Basic LaTeX Walkthrough

WMV

10/05/2016

Before doing anything, try typesetting this TeX document. What that means is, it'll turn all of this code into a PDF that hopefully looks the way you want it to look. In MiKTeX the shortcut is control+t.

Plain Text Anyway, this is how you type plain text. Nothing fancy, right? There are a few things to note. First, it will only render one space. So if you use a lot of spaces, most of the spaces will disappear when you typeset. Similarly, if you enter a lot of empty lines between two paragraphs, it will just start a new paragraph without a line between them. (Try it!)

If you want to **bold** something, you'll use the **\textbf{}** command. To *emphasize* something, use the **\emph{}** command. (There is a **\textit{}** command to italicize, but if you're trying to emphasize something, use **\emph{}** instead.) To <u>underline</u> text, use **\underline{}**.

We can break up the document into different sections and subsections with \section{} and \subsection{} commands. They'll automatically be numbered for you unless you put an asterisk at the end, like \section*{}. We can also title paragraphs with \paragraph{}, as seen above. I'll start a new section right now.

1 Math

1.1 In-Line

We can put math directly into a paragraph, which is called **in-line** math. To do so, enter a dollar sign \$, then type in your math, then enter another \$ as soon as you want to use text again. For instance, $y=x^2$ will output as $y=x^2$. If you don't like using the dollar signs, you can use $(y=x^2)$, which will look exactly the same.

1.2 Display Environment

For larger equations, you'll want to use **displayed** math. It will display the math on a new line below the paragraph you were just writing. This is also good if you want to show a short string of (in)equalities. To do so, use the form $\{y=x^2\}$ and you'll get

$$y = x^2$$

1.3 Common Commands

- For a times symbol, use \times. For a dot product symbol, use \dot.
- If you're in-line, write fractions as a/b. If you're in display mode, you can write fractions with \frac{a}{b} to get

$$\frac{a}{h}$$
.

If you try the latter in-line, you'll get tiny fractions that are difficult to read, e.g. $\frac{a}{b}$.

• Use $_$ for subscripts and $\widehat{}$ for superscripts. For instance, x_1^2 . If you want an entire expression in the subscript or superscript (or gener-

ally for any command), put the entire expression in {}. For instance, x_1^2y-5 } will render as x_1^{2y-5} .

- Write square roots with \sqrt{}. For instance, $\sqrt{-1} = i$.
- Write strict inequalities with < and >, non-strict with \leq and \geq.
 Note that you can express "not greater than" by prefacing it with \not, for instance 5 ≥ 6. (I think you can put \not on pretty much anything, although there is a special command neq for ≠.)
- Most Greek letters are straightforward. \delta will give you a δ , and \Delta will give you a Δ .
- For fancier letters, you'll usually use either the \mathbf{M} or \mathbf{M} commands. For instance, \mathbf{R} gives you the fancy real number symbol \mathbb{R} .
- Subsets and supersets are \subset and \superset, respectively. Add eq at the end to make them non-strict, e.g. $A \subseteq B$. To take an arbitrary element from a set, use \in, so $x \in X$. Unions are given with \cup and intersections are given with \cup, for instance,

$$(A \cup B)^c = A^c \cap B^c$$
.

The empty set is simply \emptyset.

- Use \{ ... \} for curly brackets.
- For a partial derivative, use \partial, e.g. $\partial z/\partial y$.
- For limits, use \lim with a subscript explaining what the limit is doing,
 e.g.

$$\lim_{x\to\infty}$$

Infinity is given by \infty and the arrow is \rightarrow. If you try putting the limit in-line, it'll look kinda weird.

• Use \sum for sums. You'll usually want to try to use sums in the display environment because they can be bulky, for instance

$$\sum_{i=1}^{n} i = \frac{n(n+1)}{2}.$$

• Write integrals with \int with sub and superscripts for the limit. You'll want to put these in the display environment most of the time as well:

$$\int_{-\infty}^{\infty} \frac{1}{\pi(1+x^2)} \ dx = 1.$$

• Sometimes you'll want really big parentheses. For instance,

$$(\sum_{i=1}^{n} i)^2$$

just looks weird. In this case, put \left before the left parenthesis and \right before the right parenthesis:

$$\left(\sum_{i=1}^{n} i\right)^2$$

• If you want to display a dollar sign or a percentage or some other symbol that's used as code, try putting a \ before it. Then we can display \$ and & and % and so forth.

1.4 Matrices

Matrices are where things can get a little bit messy, if nothing else because matrices can be really big. Here's a simple 3×3 matrix.

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

In this case, we began a matrix **environment** which has a specific syntax for inputing matrices. When done inputting, you end the environment so things return to normal. Use **pmatrix** if you prefer your matrices in parenthesis, and use **vmatrix** for determinants. Also note that \\ typically will start a new line in any environment.

1.5 Lots of Math

If we have a large collection of equations, we might want to write each equation as its own line. Furthermore, we might want each equation to be numbered. Do so with the gather environment.

$$y = mx + b \tag{1}$$

$$l = w \times h \tag{2}$$

$$x = -b \pm \frac{\sqrt{b^2 - 4ac}}{2a} \tag{3}$$

Sometimes we might have a long chain of (in)equalities and we can't fit them all on one line. In that case, use the align environment. For example,

$$P(D) = P(D|C)P(C) + P(D|N)P(N)$$
$$= (0.90)(0.02) + (0.20)(0.98)$$
$$= 0.214.$$

Each line is aligned by your placement of the &. We might also want to take the previous gather environment and align everything by the equality signs:

$$y = mx + b \tag{4}$$

$$l = w \times h \tag{5}$$

$$x = -b \pm \frac{\sqrt{b^2 - 4ac}}{2a} \tag{6}$$

1.6 New Commands

Typing \mathbf{R} for \mathbb{R} over and over again gets old very quickly. What we can do is create a new command that allows us to just type, say, \mathbb{R} instead. If you look in the preamble in this file, you'll see a handful of new commands I've made for this purpose.

2 Lists

There are two types of lists: bullet lists using the itemize environment, and enumerated lists using the enumerated environment. Create a bullet list as follows:

- Every time you use \item, you will create a new bullet point.
- See?

Or we might want to make a numbered list instead:

- 1. Sometimes it would make more sense to number the lists.
- 2. Like this.

We have to get a little fancy to have an alphabetized list, but it's not too bad:

- (a) We just had to add that little label tag that changed the type of "enumeration."
- (b) I bolded it too just to illustrate that such a thing is possible.

One thing I don't like about lists by default is that they appear to be too spread out for my tastes. If we begin the list with \itemsep=-.5em, then the spacing between each item is reduced:

- (A) I think this looks a lot better.
- (B) It's much more compact.

3 Proofs

Use the **proof** environment for proofs. Place your QED symbol with \qedhere if you don't like where it defaults to. Here's an example.

Let $F(K, L) = AK^{\alpha}L^{1-\alpha}$ be a Cobb-Douglas production function. I claim that this function has constant returns to scale.

Proof. Multiply both capital K and labor L by some constant λ . Then we have

$$F(zK, zL) = A(zK)^{\alpha} (zL)^{1-\alpha}$$

$$= Az^{\alpha} K^{\alpha} z^{1-\alpha} L^{1-\alpha}$$

$$= zAK^{\alpha} L^{1-\alpha}$$

$$= zF(K, L).$$

4 Quotations

Use the quote environment for shorter quotes (no indent):

"The first principle is that you must not fool yourself and you are the easiest person to fool." — Richard Feynman And use the quotation environment for longer quotes:

"Dr. Scholl makes foot products, right? And he's a doctor, which means he went to school for a long time. But it doesn't take a lot to figure out that stepping on a cushion would be more comfortable. That fucker wasted lots of time at school. 'Cuz I would have bought that shit from a Mr. Scholl."

— Mitch Hedberg

5 Other Stuff