

# A Mathematical Introduction to LaTeX

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## A Brief History of $\LaTeX$

$\TeX$  is almost certainly older than you.

- “ $\TeX$ ” developed by Don Knuth in 1978
- Pronounced “tech”, from Greek τεχνη
- Markup language, like HTML
- $\LaTeX$  was derived from  $\TeX$  by Leslie Lamport in 1985
- Idea: Focus on content while  $\LaTeX$  takes care of the presentation for you

## Get the software

$\LaTeX$  is free, platform-independent software.

- pdf`latex` package for OS X/UNIX-based platforms
- LyX for WYSIWYG: <http://www.lyx.org>
- Online: <http://scribtex.com>

# My first document

Hello, world!

## Code for my first document

L<sup>A</sup>T<sub>E</sub>X code:

```
\documentclass{article}
\begin{document}
Hello, world!
\end{document}
```

Contrast with a similar HTML document:

```
<html>
  <body>
    Hello, world!
  </body>
</html>
```

# Document Layout

- 1 Document type
  - `article`
  - `beamer` (slides)
  - `report`
- 2 Preamble (header)
  - Include packages
  - Set spacing
  - Declare macros, commands
- 3 Body (content)

## Sample templates

See <http://hashman.ca/tex> for

- `article.tex`,
- `report.tex`, and
- `slides.tex`

sample templates.

This gives you some sample preamble information and templates for your use.



`\begin{document}`

### Squeeze Theorem.

Let  $(x_n)$ ,  $(y_n)$  and  $(z_n)$  be sequences in  $\mathbb{R}$ . Suppose  $(x_n) \rightarrow L$ ,  $(z_n) \rightarrow L$ , and for all  $n \geq n_0$ , we have  $x_n \leq y_n \leq z_n$ ; then  $(y_n) \rightarrow L$ .

Proof. Let  $\varepsilon > 0$ . Since  $(x_n) \rightarrow L$ , there is some integer  $n_1$  such that  $\forall n \geq n_1$ , we have  $|x_n - L| < \varepsilon$ .

Similarly, for the same  $\varepsilon$ , since  $(z_n)$  converges,  $\exists n_2 \in \mathbb{N}$  such that  $\forall n \geq n_2$ , we have  $|z_n - L| < \varepsilon$ .

Then take  $N = \max(n_0, n_1, n_2)$ , and let  $n \geq N$ . For all  $n \geq N$ , we must have

$$L - \varepsilon < x_n \leq y_n \leq z_n < L + \varepsilon$$

which implies  $|y_n - L| < \varepsilon$ . So  $(y_n)$  converges to  $L$ .  $\square$

## Squeeze Theorem Code, I

{\bf Squeeze Theorem.}

Let  $(x_n)$ ,  $(y_n)$  and  $(z_n)$  be sequences in  $\mathbb{R}$ .

Suppose  $(x_n) \rightarrow L$ ,  $(z_n) \rightarrow L$ , and for all  $n \geq n_0$ , we have  $x_n \leq y_n \leq z_n$ ; then  $(y_n) \rightarrow L$ .

## Squeeze Theorem Code, II

```
\begin{proof}
```

```
Let  $\epsilon > 0$ . Since  $(x_n) \rightarrow L$ ,  
there is some integer  $n_1$  such that  
 $\forall n \geq n_1$ , we have  
 $|x_n - L| < \epsilon$ .
```

```
Similarly, for the same  $\epsilon$ , since  
 $(z_n)$  converges,  $\exists n_2 \in$   
 $\mathbb{N}$  such that  $\forall n \geq$   
 $n_2$ , we have  $|z_n - L| < \epsilon$ .
```

## Squeeze Theorem Code, III

Then take  $N = \max(n_0, n_1, n_2)$ ,  
and let  $n \geq N$ . For all  $n \geq N$ ,  
we must have

$$\begin{aligned} \left[ L - \epsilon < x_n \right. \\ & \qquad \qquad \qquad \left. \leq y_n \right. \\ & \qquad \qquad \qquad \left. \leq z_n < L + \epsilon \right] \end{aligned}$$

which implies  $|y_n - L| < \epsilon$ .

So  $(y_n)$  converges to  $L$ .

$\text{\end{proof}}$

## Terminology

- **Control characters:** \$ % # & ^ \_ { }, etc.
- **Command:** sequence beginning with ‘\’, e.g. `\bf` or `\mathbb{R}`
- **Environment:** section delimited by commands, with special properties, e.g. `\begin{proof}` and `\end{proof}`
- **Math mode:** delimited by \$’s

## Common math mode commands

Display	L <sup>A</sup> T <sub>E</sub> X code
$x^{i+1}$	<code>x^{i+1}</code>
$\frac{1}{2}$	<code>\frac{1}{2}</code>
$\sqrt{b^2 - 4ac}$	<code>\sqrt{b^2-4ac}</code>
$\ln e$	<code>\ln{e}</code>
$\lim_{n \rightarrow \infty} (x_n)$	<code>\lim_{n\to\infty} (x_n)</code>
$\cos(2\pi n)$	<code>\cos{(2\{\pi\}n)}</code>
$\sum_{i=1}^n s_i b_i$	<code>\sum_{i=1}^n s_i b_i</code>

## Common math mode commands, continued

Display	L <sup>A</sup> T <sub>E</sub> X code
$10 \equiv 3 \pmod{7}$	<code>10 \equiv 3 \pmod{7}</code>
$\int_a^b f(x) dx$	<code>\int_a^b f(x)\,dx</code>
$\mathcal{P}$	<code>\mathcal{P}</code>
$\tau \varepsilon \chi$	<code>\tau \varepsilon \chi</code>
$A \cap B \neq \emptyset$	<code>A \cap B \neq \varnothing</code>
$\beta = \{v_1, \dots, v_n\}$	<code>\beta = \{v_1, \dots, v_n\}</code>
$f: S \rightarrow \mathbb{R}$	<code>f \colon S \to \mathbb{R}</code>

## Tricks for L<sup>A</sup>T<sub>E</sub>X veterans!

### DON'T

- ...use arrays for matrices. Use a `matrix` environment.
- ...forget about the ‘\*’ commands.
- ...let people tell you you're using L<sup>A</sup>T<sub>E</sub>X “wrong.”
- ...be afraid to write macros to make your code shorter.

### DO

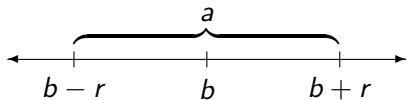
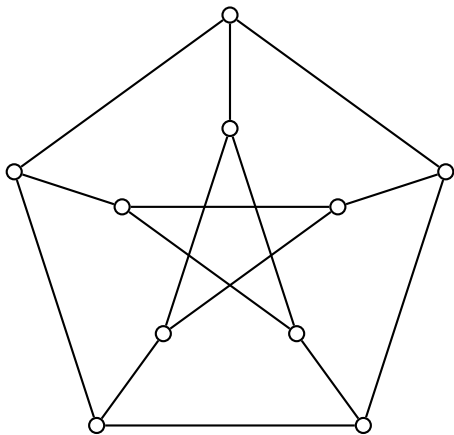
- ...use a good text editor.
- ...be willing to learn all the time. The learning curve is steep but your speed improves quickly.
- ...use Google (or your search engine of choice). It is your friend.
- ...use L<sup>A</sup>T<sub>E</sub>X for your assignments. More legible work means TAs are more forgiving on marking!



## Macros and Other User-Defined Objects

- $\mathbb{R}$ : `\mathbb{R}` vs. `\R`
  - $\dim(V)$ : `\operatorname{dim}` vs. `\dim`
  - $\overline{\int_P}(e^x)$ : `\overline{\int}` vs. `\uint`
  - $\subseteq$ : `\subseteq` vs. `\ss`
  - Centering math in `enumerate` environment without moving the numbers
  - Question counters
  - Using the provided document structuring commands to easily generate a table of contents, title page, etc.
- My take on this can be found in the `macros.sty` file on my website.

# TiKZ and Other Graphics Packages



Graphs

Diagrams

fin.

### More resources:

- My website:  
<http://hashman.ca/tex>
- Wikibooks'  $\LaTeX$  guide:  
<http://en.wikibooks.org/wiki/LaTeX>
- David Wilkins' Primer:  
<http://www.maths.tcd.ie/~dwilkins/LaTeXPrimer/>
- Random math grad students, particularly when fretting over their theses