subsubitem
 - Itemize subsubitem
 - Itemize subitem
- ► Itemize style

3 Itemize

(extra space between items)

- ► Itemize style
- ► Itemize style
 - Itemize subitem
 - Itemize subitem
 - Itemize subitem
- ► Itemize style

(default)

- 1 Enumerate style
- 2 Enumerate style
 - 1 Enumerate subitem
 - 2 Enumerate subitem
 - 1 Enumerate subsubitem
 - 2 Enumerate subsubitem
 - 3 Enumerate subitem
- 3 Enumerate style

(option I) + pause

- I Enumerate style
- II Enumerate style
 - I Enumerate subitem
 - II Enumerate subitem

 $(\mathsf{option}\ \mathsf{I}) + \mathsf{pause}$

- I Enumerate style
- II Enumerate style
 - I Enumerate subitem
 - II Enumerate subitem
 - | Enumerate subsubitem
 - II Enumerate subsubitem

 $(\mathsf{option}\;\mathsf{I}) + \mathsf{pause}$

- I Enumerate style
- II Enumerate style
 - I Enumerate subitem
 - II Enumerate subitem
 - I Enumerate subsubitem
 - II Enumerate subsubitem
 - III Enumerate subitem
- III Enumerate style

(option i.)

- i. Enumerate style
- ii. Enumerate style
 - i. Enumerate subitem
 - ii. Enumerate subitem
 - i. Enumerate subsubitem
 - ii. Enumerate subsubitem
 - iii. Enumerate subitem
- iii. Enumerate style

- A. Enumerate style
- B. Enumerate style

- A. Enumerate style
- B. Enumerate style
 - A. Enumerate subitem

- A. Enumerate style
- B. Enumerate style
 - A. Enumerate subitem
 - B. Enumerate subitem
 - A. Enumerate subsubitem
 - B. Enumerate subsubitem

- A. Enumerate style
- B. Enumerate style
 - A. Enumerate subitem
 - B. Enumerate subitem
 - A. Enumerate subsubitem
 - B. Enumerate subsubitem
 - C. Enumerate subitem

- A. Enumerate style
- B. Enumerate style
 - A. Enumerate subitem
 - B. Enumerate subitem

- C. Enumerate subitem
- C. Enumerate style

(option a + extra space)

- a Enumerate style
- b Enumerate style
 - a Enumerate subitem
 - b Enumerate subitem
 - a Enumerate subsubitem
 - b Enumerate subsubitem
 - c Enumerate subitem
- c Enumerate style

4 Outline

Theme options

Prames and text

Itemization and enumeration

4 Blocks and other environments

4 Theorems and other blocks

Title of the bloc

Text for generic block

Example block title

Text for example block

Alert block title

Text for alert block

4 Theorems and other blocks

Theorem environment

Theorem

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

Definition environment

Definition

Here is definition text

Example environment

Example

4 Theorems and other blocks

Proof environment

Proof.

Proof text.

Proof with custom title

Proof with any name and optionally without full stop in the title

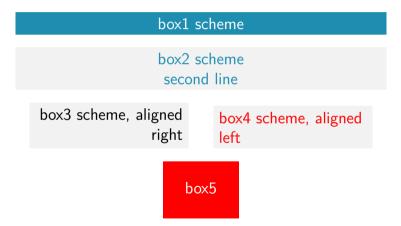
Corollary environment

Corollary

$$x + y = y + x$$

4 Boxes

'Beamer color box' with five different pre-set colour combinations



4 Quotes

Quote

Quote environment is for a short quotation, or a series of small quotes, separated by blank lines.

Quotation

Quotation environment is for use with longer quotations, of more than one paragraph, because it indents the first line of each paragraph. Quotation environment is for use with longer quotations, of more than one paragraph, because it indents the first line of each paragraph.

– WikiBooks LATEX guide

4 Quotes

Verse

Verse environment is for quotations where line breaks are important.

Verbatim

Verbatim text is ideal for typesetting program source code. To use it in Beamer the frame needs option [fragile].

Abstract environment

Abstract

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque quis pharetra sapien, non tempor tortor. Vestibulum gravida mauris ac lorem semper, vel vulputate mauris tincidunt. Sed diam ante, dignissim consequat pulvinar in, placerat eu nibh. Donec congue id elit sit amet iaculis.

Proin pellentesque vel ex in fermentum. Pellentesque suscipit odio ut accumsan feugiat. Aliquam erat volutpat. Sed feugiat cursus eros, sit amet vestibulum ipsum pulvinar at. Sed eget porttitor purus. Duis nec nunc ex. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae.

4 Buttons

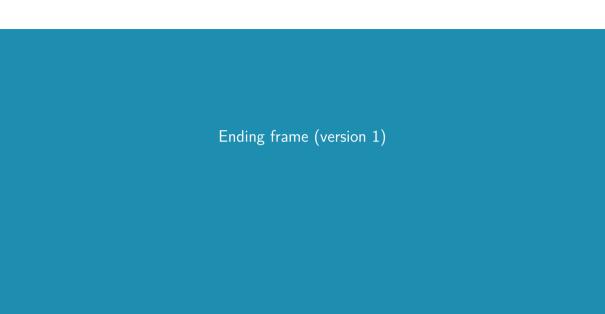
Standard buttons

```
Link to Figure 1

▶ Extra frame

▶ Button with long title and no link
```

These buttons can link to any frame, figure, table, theorem, section, or anything else with defined label





4 Extra slide

Because of frame option [noframenumbering] this frame is not counted in the total number of frames.

This button with cross-referencing link that will take you back to the frame:

◆ Back to Buttons