Introduction to LaTeXwith Mathematics

Math Mode

In LATEX, mathematics is written in math mode. There are two main types:

- Inline math: inside text, use dollar signs: $a^2 + b^2 = c^2$ gives $a^2 + b^2 = c^2$.
- Display math: centered on its own line, use \[... \]:

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

Superscripts and Subscripts

- Superscripts: x^2 gives x^2
- Subscripts: x_1 gives x_1
- Group multiple characters with $\{ \}$: x^{10} gives x^{10}

Fractions, Roots, and Sums

- Fractions: $\frac{a}{b}$ gives $\frac{a}{b}$
- Square root: \sqrt{x} gives \sqrt{x}
- nth root: \sqrt[3]{x} gives $\sqrt[3]{x}$
- The quadratic formula can be written with:

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

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

• Summation: $\sum_{n=1}^{\sin ty} \frac{1}{n^2}$

$$\sum_{n=1}^{\infty} \frac{1}{n^2}$$

• A set: $S = \{2,3,5,7,11,...\}$ gives $S = \{2,3,5,7,11,...\}$

Greek Letters

Use a backslash followed by the letter name:

$$\alpha, \beta, \gamma, \Delta, \pi, \theta, \mu, \Omega$$

Example code: \alpha, \beta, \gamma, \Delta, \pi, \theta, \mu, \Omega

Some Symbols

$$\pm$$
 . \leq \geq \neg \wedge \vee ∞ \cap \cup \in \pm \cdot \leq \geq \neg \land \lor \infty \cap \cup \ir

Lists

An list is either numbered with enumerate or bulleted with itemize.

Code Result

```
\begin{itemize}
  \item First
  \begin{itemize}
    \item Sublist first
    \item Sublist second
  \end{itemize}
  \item Second
  \item Third
  \end{itemize}
• First
Sublist first
Sublist second
• Second
• Third
```

Table

Tables are made using the tabular environment.

Code Result

```
\begin{tabular}{|c|c|c|}
\hline
$a$ & $b$ & $a+b$ \\
\hline
1 & 2 & 3 \\
2 & 3 & 5 \\
3 & 4 & 7 \\
\hline
\end{tabular}
```

a	b	a+b
1	2	3
2	3	5
3	4	7

Matrices

Matrices are made with a matrix environment in math mode.

Code Result

```
1/
                                                                4
\begin{vmatrix}
                                                            7
1 & 2 & 3 & 4
                //
                                                      9 10 11 12
5 & 6 & 7 & 8
                //
9 & 10 & 11 & 12
\end{vmatrix}
1/
\begin{bmatrix}
                                                      5
                                                        6 7
                                                                8
1 & 2 & 3 & 4
                //
                                                        10 11 12
5 & 6 & 7 & 8
9 & 10 & 11 & 12
\end{bmatrix}
\]
```