

# Introduction to L<sup>A</sup>T<sub>E</sub>X

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## 1 Getting Started

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# What is L<sup>A</sup>T<sub>E</sub>X

From Wikipedia, the free encyclopedia

LaTeX (lah-tekh, lah-tek or lay-tek, a shortening of Lamport TeX) is a document preparation system. When writing, the writer uses plain text in markup tagging conventions to define the general structure of a document (such as article, book, and letter), to stylise text throughout a document (such as bold and italic), and to add citations and cross-references. A TeX distribution such as TeX Live or MikTeX is used to produce an output file (such as PDF or DVI) suitable for printing or digital distribution. Within the typesetting system, its name is stylised as L<sup>A</sup>T<sub>E</sub>X.

# Installation of LATEX

## Windows

Download TeXLive on the following website

<http://mirror.hust.edu.cn/CTAN/systems/texlive/Images/>

## Linux

For example, on Ubuntu (or Debian), Enter the command

`sudo apt-get install texlive-full`

## MacOS

Download MacTeX on the following website

<http://tug.org/mactex/mactex-download.html>

# Selection of IDEs

There are various IDEs recommended that support  $\text{\LaTeX}$ , for example

Texmaker

<http://www.xm1math.net/texmaker/>

Sublime Text

<http://www.sublimetext.com/>

Tex Studio

<http://www.texstudio.org/>

They all have cross-platform support for Windows, Linux and MacOS.

# Documentation on your computer

If you've installed a full version of TeXLive (as strongly recommended), the  $\text{\LaTeX}$  documentation about all you want to is in front of you.

Open the command line and input the command

`texdoc docname`

For example, you can use the following types for the `docname`

`tex` A documentation about `\TeX`

`article` A documentation about documentclass `article`

`beamer` A documentation about documentclass `beamer`

`pgf` A documentation about `TikZ` and `PGF` (used to draw graphs)

Just try to `texdoc` about all new things then you will be an expert in  $\text{\LaTeX}$ .

## 1 Getting Started

## 2 The Basic Usages

- Common syntax
- Documentclass
- Document environment
- Packages
- Title, Author and Date
- Sections
- Geometry

## 3 Use Text in $\text{\LaTeX}$

## 4 Use Maths in $\text{\LaTeX}$

## 5 Use Graphics and Tables in $\text{\LaTeX}$

# The common syntax of $\text{\LaTeX}$ commands

## Definition

**Command** is a word which can be identified by Latex and represents a certain function in output file, or in relation with some specific character or format

All  $\text{\LaTeX}$  commands have the following syntax

`\command_name<special_args>[optional_args]{required_args}`

**special\_args** Seldom used in basic usage, for certain special usages in some packages

**optional\_args** Used to define mode of the command, if not specified,  $\text{\LaTeX}$  will use the default mode

**required\_args** Must be filled

If you want to connect a letter after a command, a space must be appended after the command or  $\text{\LaTeX}$  won't be able to compile it correctly. But two commands can be directly connected since there is a `\` before each command.

# The common syntax of $\text{\LaTeX}$ environments

## Definition

**Environment** is an encapsulated part which has a certain format so that it will not be influenced by outer context

All  $\text{\LaTeX}$  environments have the following syntax

`\begin{environment_name}<special_args>[optional_args]`

...

`\end{environment_name}`

**special\_args** Similar to commands

**optional\_args** Similar to commands

It is recommended to have a tab indent in each environment or your tex codes will be difficult to read by others or even **yourself**.

# Environment in environment

Of course, the environments can be nested.

## Example

```
\begin{environment_name}
```

...

```
\begin{environment_name_2}
```

...

```
\end{environment_name_2}
```

...

```
\end{environment_name}
```

# All begins with documentclass

## Definition

In a  $\text{\LaTeX}$  file, the **first** line must be  
`\documentclass[options]{class}`

For example, you can use the following types for the **class**

**article** Write a report or an science article

**book** Write a book

**beamer** Produce a lecture slide like this!

Actually some options can be added, such as

`\documentclass[11pt,twoside,a4paper]{article}`

Some details about the **article** class are on the next page. More features about other classes and options can be found in the  $\text{\LaTeX}$  Document on your own.

# The article class

The article class is the most basic class in L<sup>A</sup>T<sub>E</sub>X, it provides you with some normalized structure and format for report writing. So usually you will use the following command as the first line of your tex document

\documentclass[options]{article}

Some of the options values are listed below (the default values are alerted)

- 10pt, 11pt, 12pt - the font size of the document
- a4paper, a5paper, letterpaper - the size of paper
- fleqn - make the math equations left aligned (default middle aligned)
- leqno - display the serial numbers of math equations on the left (default on the right)
- titlepage, notitlepage - whether to make the title an entire page
- onecolumn, twocolumn - the number of columns of the document
- twoside, oneside - influence the position of something on the page

# The document environment

## Definition

An document starts with the `document` environment. A typical (simplest) example is presented below.

## Example

```
\documentclass[a4paper]{article}  
\begin{document}
```

...

Hello World!

...

```
\end{document}
```

All of your contents should be in the document environment. The document environment **MUST** be **unique** in the whole file.

# Magic of packages

Some environments or commands cannot be used directly. In this case, **packages** should be included between **documentclass** and **document** environment.

## Command

`\usepackage[optional_args]{name}`

There are some very useful packages that you can **ALWAYS** include:

**amsmath** Define various maths environments

**amssymb** Define various maths symbols

**geometry** Adjust the margin, paper size, and etc.

**enumerate** Generate a list like this!

**graphicx** Insert image of all types

The usages of these and more packages will be introduced further.

# Title, Author and Date

It's very useful to generate a title on the first page of a document, then these commands can be added between `documentclass` and `document` environment.

## Command

```
\title{the title}  
\author{the author}  
\date{the date}
```

You can simply use `\date{\today}` to display today's date.

Then in the `document` environment, use the command `\maketitle` to generate a title.

# Dividing into sections

## Command

```
\section(*){name}  
\subsection(*){name}  
\subsubsection(*){name}
```

The default style of sections is like

1 Example Section Name

1.2 Example Subsection Name

1.2.3 Example Subsubsection Name

If a star(\*) is added, the sequence number of the section, subsection or subsubsection won't be displayed.

**Notice:** Sections can be sorted into commands, not environments, so it doesn't have `begin` and `end` clauses. However, the whole contents between two sections is belonged to one section

## Geometry package

The settings of the layout of the pages is in `geometry` package.

### Command

```
\usepackage{geometry}  
\geometry{options}
```

Some of the `options` are listed below:

- `paper` - same as the paper settings in `documentclass`
- `layout` - use another type of paper's layout
- `left/right` - the blank length on the left/right
- `top/bottom` - the blank length on the top/bottom

### Example

```
\geometry{paper=a4paper,layout=a5paper}  
\geometry{left=2.5cm,right=2.5cm,top=2.5cm,bottom=2.5cm}
```

1 Getting Started

2 The Basic Usages

3 Use Text in LATEX

- UTF-8 encoding
- Special symbols and accents
- Spaces, lines and pages
- Fonts
- Enumerate
- Other useful things

4 Use Maths in LATEX

5 Use Graphics and Tables in LATEX

6 Some Advantage Usages

# Use UTF-8 encoding in LATEX

UTF-8 encoding is widely used in modern computer applications, so it's useful to include the `inputenc` package and use UTF-8 encoding.

## Command

```
\usepackage[utf-8]{inputenc}
```

## Example

café

However, different operating systems and compiling engines have different support on UTF-8 encoding, some UTF-8 codes that work on your computer may not work on others, so it is recommended to use commands (will be introduced later) instead of directly copy and paste the UTF-8 codes from the Internet.

(This part is not important)

If you want to use a language other than English, another package [babel](#) is needed.

### Command

```
\usepackage[languages]{babel}
```

- [languages](#) - a list of languages, the last one to be the default language

### Example

```
\usepackage[greek,english]{babel}  
\textgreek{abcdefgABCDEFG}
```

Then LATEX will print  $\alpha\beta\gamma\delta\epsilon\varphi\gamma\Delta\Gamma\Delta\Gamma$

Of course, you can use some commands for these Greek letters, such as

[\alpha](#), [\beta](#) and etc, which is more convenient when you only need to print a few of them, and it doesn't need any package listed above.

# Special symbols

Some special symbols can't be directly used since they are reserved by LATEX

\#    #    \\$    \$    \%    %    \&    &    \~    ~    \`    `  
\{    {    \}    }    \\_    \_    \textbackslash    \

Many LATEX starters are confused with how to correctly print quotes, hyphens and dots.

` prints a left single quote, ' prints a right single quote.

`` prints a left double quote, "" prints a right double quote.

one hyphen (-) print like -

two hyphens (--) print like –

three hyphens (---) print like —

\dots prints the dots with a correct format (...) instead of directly use three dots (...)

## Accent on letters

Sometimes you may need an accent form of a letter, here is an example of letter o

\`{o}	ò	\'{o}	ó	\^{o}	ô	\^{o}	ö	\~{o}	õ
\={o}	ô	\.{o}	ó	\u{o}	ô	\v{o}	ó	\H{o}	õ
\t{oo}	ôô	\r{o}	ôô	\c{o}	ôô	\d{o}	ôô	\b{o}	ôô

## Something interesting

You may be curious about how to print words like LATEX, actually it's defined as a command.

- \TeX - T<sub>E</sub>X
- \LaTeX - L<sub>A</sub>T<sub>E</sub>X
- \LaTeXe - L<sub>A</sub>T<sub>E</sub>X<sub>2</sub> <sub>$\epsilon$</sub>

# Spaces may be confusing

There are defined command of spaces in different width and usages.

- `\`  - the basic space in LATEX (printed in yellow since it's transparent). Note that any number of spaces or tabs is equal to one space, and the space after a command is ignored. If you want to add an extra space, use `\quad` which makes a 1/3em space (1 em is approximately the width of an M in the current font)
- `\~` - If two words can't be separated on two lines, you can tell LATEX about it using a tie (`\~`), such as Prof.\~Hamade (Prof. Hamade).
- `\,` - makes a 1/6em space, commonly used before units (notice the space before em on this page)
- `\;` - makes a 2/7em space
- `\quad` - makes a 1em space
- `\quadquad` - makes a 2em space
- `\phantom{text}` - makes actually the space of `text`, but `text` will be invisible.

# Separate contents into lines and pages

Here are some basic commands about lines and pages in L<sup>A</sup>T<sub>E</sub>X, you will use them everywhere.

- `\newline` - begin a new line
- `\\\` - begin a new line
- `\\\[offset]` - begin a new line with an offset
- `\linebreak` - begin a new line with the words discrete
- `\newpage` - begin a new page
- `%` - begin a line comment

# Basic commands about fonts

First, lets start with some commands that transform font types

- `\bf` - **Sample Text**
- `\it` - *Sample Text*
- `\rm` - Sample Text
- `\sc` - SAMPLE TEXT
- `\sf` - Sample Text
- `\sl` - *Sample Text*
- `\tt` - Sample Text

Note that the commands that transform font types influence the text in the whole scope (`{...}`) until another font type is specified. For example, how to use the first command `\bf` is shown below

`{\bf Sample Text}`

Sometimes we don't want to transform the font types, instead, we can only change the font type of some specified text, then the following commands are used (you can similarly use all font types on the previous page)

- `\textbf` - **Sample Text**
- `\textit` - *Sample Text*
- `\textsc` - SAMPLE TEXT

However, in a math environment (will be introduced later), some other commands should be used

- `\mathbf` - **Sample Text**
- `\mathit` - *Sample Text*
- `\mathsf` - Sample Text

Note that the math environment doesn't include all of the font types on the previous page. More information about font types can be found [here](#).

Font size can also be easily modified

- `\tiny` - Sample Text
- `\scriptsize` - Sample Text
- `\footnotesize` - Sample Text
- `\small` - Sample Text
- `\normalsize` - Sample Text
- `\large` - Sample Text
- `\Large` - Sample Text
- `\LARGE` - Sample Text
- `\huge` - Sample Text
- `\Huge` - Sample Text

# Build a colorful document

Changing the color is similar to changing font types.

If you want to transform to a color (like `\bf`), you can use `\color{name}`

Similarly, you can use `\textcolor{name}` like `\textbf`

The background color of the whole page can be set using

`\pagecolor{name}`

There are some defined color `name` in the `xcolor` package.

	black		gray		olive		teal		blue
	green		orange		violet		brown		lightgray
	pink		white		cyan		lime		purple
	yellow		darkgray		magenta		red		

You can find more information in the documentation of `xcolor` ([texdoc xcolor](#))

# Enumerate and Item

When you need to enumerate some items as a list, you may use the `enumerate` package.

## Command

```
\usepackage{enumerate}  
\begin{enumerate}[style]  
    \item ...  
    \item ...  
    \item ...  
\end{enumerate}
```

This will generate a normal list with the serial numbers in the specified `style`, which could be the following (as example)

- 1 - 1, 2, 3, 4, ...
- (i) - (i), (ii), (iii), (iv), ...
- [1.] - [1.], [2.], [3.], [4.], ...

If you want to generate an unordered list, use `itemize` instead of `enumerate`.

### Command

```
\usepackage{enumitem}
\begin{itemize}
    \item[style] ...
    \item[style] ...
    \item[style] ...
\end{itemize}
```

In this case, the position of `style` is different from that in `enumerate`, and the symbol displayed in the beginning of each item will be exactly same as the `style`. If `style` is not added, a default style will be used.

## Ulem package

If you want to add some lines on the text, use the `ulem` package.

### Command

```
\usepackage{ulem}  
\uline{Sample Text}
```

There are different kinds of lines supported:

- `\uline` - Sample Text
- `\uuline` - Sample Text
- `\uwave` - wave Sample Text
- `\sout` - ~~Sample Text~~
- `\xout` - ~~Sample Text~~
- `\dashuline` - ----- Sample Text
- `\dotuline` - ..... Sample Text

# Text align

If you want to align a paragraph of text, use these three environments for left/center/right align.

## Command

```
\begin{flushleft/center/flushright}
```

...

```
\end{flushleft/center/flushright}
```

However, if only a single line needs to be aligned, use these three commands.

## Command

```
\leftline  
\centerline  
\rightline
```

## 1 Getting Started

## 2 The Basic Usages

## 3 Use Text in LATEX

## 4 Use Maths in LATEX

- Equation
- Align
- Inline
- Basic Maths Commands
- Matrix and other multiline equations

## 5 Use Graphics and Tables in LATEX

## 6 Some Advantage Usages

# The equation environment

An `equation` environment contains a set of maths equations

Command

`\begin{equation(*)}`

...

`\end{equation(*)}`

Example

$$\text{curl } F = \left( \frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z} \right) \hat{n}_x + \left( \frac{\partial F_x}{\partial z} - \frac{\partial F_z}{\partial x} \right) \hat{n}_y + \left( \frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right) \hat{n}_z \quad (1)$$

If a star(`*`) is added, the sequence number of the equation won't be displayed. Note that the environment name in the `\begin{equation}` and `\end{equation}` statements must be the same (both or neither have a `*` here).

The LATEX script of the equation above is quite long, but not so difficult as you think so, while how I display the script to you is far more confusing, and you may check it in the tex file of the lecture slides

```
curl\ F=\left(\frac{\partial F_z}{\partial y}\right.\hat{n}_x\\-\frac{\partial F_y}{\partial z}\left.\right)\hat{n}_x\\+\left(\frac{\partial F_x}{\partial z}\right.-\frac{\partial F_z}{\partial x}\left.\right)\hat{n}_y\\+\left(\frac{\partial F_y}{\partial x}\right.-\frac{\partial F_x}{\partial y}\left.\right)\hat{n}_z
```

In the script, only a space after `\` will be printed as a space, `\partial` prints the symbol  $\partial$ , `\frac{...}{...}` makes a fraction, `\left(` and `\right)` makes brackets (of course they can be nested and must be in couple, but you can use two kinds of brackets on the both side, i.e., `\left[` and `\right]\rbrace`, in which you must use `\rbrace` or `\}` to print a right brace `}`)

How about equations with multiple lines?

The `aligned` environment can be used.

### Example

```
\begin{equation}
\left.\begin{aligned}
x+y&=1 \\ x-y&=1
\end{aligned}\right.\Rightarrow
\left.\begin{aligned}
x&=1 \\ y&=0
\end{aligned}\right.
\end{equation}
```

$$\begin{cases} x + y = 1 \\ x - y = 1 \end{cases} \Rightarrow \begin{cases} x = 1 \\ y = 0 \end{cases} \quad (2)$$

We can use a dot(.) when we want to insert nothing in one of the brackets.

# Something more about equation environment

What if the space between equation and the main body paragraph is considered larger than expectation? Is there any way to modify the line spacing?

In default style of equation is like

## Example

your body paragraph is supposed to be typed here

`\begin{equation} a \times b = c \end{equation}`

your body paragraph is supposed to be typed here

your body paragraph is supposed to be typed here

$$a \times b = c$$

(3)

your body paragraph is supposed to be typed here

But if we add

\setlength\abovedisplayskip{length} or  
\setlength\belowdisplayskip{length}, we have

### Example

your body paragraph is supposed to be typed here

{\setlength\abovedisplayskip{0em}}

\setlength\belowdisplayskip{0em}

\begin{equation} a \times b = c \end{equation}

your body paragraph is supposed to be typed here

your body paragraph is supposed to be typed here

$$a \times b = c \quad (4)$$

your body paragraph is supposed to be typed here

The margin between the body paragraphs and the equation will be lessened as is in the example.

# The align/aligned environment

An `align` environment is used outside a maths environment like `equation`

Command

```
\begin{align(*)}
```

...

```
\end{align(*)}
```

An `aligned` environment is used inside a maths environment like `equation`, it is known as an `inline` environment.

Command

```
\begin{equation(*)}
```

```
  \begin{aligned}
```

...

```
  \end{aligned}
```

```
\end{equation(*)}
```

The `align/aligned` environment is a basic align and multiline environment.

## Example

```
\begin{align}
    a+b & \Leftrightarrow b+a \\
    (a+b)+c & \Leftrightarrow a+(b+c)
\end{align}
```

$$a + b \Leftrightarrow b + a \tag{5}$$

$$(a + b) + c \Leftrightarrow a + (b + c) \tag{6}$$

In order to make a new line, you can easily use `\backslash\backslash` where you'd like (but not in certain maths environments such as `equation`). `&` is used to align the equations, you can use multiple `&s` and the `&s` on every line will be aligned respectively.

# A simple method of entering math environment

Usually, we can use `$$...$$` to display a maths equation instead of `\begin{equation*}... \end{equation*}`, which almost have same effect.

However, there is another style of math environment, inline style, which will display the maths equation on the same line of the text before it. It is used like `$...$`

## Example

This is a simple equation

$$x^2 + y^2 = 1$$

This is a simple inline equation  $x^2 + y^2 = 1$

The concentration of  $[H_3O^+]$

This is a simple equation `$$x^2+y^2=1$$`

This is a simple inline equation `$x^2+y^2=1$ \\`

The concentration of `[H$_3$O$^+$]`

# The difference between inline and normal

Actually, the display style of inline and normal equations have some differences.

## Example

### Expression

$$\left(\frac{1}{\frac{1}{2}}\right)^{\frac{1}{2}}$$

### inline

$$\left(\frac{1}{\frac{1}{2}}\right)^{\frac{1}{2}}$$

### normal

$$\left(\frac{1}{\frac{1}{2}}\right)^{\frac{1}{2}}$$

$$\lim_{n \rightarrow \infty} a_n = +\infty$$

$$\lim_{n \rightarrow \infty} a_n = +\infty$$

$$\lim_{n \rightarrow \infty} a_n = +\infty$$

$$\sum_{k=1}^{10} k = 55$$

$$\sum_{k=1}^{10} k = 55$$

$$\sum_{k=1}^{10} k = 55$$

However, most of the differences can be fixed by some other commands

## Example

### Expression

$$\left(\frac{1}{\frac{1}{2}}\right)^{\frac{1}{2}}$$

$$\left(\frac{1}{\frac{1}{2}}\right)^{\frac{1}{2}}$$

### inline

### normal

$$\lim_{n \rightarrow \infty} a_n = +\infty$$

$$\lim_{n \rightarrow \infty} a_n = +\infty$$

$$\sum_{k=1}^{10} k = 55$$

$$\sum_{k=1}^{10} k = 55$$

$$\sum_{k=1}^{10} k = 55$$

Here the command `\limits` can be used in much more situations to fix the position of the bounds. The command `\dfrac` is used to print a fraction in normal size.

# Basic Maths Commands

Here some basic commands commonly used in LATEX are introduced. You may need `amsmath` and `amssymb` packages.

- $x^{\text{abc}}$ ,  $x_{\text{abc}}$ ,  $x^{\text{abc}}_{\text{abc}}$  -  $x^a bc$ ,  $x_a bc$ ,  $x^a bc_a bc$
- $x^{\{abc\}}$ ,  $x_{\{abc\}}$ ,  $x^{\{abc\}}_{\{abc\}}$  -  $x^{abc}$ ,  $x_{abc}$ ,  $x^{abc}_{abc}$
- $\sqrt{a}$ ,  $\sqrt[b]{a}$  -  $\sqrt{a}$ ,  $\sqrt[b]{a}$
- $\overline{a+b}$ ,  $\underline{a+b}$  -  $\overline{a+b}$ ,  $\underline{a+b}$
- $\overbrace{1+2+\dots+n}^n$  -  $\overbrace{1+2+\dots+n}^n$
- $\underbrace{1+2+\dots+n}_n$  -  $\underbrace{1+2+\dots+n}_n$
- $\overrightarrow{a+b}$ ,  $\vec{a+b}$  -  $\overrightarrow{a+b}$ ,  $\vec{a+b}$
- $\dots$ ,  $\cdot$ ,  $\cdots$ ,  $\vdots$ ,  $\ddots$  -  $\dots$ ,  $\cdot$ ,  $\cdots$ ,  $\vdots$ ,  $\ddots$ .

- $\sum_{k=1}^{10} a_k$  -  $\sum_{k=1}^{10} a_k$
- $\prod_{k=1}^{10} a_k$  -  $\prod_{k=1}^{10} a_k$
- $\int_a^b x^2 dx$ ,  $\oint$ ,  $\iint \limits_A^B$  -  $\int_a^b x^2 dx$        $\oint$        $\iint \limits_A^B$

$$\int_a^b x^2 dx \quad \oint \quad \iint \limits_A^B$$

- $\lim_{n \rightarrow \infty} \sup a_n$  -  $\lim_{n \rightarrow \infty} \sup a_n$
- $\cos, \sin, \tan, \arccos, \arcsin, \arctan, \log, \ln$  - cos, sin, tan, arccos, arcsin, arctan, log, ln
- $\rightarrow, \leftarrow, \leftrightarrow, \Rightarrow, \Leftarrow, \Leftrightarrow$  -  $\rightarrow, \leftarrow, \leftrightarrow, \Rightarrow, \Leftarrow, \Leftrightarrow$

# Matrix environment

Matrix is commonly used in Maths. There are various kinds of matrix environments defined in `amsmath` package, they are `matrix`, `pmatrix`, `bmatrix`, `Bmatrix`, `vmatrix`, `Vmatrix`.

## Command

```
\begin{[p/b/B/v/V]matrix}
... & ... & ...
[...] & [...] & [...]
... & ... & ...
\end{[p/b/B/v/V]matrix}
```

Here is some examples of the style of these matrix.

## Example

matrix

$$\begin{matrix} a & b \\ c & d \end{matrix}$$

bmatrix

$$\left[ \begin{matrix} a & b \\ c & d \end{matrix} \right]$$

vmatrix

$$\left| \begin{matrix} a & b \\ c & d \end{matrix} \right|$$

pmatrix

$$\left( \begin{matrix} a & b \\ c & d \end{matrix} \right)$$

Bmatrix

$$\left\{ \begin{matrix} a & b \\ c & d \end{matrix} \right\}$$

Vmatrix

$$\left\| \begin{matrix} a & b \\ c & d \end{matrix} \right\|$$

# The gather/gathered environment

The `gather/gathered` environment is used to print multiline equations, similar to the `align/aligned` environment but all of the lines align in center. Each line of the equation will be ordered.

## Command

```
\begin{gather*}  
...  
\end{gather*}  
\begin{equation*}  
  \begin{gathered}  
    ...  
\end{gathered}  
\end{equation*}
```

## Example

```
\begin{gather}  
a+b=1 \\  
aaa+c=2222  
\end{gather}
```

$$a + b = 1 \quad (7)$$

$$aaa + c = 2222 \quad (8)$$

# The flalign and multiline environment

There are another two maths environments called `flalign` and `multiline`, useful in some special situations.

## Example

```
\begin{flalign}
    a+b&=1&=b+a\\
    b&=2&=c
\end{flalign}
```

$$\begin{aligned} a + b &= 1 & b + a & \quad (9) \\ b &= 2 & c & \quad (10) \end{aligned}$$

You may notice that the left column is aligned left and the right column is aligned right, different from the `align` environment.

## Example

```
\begin{multiline}
    a+b+c=1\\
    b+c=2\\
    c=3
\end{multiline}
```

$$\begin{aligned} a + b + c &= 1 \\ b + c &= 2 \\ c &= 3 \quad (11) \end{aligned}$$

Here, the first column aligns left, the last aligns right and others align center. Note that it is only one equation in order.

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# Measuring units in L<sup>A</sup>T<sub>E</sub>X

- **pt** - The smallest unit in L<sup>A</sup>T<sub>E</sub>X, 1/72.27 inch
- **bp** - 1/72 inch
- **in** - inch
- **cm** - centimeter
- **mm** - millimeter
- **em** - the width of letter M of the current font (commonly used in width measuring)
- **ex** - the height of letter x of the current font (commonly used in height measuring)
- **\ linewidth** - the width of current line in the container
- **\ pagewidth** - the width of the page
- **\ pageheight** - the height of the page
- **\ textwidth** - the normal width of text on the page
- **\ textheight** - the normal height of text on the page

# Include graphs

It's very useful to include graphs in LATEX, especially in report and paper writing. Here is a common template of including a single floating graph.

## Command

```
\usepackage{graphicx}
\begin{figure}[position]
    \centering
    \includegraphics[options]{file}
    \caption{caption}
    \label{label}
\end{figure}
```

- **position** - we usually use `htbp` here
- **options** - the width, height and other options about the graph
- **caption** - the caption displayed above/under the graph
- **label** - used for references in a document (will be introduced later)

Usually you need to optimize the size and some other properties of the graph, most of them can be set in `options`. (Only some useful options are listed here)

- `height` - use any L<sup>A</sup>T<sub>E</sub>X measuring unit.
- `width` - use any L<sup>A</sup>T<sub>E</sub>X measuring unit.
- `scale` - scale the graph to this proportion
- `angle` - rotate the graph in anti-clockwise by this angle

## Example

```
\usepackage{graphicx}
\begin{figure}[htbp]
    \centering
    \includegraphics[width=0.8
\linewidth,angle=180]{sample.jpg}
    \caption{3 greatest people in
JI}
    \label{fig-sample}
\end{figure}
```



Figure: 3 greatest people in JI

# Include multiple graphs

Sometimes you need to include a series of graphs, then the `subfigure` package can be used.

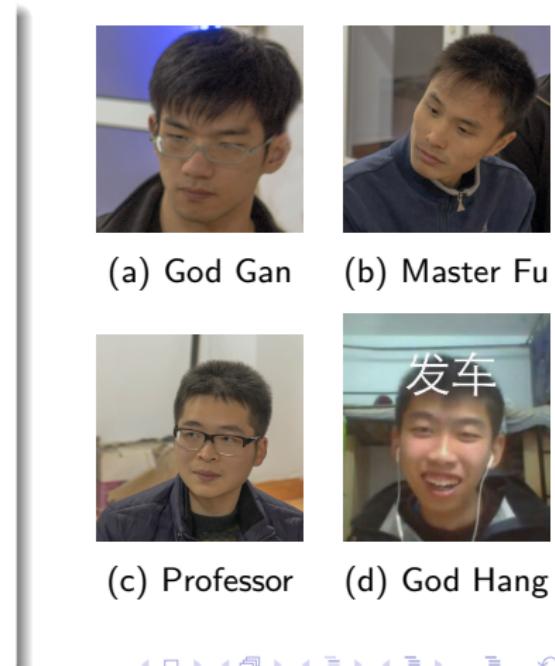
## Example

```
\usepackage{graphicx}
\usepackage{subfigure}
\begin{figure}[htbp]
    \centering
    \subfigure[God Gan]{
        \includegraphics[width=0.4
\linewidth]{sample-1.jpg}
    \label{fig-sample-1}}

```

...(with Master Fu, Professor and  
God Hang)

```
\end{figure}
```



# Draw tables

Table is another common element in L<sup>A</sup>T<sub>E</sub>X, for example, there is a simple table like this:

## Example

```
\begin{tabular}{||c|r|}\hline Title 1 & Title 2 & Title 3 \\ \hline 1 & 2 & 3 \\ \hline\end{tabular}
```

Title 1	Title 2	Title 3
1	2	3

## Command

```
\begin{tabular}{format}
```

...

```
\end{tabular}
```

format can be set as follow

- | - represents a vertical separate symbol
- l - align left in this column
- c - align center in this column
- r - align right in this column

## Example

||c|r|

Title 1	Title 2	Title 3
1	2	3

||c|cc||

Title 1	Title 2	Title 3
1	2	3

How to arrange cells in `tabular` environment is very similar to the `align` environment. However, we usually need horizontal lines in tables.

## Command

```
\hline = \cline{1-max_col}
\cline{start-end}
```

## Example

```
\begin{tabular}{c||c|r}
\hline\hline
& Title 1 & Title 2 & Title
3 \\
\cline{2-4}
Table 1 & 2 & 3 \\
\cline{2-4}
& 4 & 5 & 6 \\
\hline\hline
\end{tabular}
```

	Title 1	Title 2	Title 3
Table	1	2	3
	4	5	6

Here we draw a table with a multirow, but it only works with multirows of odd row number. A more convenient method of drawing multirows will be introduced.

# Multicolumn and Multirow

## Command

\multicolumn{ncols}{format}{text}

- **ncols** - the number of columns to be merged
- **format** - the format of the merged column, excluding the left | (eg. c|)
- **text** - the text in the merged column

\usepackage{multirow}

\multirow{nrows}{width}[fixup]{text}

- **nrows** - the number of rows to be merged
- **width** - the width of the merged rows (use \* for auto)
- **fixup** - the vertical position of the text (optional, default in the center)
- **text** - the text in the merged row

## Example

```
\begin{tabular}{|c|c|c|c|c|}
\hline
\multirow{4}{*}{Table} & Title 1 & Title 2 & Title 3 & Title 4 \\
\cline{2-5}
& \multicolumn{2}{c|}{Text 1} &
\multicolumn{2}{c|}{\multirow{3}{*}{Text 3}} \\
\cline{2-3}
& \multicolumn{2}{c|}{Text 2} & \multicolumn{2}{c|}{}
\cline{2-3}
& Text 4 & Text 5 & \multicolumn{2}{c|}{}
\hline
\end{tabular}
```

Table	Title 1	Title 2	Title 3	Title 4
	Text 1		Text 3	
	Text 2			
	Text 4	Text 5		

# Table environment

A `table` environment is used to arrange the place of a tabular, similar to the `figure` environment

## Command

```
\begin{table(*)}[position]
    \centering
    \begin{tabular}{format}
        ...
    \end{tabular}
    \caption{caption}
    \label{label}
\end{table(*)}
```

The `position`, `caption`, `label` are same as those in `figure` environment.

# About htbp

The htbp order is an official order of displaying graphs and tables.

- **h** - insert to the current place
- **t** - insert to the top of the page
- **b** - insert to the bottom of the page
- **p** - insert to a new page, which is common in dealing with big graphs and tables.

LATEX compiler will try these methods from left to right as you defined. Usually, we use htbp so that it will try to put the graph or table in the current place. If fails, then it will try the top, the bottom, and the next page until success.

# The array environment

When you use `tabular` in maths environment, the text format in the `tabular` won't be italic. However, there is a replacement of `tabular`, which is `array` environment.

## Command

```
\begin{array}{format}
```

...

```
\end{array}
```

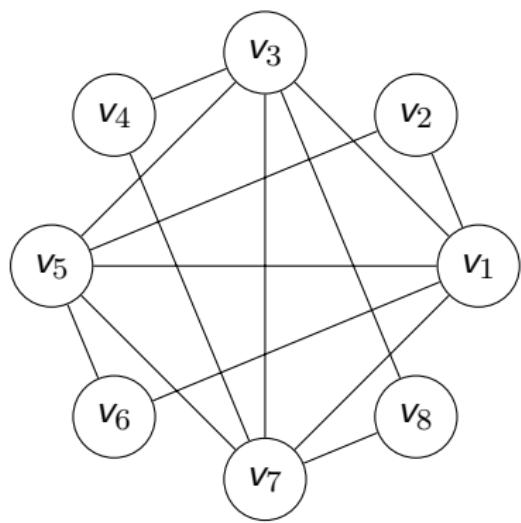
The properties and usages of these two environment are exactly the same.

Note that there is also a package called `array`, which is an enhancement of both `tabular` and `array`, you may use `texdoc array` to learn about it.

# Draw graphs with TikZ and PGF

In your VE203, if you write your homework in LATEX (with a 10% bonus), you will need this package to draw graphs. There is a document of more than one thousand pages about it ([texdoc tikz](#) or [texdoc pgf](#))

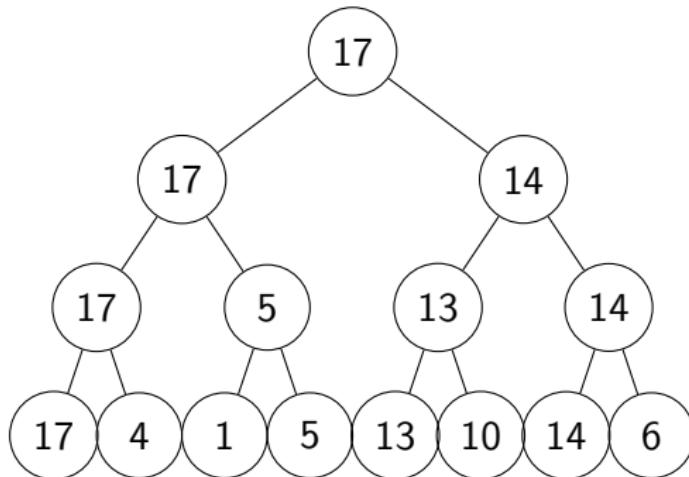
## Example



\usepackage{tikz}

```
\begin{tikzpicture}[scale=2, bend angle=22.5]
\tikzstyle{every node}=[draw, shape=circle];
\foreach \i in {1,...,8}
{
\path (45*\i-45:1cm) node (v\i) {$v_{\i}$};
}
\draw
(v1) -- (v2) (v3) -- (v4) (v5) -- (v6) (v7) --
(v8)
(v1) -- (v3) (v3) -- (v5) (v5) -- (v7) (v7) --
(v1)
(v2) -- (v5) (v4) -- (v7) (v6) -- (v1) (v8) --
(v3)
(v1) -- (v5) (v3) -- (v7);
\end{tikzpicture}
```

## Example



```
\begin{tikzpicture}[scale=0.8]
\tikzstyle{every node}=[draw, shape=circle, minimum size=0.8cm];
\node {17}[sibling distance=4cm]
child { node {17}[sibling distance=2cm]
child {
node {17}[sibling distance=1cm]
child { node {17} }
child { node {4} }
}
child {
node {5}[sibling distance=1cm]
child { node {1} }
child { node {5} }
}
}
child { node {14}[sibling distance=2cm]
child {
node {13}[sibling distance=1cm]
child { node {13} }
child { node {10} }
}
child {
node {14}[sibling distance=1cm]
child { node {14} }
child { node {6} }
}
};
\end{tikzpicture}
```

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- Document elements
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# Newcommand

Sometimes you are building a huge project (like this lecture), and you may use certain type of syntax for many many times. Now it's time to define your own command with `\newcommand` in the beginning of the document (where the `\usepackage` commands appear).

## Command

`\newcommand{\yourcommand}[arg_num]{code}`

- `arg_num` - number of arguments in your command
- `code` - the code of your command, use `#1`, `#2`, ..., `#n` to represent the arguments

## Example

`\newcommand{\samplecommand}[1]{\alert{\textbackslash #1}}`

It is defined to simply display the commands in red in this lecture.

## Renewcommand

Another times you need to redefine the commands, then `\renewcommand` can be used. It's very similar to `\newcommand`, the only difference is that you must use `\newcommand` when the command doesn't exists, while using `\renewcommand` when the command has been defined (by you or  $\text{\LaTeX}$  packages) before.

### Command

```
\renewcommand{\definedcommand}[arg_num]{code}
```

### Example

```
\renewcommand{\thesection}{\Roman{section}}
\renewcommand{\thesubsection}{\Alph{subsection}}
```

By default, the number before the section titles of `\section` is 1, 2, 3, etc, this command will change them to a capital form of roman numbers, I, II, III, etc. And subsection numbers become A, B, C, etc.

# New/Renewenvironment

Environments can also be defined.

## Command

```
\newenvironment{name}{arg_num}{begdef}{enddef}  
\renewenvironment{name}{arg_num}{begdef}{enddef}
```

- name - the name of your environment
- arg\_num - number of arguments in your environment
- begdef - the code to substitute the begin clause of your environment
- enddef - the code to substitute the end clause of your environment

## Example

```
\newenvironment{command}{\begin{block}{Command}}{\end{block}}
```

# Include and Input

When you are building a huge project, if you write all of the code in a single file, the compiling of the whole project will be very slow, and the length of the file will also confuse you. Then you can use `\include` and `\input` to avoid this.

## Command

`\include{file}` - Include the file on a new page, the files are compiled separately.

`\input{file}` - Directly replace the command with the whole file, doesn't start a new page, but the compiling won't speed up.

If you are including a .tex file, then the extension name can be omitted. Another command `\includeonly{list}` can be added to the beginning of the document, so that only the include files in `list` are compiled and others are ignored, this is very useful in debugging huge projects.

# Reference

You may remember the `\label` command used in equations, graphs and tables, they are used for reference in other parts of the document.

## Command

`\ref{label}`

## Example

Figure 2(a) - Figure `\ref{fig-sample-1}`

Figure 1 - Figure `\ref{fig-sample}`

Once the position of these figures are changed, or some more figures are added between them, the number of them will change, but there label won't. So  $\text{\LaTeX}$  will automatically generate the correct number for them and you don't need to modify them again and again.

# Hyperlink

Hyperlinks are supported in L<sup>A</sup>T<sub>E</sub>X, use the `hyperref` package.

## Command

```
\usepackage{hyperref}  
\hypersetup{options}  
\url{url}  
\href{url}{text}
```

Some common `options` are listed below:

- `colorlinks` - boolean (default false)
- `urlcolor` - color for linked URLs (default magenta)
- `linkcolor` - color for normal internal links (default red)

# Minipage and Multicol

`minipage` is a very useful environment for dividing pages into a grid.

## Example

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

`\hfill` (Fill the space horizontally)

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

`\hfill`

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

`\vfill` (Fill the space vertically)

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

`\hfill`

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

`\hfill`

```
\begin{minipage}{0.32\linewidth}
```

...

```
\end{minipage}
```

The code above generate six minipages in a grid of 3 column  $\times$  2 row. Don't try to add up the width of minipages in a line for more than about 0.98\linewidth, or the last minipage will be on a new line. The example on the previous page is printed with a `multicols` environment, different from \multicolumn command in a table.

### Command

```
\usepackage{multicol}  
\begin{multicols}{col_num}  
...  
\end{multicols}
```

This will generate a paragraph with `col_num` columns as shown in the example.

# Listings

Sometimes you are asked to attach your code about your report or homework. Using `listings` package will avoid dealing with various special symbols and rearranging all of your code. (`texdoc listings` for more information)

## Example

```
\usepackage{listings}
\lstset{language=[LaTeX]TeX, numbers=left, tabsize=4,
keywordstyle=\color{blue}\bfseries, identifierstyle=\bf, breaklines=true,
basicstyle=\tiny,rulecolor=\color{brown},
numberstyle=\color[RGB]{20,20,20}}
\lstinputlisting{tikz/binary_tree.tex} - Input a whole source code file
\begin{lstlisting}
Put your code here.
\end{lstlisting}
```

# 输入中文

虽然密院并不需要输入中文，但为了证明我会在  $\text{\LaTeX}$  中输入中文，很有必要在最后一页介绍一下。

这里我使用一种较为简便的方法：ctex+XeLaTeX，首先，使用 `ctex` 宏包 (`\usepackage{ctex}`)，然后切换到 XeLaTeX 编译环境。在 `ctex` 中，已经定义了几个常用的字体，如宋体 (`\songti`)，仿宋 (`\fangsong`)，楷书 (`\kaishu`) 等。

## 例

```
\usepackage[scheme=plain]{ctex}
```

```
\songti
```

这个功能你们应该是用不到的。

在选项中加入 `[scheme=plain]` 后可以防止文档的标题，章节等英文字段被汉化。

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## Symbol tables from lshort

The following tables demonstrate all the symbols normally accessible from *math mode*. Note that some tables show symbols only accessible after loading the `amssymb` package in the preamble of your document<sup>1</sup>. If the *AMS* package and fonts are not installed on your system, have a look at [CTAN:pkg/amslatex](#). An even more comprehensive list of symbols can be found at [CTAN:info/symbols/comprehensive](#).

Table: Math Mode Accents.

$\hat{a}$	<code>\hat{a}</code>	$\check{a}$	<code>\check{a}</code>	$\tilde{a}$	<code>\tilde{a}</code>
$\grave{a}$	<code>\grave{a}</code>	$\dot{a}$	<code>\dot{a}</code>	$\ddot{a}$	<code>\ddot{a}</code>
$\bar{a}$	<code>\bar{a}</code>	$\vec{a}$	<code>\vec{a}</code>	$\widehat{AAA}$	<code>\widehat{AAA}</code>
$\acute{a}$	<code>\acute{a}</code>	$\breve{a}$	<code>\breve{a}</code>	$\widetilde{AAA}$	<code>\widetilde{AAA}</code>
$\mathring{a}$	<code>\mathring{a}</code>				

---

<sup>1</sup>The tables were derived from `symbols.tex` by David Carlisle and subsequently changed extensively as suggested by Josef Tkadlec.

**Table:** Greek Letters.

There is no uppercase of some of the letters like \Alpha, \Beta and so on, because they look the same as normal roman letters: A, B...

$\alpha$	\alpha	$\theta$	\theta	$\circ$	\circ	$v$	\upsilon
$\beta$	\beta	$\vartheta$	\vartheta	$\pi$	\pi	$\phi$	\phi
$\gamma$	\gamma	$\iota$	\iota	$\varpi$	\varpi	$\varphi$	\varphi
$\delta$	\delta	$\kappa$	\kappa	$\rho$	\rho	$\chi$	\chi
$\epsilon$	\epsilon	$\lambda$	\lambda	$\varrho$	\varrho	$\psi$	\psi
$\varepsilon$	\varepsilon	$\mu$	\mu	$\sigma$	\sigma	$\omega$	\omega
$\zeta$	\zeta	$\nu$	\nu	$\varsigma$	\varsigma		
$\eta$	\eta	$\xi$	\xi	$\tau$	\tau		
$\Gamma$	\Gamma	$\Lambda$	\Lambda	$\Sigma$	\Sigma	$\Psi$	\Psi
$\Delta$	\Delta	$\Xi$	\Xi	$\Upsilon$	\Upsilon	$\Omega$	\Omega
$\Theta$	\Theta	$\Pi$	\Pi	$\Phi$	\Phi		

## Table: Binary Relations.

You can negate the following symbols by prefixing them with a \not command.

$<$	$<$	$>$	$>$	$=$	$=$
$\leq$	\leq or \le	$\geq$	\geq or \ge	$\equiv$	\equiv
$\ll$	\ll	$\gg$	\gg	$\doteq$	\doteq
$\prec$	\prec	$\succ$	\succ	$\sim$	\sim
$\preceq$	\preceq	$\succeq$	\succeq	$\simeq$	\simeq
$\subset$	\subset	$\supset$	\supset	$\approx$	\approx
$\subseteq$	\subseteq	$\supseteq$	\supseteq	$\cong$	\cong
$\sqsubset$	\sqsubset <sup>a</sup>	$\sqsupset$	\sqsupset <sup>a</sup>	$\Join$	\Join <sup>a</sup>
$\sqsubseteq$	\sqsubseteq	$\sqsupseteq$	\sqsupseteq	$\bowtie$	\bowtie
$\in$	\in	$\ni$ , \owns	\ni , \owns	$\propto$	\propto
$\vdash$	\vdash	$\dashv$	\dashv	$\models$	\models
$\mid$	\mid	$\parallel$	\parallel	$\perp$	\perp
$\smile$	\smile	$\frown$	\frown	$\asymp$	\asymp
$:$	:	$\notin$	\notin	$\neq$	\neq or \ne

<sup>a</sup>Use the latexsym package to access this symbol

Table: Binary Operators.

$+$	$+$	$-$	$-$	
$\pm$	<code>\pm</code>	$\mp$	<code>\mp</code>	$\triangleleft$ <code>\triangleleft</code>
$\cdot$	<code>\cdot</code>	$\div$	<code>\div</code>	$\triangleright$ <code>\triangleright</code>
$\times$	<code>\times</code>	$\setminus$	<code>\setminus</code>	$\star$ <code>\star</code>
$\cup$	<code>\cup</code>	$\cap$	<code>\cap</code>	$\ast$ <code>\ast</code>
$\sqcup$	<code>\sqcup</code>	$\sqcap$	<code>\sqcap</code>	$\circ$ <code>\circ</code>
$\vee$	<code>\vee , \lor</code>	$\wedge$	<code>\wedge , \land</code>	$\bullet$ <code>\bullet</code>
$\oplus$	<code>\oplus</code>	$\ominus$	<code>\ominus</code>	$\diamond$ <code>\diamond</code>
$\odot$	<code>\odot</code>	$\oslash$	<code>\oslash</code>	$\uplus$ <code>\uplus</code>
$\otimes$	<code>\otimes</code>	$\bigcirc$	<code>\bigcirc</code>	$\amalg$ <code>\amalg</code>
$\bigtriangleup$	<code>\bigtriangleup</code>	$\bigtriangledown$	<code>\bigtriangledown</code>	$\dagger$ <code>\dagger</code>
$\lhd^a$	<code>\lhd ^a</code>	$\rhd^a$	<code>\rhd ^a</code>	$\ddagger$ <code>\ddagger</code>
$\unlhd^a$	<code>\unlhd ^a</code>	$\unrhd^a$	<code>\unrhd ^a</code>	$\wr$ <code>\wr</code>

Table: BIG Operators.

$\sum$	<code>\sum</code>	$\bigcup$	<code>\bigcup</code>	$\bigvee$	<code>\bigvee</code>
$\prod$	<code>\prod</code>	$\bigcap$	<code>\bigcap</code>	$\bigwedge$	<code>\bigwedge</code>
$\coprod$	<code>\coprod</code>	$\bigsqcup$	<code>\bigsqcup</code>	$\biguplus$	<code>\biguplus</code>
$\int$	<code>\int</code>	$\oint$	<code>\oint</code>	$\bigodot$	<code>\bigodot</code>
$\oplus$	<code>\bigoplus</code>	$\otimes$	<code>\otimes</code>		

Table: Arrows as Accents.

$\overrightarrow{AB}$	<code>\overrightarrow{AB}</code>	$\underrightarrow{AB}$	<code>\underrightarrow{AB}</code>
$\overleftarrow{AB}$	<code>\overleftarrow{AB}</code>	$\underleftarrow{AB}$	<code>\underleftarrow{AB}</code>
$\overleftrightarrow{AB}$	<code>\overleftrightarrow{AB}</code>	$\underleftrightarrow{AB}$	<code>\underleftrightarrow{AB}</code>

Table: Arrows.

$\leftarrow$	<code>\leftarrow</code> or <code>\gets</code>	$\longleftarrow$	<code>\longleftarrow</code>
$\rightarrow$	<code>\rightarrow</code> or <code>\to</code>	$\longrightarrow$	<code>\longrightarrow</code>
$\leftrightarrow$	<code>\leftrightarrow</code>	$\longleftrightarrow$	<code>\longleftrightarrow</code>
$\Leftarrow$	<code>\Leftarrow</code>	$\Longleftarrow$	<code>\Longleftarrow</code>
$\Rightarrow$	<code>\Rightarrow</code>	$\Longrightarrow$	<code>\Longrightarrow</code>
$\Leftrightarrow$	<code>\Leftrightarrow</code>	$\Longleftrightarrow$	<code>\Longleftrightarrow</code>
$\mapsto$	<code>\mapsto</code>	$\longmapsto$	<code>\longmapsto</code>
$\hookleftarrow$	<code>\hookleftarrow</code>	$\hookrightarrow$	<code>\hookrightarrow</code>
$\leftharpoonup$	<code>\leftharpoonup</code>	$\rightharpoonup$	<code>\rightharpoonup</code>
$\leftharpoondown$	<code>\leftharpoondown</code>	$\rightharpoondown$	<code>\rightharpoondown</code>
$\rightleftharpoons$	<code>\rightleftharpoons</code>	$\iff$ (bigger spaces)	<code>\iff</code> (bigger spaces)
$\uparrow$	<code>\uparrow</code>	$\downarrow$	<code>\downarrow</code>
$\updownarrow$	<code>\updownarrow</code>	$\Updownarrow$	<code>\Updownarrow</code>
$\Downarrow$	<code>\Downarrow</code>	$\Downarrow$	<code>\Downarrow</code>
$\nearrow$	<code>\nearrow</code>	$\searrow$	<code>\searrow</code>
$\swarrow$	<code>\swarrow</code>	$\nwarrow$	<code>\nwarrow</code>
$\leadsto$	<code>\leadsto</code> <sup>a</sup>		

<sup>a</sup>Use the `latexsym` package to access this symbol

Table: Delimiters.

(	(	)	)	$\uparrow$	\uparrowarrow
[	[ or \lbrack	]	] or \rbrack	$\downarrow$	\downarrowarrow
{	\{ or \lbrace	}	\} or \rbrace	$\Updownarrow$	\updownarrow
<	\langle	>	\rangle	$\uparrow\downarrow$	\Updownarrow
	or \vert		\  or \Vert	$\Downarrow$	\Downarrow
/	/	\	\backslash	$\Updownarrow$	\Updownarrow
\lfloor	\lfloor	\rfloor	\rfloor		
\rceil	\rceil	\lceil	\lceil		

Table: Large Delimiters.

{	\lgroup	}	\rgroup	{	\lmoustache
	\arrowvert	\	\Arrowvert		\bracevert
	\rmoustache				

Table: Miscellaneous Symbols.

...	\dots	...	\cdots	:	\vdots	.	\ddots
$\hbar$	\hbar	$i$	\imath	$j$	\jmath	$\ell$	\ell
$\Re$	\Re	$\Im$	\Im	$\aleph$	\aleph	$\wp$	\wp
$\forall$	\forall	$\exists$	\exists	$\mho$	\mho <sup>a</sup>	$\partial$	\partial
'	'	$\prime$	\prime	$\emptyset$	\emptyset	$\infty$	\infty
$\nabla$	\nabla	$\triangle$	\triangle	$\Box$	\Box <sup>a</sup>	$\diamond$	\Diamond <sup>a</sup>
$\bot$	\bot	$\top$	\top	$\angle$	\angle	$\surd$	\surd
$\diamondsuit$	\diamondsuit	$\heartsuit$	\heartsuit	$\clubsuit$	\clubsuit	$\spadesuit$	\spadesuit
$\neg$	\neg or \lnot	$\flat$	\flat	$\natural$	\natural	$\sharp$	\sharp

<sup>a</sup>Use the latexsym package to access this symbol

**Table:** Non-Mathematical Symbols.

These symbols can also be used in text mode.

$\dagger$	<code>\dag</code>	$\S$	<code>\S</code>	$\circledcirc$	<code>\copyright</code>	$\circledR$	<code>\textregistered</code>
$\ddagger$	<code>\ddag</code>	$\P$	<code>\P</code>	$\pounds$	<code>\pounds</code>	$\%$	<code>\%</code>

**Table:**  $\mathcal{AM}$ S Delimiters.

$\lceil$	<code>\ulcorner</code>	$\rceil$	<code>\urcorner</code>	$\llcorner$	<code>\llcorner</code>	$\lrcorner$	<code>\lrcorner</code>
$ $	<code>\lvert</code>	$ $	<code>\rvert</code>	$\parallel$	<code>\lVert</code>	$\parallel$	<code>\rVert</code>

**Table:**  $\mathcal{AM}$ S Greek and Hebrew.

$\digamma$	<code>\digamma</code>	$\varkappa$	<code>\varkappa</code>	$\beth$	<code>\beth</code>	$\gimel$	<code>\gimel</code>	$\daleth$	<code>\daleth</code>
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**Table:** Math Alphabets.

Example	Command	Required package
ABCDEabcde1234	<code>\mathrm{ABCDE abcde 1234}</code>	
<i>ABCDEabcde1234</i>	<code>\mathit{ABCDE abcde 1234}</code>	
$ABCDEabcde1234$	<code>\mathnormal{ABCDE abcde 1234}</code>	
$\mathcal{ABCDE abcde 1234}$	<code>\mathcal{ABCDE abcde 1234}</code>	
$\mathscr{ABCDE abcde 1234}$	<code>\mathscr{ABCDE abcde 1234}</code>	mathrsfs
$\mathfrak{ABCDE abcde 1234}$	<code>\mathfrak{ABCDE abcde 1234}</code>	amsfonts or amssymb
$\mathbb{ABCDE abcde 1234}$	<code>\mathbb{ABCDE abcde 1234}</code>	amsfonts or amssymb

**Table:  $\mathcal{AM}$ S Binary Operators.**

$\dotplus$	<code>\dotplus</code>	$\cdot$	<code>\centerdot</code>	
$\ltimes$	<code>\ltimes</code>	$\rtimes$	<code>\rtimes</code>	$\divideontimes$
$\uplus$	<code>\doublecup</code>	$\Cap$	<code>\doublecap</code>	$\smallsetminus$
$\veebar$	<code>\veebar</code>	$\barwedge$	<code>\barwedge</code>	$\barwedge$
$\boxplus$	<code>\boxplus</code>	$\boxminus$	<code>\boxminus</code>	$\circledash$
$\boxtimes$	<code>\boxtimes</code>	$\boxdot$	<code>\boxdot</code>	$\circledcirc$
$\intercal$	<code>\intercal</code>	$\circledast$	<code>\circledast</code>	$\rightthreetimes$
$\curlyvee$	<code>\curlyvee</code>	$\curlywedge$	<code>\curlywedge</code>	$\leftthreetimes$

Table:  $\mathcal{AM}$ S Binary Relations.

$\wedge$	<code>\lessdot</code>	$\triangleright$	<code>\gtrdot</code>	$\doteqdot$	<code>\doteqdot</code>
$\ll$	<code>\leqslant</code>	$\gg$	<code>\geqslant</code>	$\risingdotseq$	<code>\risingdotseq</code>
$\lll$	<code>\eqslantless</code>	$\ggg$	<code>\eqslantgtr</code>	$\fallingdotseq$	<code>\fallingdotseq</code>
$\lll$	<code>\leqq</code>	$\geqq$		$\eqcirc$	<code>\eqcirc</code>
$\lll \text{ or } \llless$		$\ggg$		$\circeq$	<code>\circeq</code>
$\lll$	<code>\lesssim</code>	$\gtrsim$	<code>\gtrsim</code>	$\trianglelefteq$	<code>\trianglelefteq</code>
$\lll$	<code>\lessapprox</code>	$\gtrapprox$	<code>\gtrapprox</code>	$\bumpeq$	<code>\bumpeq</code>
$\lll$	<code>\lessgtr</code>	$\gtrless$	<code>\gtrless</code>	$\Bumpeq$	<code>\Bumpeq</code>
$\lll$	<code>\lesseqgtr</code>	$\gtreqless$	<code>\gtreqless</code>	$\thicksim$	<code>\thicksim</code>
$\lll$	<code>\lesseqqgtr</code>	$\gtreqqless$	<code>\gtreqqless</code>	$\thickapprox$	<code>\thickapprox</code>

Table: *AMS* Binary Relations. (... continue)

$\preccurlyeq$	<code>\preccurlyeq</code>	$\succcurlyeq$	<code>\succcurlyeq</code>	$\approx$	<code>\approxeq</code>
$\curlyeqprec$	<code>\curlyeqprec</code>	$\succcurlyeq$	<code>\succcurlyeq</code>	$\backsim$	<code>\backsimeq</code>
$\precsim$	<code>\precsim</code>	$\succsim$	<code>\succsim</code>	$\backsimeq$	<code>\backsimeq</code>
$\precapprox$	<code>\precapprox</code>	$\succapprox$	<code>\succapprox</code>	$\vDash$	<code>\vDash</code>
$\subsetneqq$	<code>\subsetneqq</code>	$\supseteqq$	<code>\supseteqq</code>	$\Vdash$	<code>\Vdash</code>
$\shortparallel$	<code>\shortparallel</code>	$\Supset$	<code>\Supset</code>	$\Vvdash$	<code>\Vvdash</code>
$\blacktriangleleft$	<code>\blacktriangleleft</code>	$\sqsupset$	<code>\sqsupset</code>	$\backepsilon$	<code>\backepsilon</code>
$\vartriangleright$	<code>\vartriangleright</code>	$\because$	<code>\because</code>	$\varpropto$	<code>\varpropto</code>
$\blacktriangleright$	<code>\blacktriangleright</code>	$\Subset$	<code>\Subset</code>	$\between$	<code>\between</code>
$\trianglerighteq$	<code>\trianglerighteq</code>	$\smallfrown$	<code>\smallfrown</code>	$\pitchfork$	<code>\pitchfork</code>
$\vartriangleleft$	<code>\vartriangleleft</code>	$\shortmid$	<code>\shortmid</code>	$\smile$	<code>\smile</code>
$\trianglelefteq$	<code>\trianglelefteq</code>	$\therefore$	<code>\therefore</code>	$\sqsubset$	<code>\sqsubset</code>

Table:  $\mathcal{AM}$ S Arrows.

$\leftarrow\!\!\!-\!$	<code>\dashleftarrow</code>	$\dashrightarrow$	<code>\dashrightarrow</code>
$\Leftarrow\!\!\!-\!$	<code>\leftleftarrows</code>	$\Rrightarrow\!\!\!-\!$	<code>\rightrightarrows</code>
$\Leftrightarrow\!\!\!-\!$	<code>\leftrightarrows</code>	$\Lleftarrow\!\!\!-\!$	<code>\rightleftarrows</code>
$\Leftarrow\!\!\!-\!$	<code>\Lleftarrow</code>	$\Rrightarrow\!\!\!-\!$	<code>\Rrightarrow</code>
$\Leftarrow\!\!\!-\!$	<code>\twoheadleftarrow</code>	$\rightarrow\!\!\!-\!$	<code>\twoheadrightarrow</code>
$\Leftarrow\!\!\!-\!$	<code>\leftarrowtail</code>	$\rightarrowtail$	<code>\rightarrowtail</code>
$\Leftarrow\!\!\!-\!$	<code>\leftrightharpoons</code>	$\rightleftharpoons$	<code>\rightleftharpoons</code>
$\nwarrow$	<code>\Lsh</code>	$\nearrow$	<code>\Rsh</code>
$\looparrowleft$	<code>\looparrowleft</code>	$\looparrowright$	<code>\looparrowright</code>
$\curvearrowleft$	<code>\curvearrowleft</code>	$\curvearrowright$	<code>\curvearrowright</code>
$\circlearrowleft$	<code>\circlearrowleft</code>	$\circlearrowright$	<code>\circlearrowright</code>
$\multimap$	<code>\multimap</code>	$\upuparrows$	<code>\upuparrows</code>
$\downdownarrows$	<code>\downdownarrows</code>	$\upharpoonleft$	<code>\upharpoonleft</code>
$\upharpoonright$	<code>\upharpoonright</code>	$\downharpoonright$	<code>\downharpoonright</code>
$\rightsquigarrow$	<code>\rightsquigarrow</code>	$\leftrightsquigarrow$	<code>\leftrightsquigarrow</code>

Table:  $\mathcal{AM}$ S Negated Binary Relations and Arrows.

$\not\leq$	\nless	$\not>$	\ngtr	$\not\subseteq$	\varsubsetneqq
$\not<$	\lneq	$\not> \not>$	\gneq	$\not\supseteq$	\varsupsetneqq
$\not\leq$	\nleq	$\not\geq$	\ngeq	$\not\subset$	\nsubsetneqq
$\not\leqslant$	\nleqslant	$\not\geqslant$	\ngeqslant	$\not\supseteq$	\nsupseteqq
$\not\leq\!\!\! \leq$	\lneqq	$\not\geq\!\!\! \geq$	\gneqq	$\not\mid$	\nmid
$\not\parallel$	\lvertneqq	$\not\parallel\!\!\! \parallel$	\gvertneqq	$\not\parallel$	\nparallel
$\not\leq\!\!\! \leq$	\lneqq	$\not\geq\!\!\! \geq$	\ngeqq	$\not\shortmid$	\nshortmid
$\not\sim$	\lnsim	$\not\sim$	\gnsim	$\not\shortparallel$	\nshortparallel
$\not\approx$	\lnapprox	$\not\approx$	\gnapprox	$\not\sim$	\nsim
$\not\prec$	\nprec	$\not\succ$	\nsucc	$\not\cong$	\ncong
$\not\preceq$	\preceq	$\not\preceq$	\nsucceq	$\not\dashv$	\nvDash
$\not\preccurlyeq$	\precneqq	$\not\preccurlyeq$	\succneqq	$\not\dashv$	\nvDash
$\not\sim$	\precnsim	$\not\sim$	\succnsim	$\not\dashv$	\nVdash
$\not\approx$	\precnapprox	$\not\approx$	\succnapprox	$\not\dashv$	\nVDash
$\not\subset$	\subsetneq	$\not\supset$	\supsetneq	$\not\triangleleft$	\ntriangleleft
$\not\supset$	\varsupsetneq	$\not\subset\!\!\! \supset$	\varsupsetneq	$\not\triangleleft$	\ntriangleleft
$\not\subset$	\nsubseteq	$\not\supset$	\nsupseteq	$\not\trianglelefteq$	\ntrianglelefteq
$\not\subset$	\subsetneqq	$\not\supset$	\supsetneqq	$\not\trianglelefteq$	\ntrianglelefteq
$\not\leftarrow$	\nleftarrow	$\not\rightarrow$	\nrightarrow	$\not\leftrightarrow$	\nleftrightarrow
$\not\#$	\nLeftarrow	$\not\Rightarrow$	\nRightarrow	$\not\leftrightarrow$	\nLeftrightarrow

Table: *AMS* Miscellaneous.

$\hbar$	<code>\hbar</code>	$\hbar$	<code>\hslash</code>	$\mathbb{k}$	<code>\Bbbk</code>
$\square$	<code>\square</code>	$\blacksquare$	<code>\blacksquare</code>	$\circledS$	<code>\circledS</code>
$\triangleleft$	<code>\vartriangleleft</code>	$\blacktriangleleft$	<code>\blacktriangleleft</code>	$\complement$	<code>\complement</code>
$\triangledown$	<code>\triangledown</code>	$\blacktriangledown$	<code>\blacktriangledown</code>	$\Game$	<code>\Game</code>
$\lozenge$	<code>\lozenge</code>	$\blacklozenge$	<code>\blacklozenge</code>	$\bigstar$	<code>\bigstar</code>
$\angle$	<code>\angle</code>	$\measuredangle$	<code>\measuredangle</code>		
$\diagup$	<code>\diagup</code>	$\diagdown$	<code>\diagdown</code>	$\backprime$	<code>\backprime</code>
$\nexists$	<code>\nexists</code>	$\Finv$	<code>\Finv</code>	$\varnothing$	<code>\varnothing</code>
$\eth$	<code>\eth</code>	$\sphericalangle$	<code>\sphericalangle</code>	$\mho$	<code>\mho</code>

# Package List

These are the packages you are most likely to use in daily L<sup>A</sup>T<sub>E</sub>X writing.

- geometry
- amsmath
- amssymb
- amsfonts
- multicol
- multirow
- tabu
- graphicx
- subfigure
- hyperref
- ulem
- ctex
- enumerate
- latexsym
- tikz
- listings

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- The Not So Short Introduction to  $\text{\LaTeX} 2_{\varepsilon}$ , Tobias Oetiker, Hubert Partl, Irene Hyna and Elisabeth Schlegl, Version 5.05, July 18, 2015 (<http://www.ctan.org/tex-archive/info/lshort/english/>)
- Introduction to  $\text{\LaTeX}$ , David Reid (<https://wenku.baidu.com/view/f08fbdf24693daef5ef73d23.htm>)

# Contributors

This  $\text{\LaTeX}$  beamer slide is contributed to

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For  $\text{\LaTeX}$  lectures of the JI Technology Department.

For all students in JI as a reference in report/homework writing.

This is a long-term maintained project on [GitHub](#), if you have any suggestions, make an issue on it, PRs are welcomed as well.