

Notes for Math Equation

Synferlo

August 28, 2020

1 Basic Math Structure

1.1 Inline math

Given production function $f(L, K) = L^\alpha K^\beta$, which is a function of input labor and capital.

1.2 Newline math

Given production function

$$f(L, K) = L^\alpha K^\beta,$$

which is a function of input labor and capital.

1.3 Equation Environment

Given production function

$$f(L, K) = L^\alpha K^\beta,$$

which is a function of input labor and capital.

1.4 Alignment

Consider the Euler equation and capital accumulation as the following:

$$U(C_t) = \beta \times U(C_{t+1}) \times [1 + f(k_t) - \delta] \quad (1)$$

$$K_{t+1} = (1 - \delta)K_t + I_t \quad (2)$$

2 Basic Math Notation

2.1 Fraction

Define function $f(x)$ as following:

$$f(x) = \frac{1}{x}$$

$$\varepsilon_{ii} = \frac{\frac{\partial X_i}{X_i}}{\frac{\partial P_i}{P_i}}$$

$$f(x) = \frac{1}{2}$$

$$f(x) = \frac{1}{x}$$

2.2 Square Root

$$x = \sqrt{3}$$

$$x = \sqrt[2]{3}$$

$$x = \frac{1}{\sqrt{3}}$$

$$x = \sqrt{a + b + y^2}$$

2.3 Power and Integral

Define a quadratic function $f(x)$ as following:

$$f(x) = x^2$$

Given the expectation $E(x)$,

$$E(X) = \int_{-\infty}^{\infty} X f_x(x) dx$$

Given interval $[a, b]$,

$$E(X) = \int \int \int_b^a X f_x(x) dx$$

2.4 Summation

For discrete RVs, the expectation is defined as,

$$E(X) = n^{-1} \times \sum_{i=1}^N X_i.$$

Or

$$E(X) = \frac{1}{n} \times \sum_{i=1}^N X_i.$$

$$E(X) = n^{-1} \times \sum_{i=1}^N X_i.$$

The utility maximization problem becomes

$$\max_{\substack{c_s, k_s \\ l_s}} \sum_{s=0}^{\infty} \beta^{s-t} U(C_s)$$

Or you can use this way:

$$\max_{\substack{c_s, k_s \\ l_s}} \sum_{s=0}^{\infty} \beta^{s-t} U(C_s)$$

2.5 Production

The generalized form for Cobb-Douglas utility function is

$$U(X_1, \dots, X_n) = \prod_{i=1}^n X_i^{\alpha_i}$$

For dot production(matrix)

$$X_1 \cdot Y_1$$

2.6 Limitation

The Variance of $E(x)$ is defined by

$$\begin{aligned} Var(E(X)) &= Var(n^{-1} \times \sum_{i=1}^N X_i) \\ &= \frac{1}{n^2} \times \sum_{i=1}^N Var(X_i) \\ &= \frac{\sigma^2}{n} \end{aligned}$$

When n goes to infinity,

$$\begin{aligned}\lim_{n \rightarrow \infty} \text{Var}(E(X)) &= \lim_{n \rightarrow \infty} \frac{\sigma^2}{n} \\ &= 0\end{aligned}$$

2.7 Differentiation

The own price elasticity for good i is defined by

$$\begin{aligned}\epsilon_{ii} &= \frac{\partial X_i}{\partial P_i} \frac{P_i}{X_i} \\ \epsilon_{ii} &= \frac{\partial X_i}{\partial P_i} \frac{P_i}{X_i} \\ &= \frac{\frac{\partial X_i}{\partial P_i}}{\frac{X_i}{P_i}} \\ &= \frac{\ln X_i}{\ln P_i} \\ &= \frac{\Delta X_i}{\Delta P_i}\end{aligned}$$

2.8 Binomial Operation

Binomial distribution with density function

$$f(x; \theta) = \binom{n}{x} \theta^x (1 - \theta)^{n-x}$$

where $\binom{n}{x} = \frac{n!}{(n-x)!x!}$

Or you can right in this method,

$$\binom{n}{x}$$

2.9 Convergence

Denote μ'_r converge to standard normal distribution in distribution as the following:

$$\mu'_r \xrightarrow{d} N(0, 1)$$

2.10 Head-Notation

$$y = x\hat{\beta} + \varepsilon$$

Average of x is \bar{x}

2.11 Density Function

$$f(x;\theta) = \begin{cases} \frac{1}{b-a} & \text{if } x \in [a,b] \\ \emptyset & \text{O.W} \end{cases}$$

2.12 Matrix

$$\begin{bmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 5 & 1 & 1 \end{bmatrix}$$

$$\begin{pmatrix} 1 & 2 & 1 \\ 3 & 8 & 1 \\ 5 & 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & x_{11} & x_{12} \cdots x_{1k} \\ 1 & x_{21} & x_{22} \cdots x_{2k} \\ \vdots & \vdots & \ddots \vdots \\ 1 & x_{n1} & x_{n2} \cdots x_{nk} \end{pmatrix}$$

$$A = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & \\ 0 & & 1 & 0 \\ & & 0 & 1 \end{pmatrix}$$

$$B = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & \\ 0 & & 1 & 0 \\ & & 0 & 1 \end{pmatrix}$$

2.13 Bracket

$$\lim_{x \rightarrow 0} \left(\frac{a^x + b^x + c^x}{3} \right)^{\frac{1}{x}}$$

This is a **fantastic** way to formalized the bracket in your equation.

3 Insert Materials

3.1 Graphics

| Name | Display | Name | Display | Name | Display | Name | Display |
|-------------------------|--------------|---------------------------|----------------|---------------------------|----------------|---------------------------|----------------|
| <code>\times</code> | \times | <code>\div</code> | \div | <code>\pm</code> | \pm | <code>\mp</code> | \mp |
| <code>\otimes</code> | \otimes | <code>\ominus</code> | \ominus | <code>\oplus</code> | \oplus | <code>\odot</code> | \odot |
| <code>\oslash</code> | \oslash | <code>\triangleq</code> | \triangleq | <code>\neq</code> | \neq | <code>\equiv</code> | \equiv |
| <code>\lt</code> | $<$ | <code>\gt</code> | $>$ | <code>\leq</code> | \leq | <code>\geq</code> | \geq |
| <code>\cup</code> | \cup | <code>\cap</code> | \cap | <code>\sqcup</code> | \sqcup | <code>\Cap</code> | \Cap |
| <code>\bigcup</code> | \bigcup | <code>\bigcap</code> | \bigcap | <code>\ast</code> | \ast | <code>\star</code> | \star |
| <code>\bigotimes</code> | \bigotimes | <code>\bigoplus</code> | \bigoplus | <code>\circ</code> | \circ | <code>\bullet</code> | \bullet |
| <code>\bigcirc</code> | \bigcirc | <code>\amalg</code> | \amalg | <code>\rightarrow</code> | \rightarrow | <code>\infty</code> | ∞ |
| <code>\vee</code> | \vee | <code>\wedge</code> | \wedge | <code>\lhd</code> | \lhd | <code>\rhd</code> | \rhd |
| <code>\bigvee</code> | \bigvee | <code>\bigwedge</code> | \bigwedge | <code>\unlhd</code> | \unlhd | <code>\unrhd</code> | \unrhd |
| <code>\sqcap</code> | \sqcap | <code>\sqcup</code> | \sqcup | <code>\prec</code> | \prec | <code>\succ</code> | \succ |
| <code>\subset</code> | \subset | <code>\supset</code> | \supset | <code>\sim</code> | \sim | <code>\approx</code> | \approx |
| <code>\subseteq</code> | \subseteq | <code>\supseteq</code> | \supseteq | <code>\cong</code> | \cong | <code>\doteq</code> | \doteq |
| <code>\setminus</code> | \setminus | <code>\mid</code> | \mid | <code>\ll</code> | \ll | <code>\gg</code> | \gg |
| <code>\parallel</code> | \parallel | <code>\bot</code> | \bot | <code>\in</code> | \in | <code>\notin</code> | \notin |
| <code>\propto</code> | \propto | <code>\neg</code> | \neg | <code>\ldots</code> | \ldots | <code>\cdots</code> | \cdots |
| <code>\forall</code> | \forall | <code>\exists</code> | \exists | <code>\vdots</code> | \vdots | <code>\ddots</code> | \ddots |
| <code>\aleph</code> | \aleph | <code>\nabla</code> | ∇ | <code>\mathfrak{s}</code> | \mathfrak{s} | <code>\mathfrak{j}</code> | \mathfrak{j} |
| <code>\ell</code> | ℓ | <code>\partial</code> | ∂ | <code>\int</code> | \int | <code>\oint</code> | \oint |
| <code>\wp</code> | \wp | <code>\mathfrak{p}</code> | \mathfrak{p} | | | | |