

MATHEMATICAL TYPESETTING WITH LATEX

Knuth's statement on the purpose of T_EX

... This is a handbook about T_EX, a new typesetting system intended for the creation of beautiful books—and especially for books that contain a lot of mathematics.

MATHEMATICAL TYPESETTING WITH LATEX

1. MATHEMATICAL TYPESETTING WITH LATEX
2. LATEX'S PROCESSING MODES
3. MATHEMATICAL TYPESETTING PACKAGES
4. GETTING INTO MATH MODE
5. CHARACTERISTICS OF MATH MODE
6. MATH FONTS: ALPHABETIC AND SYMBOLIC
7. HYPHENS, DASHES, MINUS SIGNS; DOTS; DELIMITERS
8. MATH ACCENTS AND COMMANDS WITH ARGUMENTS
9. SOME MATHEMATICAL ENVIRONMENTS

TEX'S PROCESSING MODES

- Paragraph mode: the default mode

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 - Inline mathematics
 - Displayed mathematics

TEX'S PROCESSING MODES

- Paragraph mode: the default mode
- Math mode: when using mathematical symbols
- Left-to-right (LR) mode: like paragraph mode, but does not wrap around; it just keeps on going from left to right

EXAMPLES OF INLINE MATHEMATICS

- The square root of the number n is denoted \sqrt{n} or $n^{1/2}$.
- According to Einstein, $E = mc^2$ where ...

EXAMPLES OF DISPLAYED MATHEMATICS

- **Some equations get displayed with an equation number as in**

According to Einstein,

$$E = mc^2 \tag{1}$$

where ...

- **Some equations are displayed without an equation number as in**

It follows from (1) that

$$c = \sqrt{\frac{E}{m}}.$$

MATHEMATICAL TYPESETTING PACKAGES

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- Common mathematical structures such as
 - subscripts and superscripts
 - roots
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 - ellipses (of various kinds)

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- Mathematical symbols such as
 - Greek letters (upper/lower case and variants)
 - calligraphic letters
 - diverse symbols (relations, arrows, operators, etc.)
 - log-like functions

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 - diverse symbols (relations, arrows, operators, etc.)
 - log-like functions
- Delimiters (parentheses, brackets, curly brackets, etc.)
- Arrays (especially matrices)

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But sometimes even more are needed.

This is where certain packages come in.

MATHEMATICAL TYPESETTING PACKAGES

- What other features could one want?

MATHEMATICAL TYPESETTING PACKAGES

- **What other features could one want?**
 - **many more mathematical symbols**
 - **special mathematical fonts**
 - **special mathematical environments**

MATHEMATICAL TYPESETTING PACKAGES

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- **What packages are used for typesetting mathematics?**

MATHEMATICAL TYPESETTING PACKAGES

- What other features could one want?
- What packages are used for typesetting mathematics?
 - latexsym
 - amsbsy
 - amsmath
 - amssymb
 - amsthm
 - amscd
 - ⋮

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- **How about other packages of interest?**

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- What other features could one want?
- What packages are used for typesetting mathematics?
- How about other packages of interest?
 - color
 - graphics
 - fancyhdr
 - showkeys
 - ⋮

MATHEMATICAL TYPESETTING PACKAGES

- What other features could one want?
- What packages are used for typesetting mathematics?
- How about other packages of interest?
- How are packages invoked?

To load a package, put the command

```
\usepackage[options]{pkgs}
```

in your preamble.

GETTING INTO MATH MODE

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Actually, there are two math modes:

- inline
- displayed

USING INLINE MATHEMATICS MODE

To insert inline mathematics into text in paragraph mode enclose the math between `\(` and `\)`.

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To insert inline mathematics into text in paragraph mode enclose the math between `\(` and `\)`.

Thus, to produce

The area of a circle of radius r is πr^2 .

you can type

The area of a circle of radius `\(r \)` is `\(\pi r^2 \)`.

USING INLINE MATHEMATICS MODE

To insert inline mathematics into text in paragraph mode enclose the math between `\(` and `\)`.

As an alternative to using `\(` and `\)`, you can use `$` and `$`, that is, a pair of dollar signs as in

The area of a circle of radius `r` is `$ \pi r^2 $`.

USING DISPLAYED MATHEMATICS MODE

To display mathematics (within text in paragraph mode) without an equation number, enclose the math between `\[` and `\]`.

Thus, to produce

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

you can type

```
\[ a^2 + b^2 = c^2 \]
```

USING DISPLAYED MATHEMATICS MODE

You can also display mathematics without an equation number by enclosing it in the `equation*` environment.

The previous equation can be typed as

```
\begin{equation*}
a^2 + b^2 = c^2
\end{equation*}
```


USING DISPLAYED MATHEMATICS MODE

You can also display mathematics without an equation number by enclosing it in the `equation*` environment.

To do this with an equation number, you type

```
\begin{equation}  
a^2 + b^2 = c^2  
\end{equation}
```

which produces

$$a^2 + b^2 = c^2 \tag{2}$$

SOME CHARACTERISTICS OF MATH MODE

- Alphabetic characters are typeset in “math italic” font.

Thus, when you type x L^AT_EX produces x .

SOME CHARACTERISTICS OF MATH MODE

- Alphabetic characters are typeset in “math italic” font.
- Distinct adjacent (mathematical) symbols are not separated by space, even if they are typed with space between them. Thus

`\[2 \times 2 = 4 . \]`

becomes

$$2 \times 2 = 4.$$

SOME CHARACTERISTICS OF MATH MODE

- Alphabetic characters are typeset in “math italic” font.
- Distinct adjacent (mathematical) symbols are not separated by space, even if they are typed with space between them.
- **Typing distinct (mathematical) symbols together without space can sometimes lead to errors. Thus, typing $\backslash\alpha x$ instead of $\backslash\alpha x$ will lead to an error statement.**

Note that typing $\backslash\alpha x$ produces αx .

MORE CHARACTERISTICS OF MATH MODE

- **Space between adjacent characters in math mode can be adjusted with spacing commands such as**

<code>_</code>	interword space
<code>\,</code>	thin space
<code>\!</code>	negative thin space
<code>\quad</code>	1 em space
<code>\qquad</code>	2 em space
<code>\hspace{len}</code>	horizontal space of length len

MORE CHARACTERISTICS OF MATH MODE

- Space between adjacent characters in math mode can be adjusted with spacing commands.
- Text set in other fonts can be used within math mode by means of the command `\mbox`. For example,

$$X = P + C \text{ (by Goldman's resolution theorem)}$$

was typed as

```
\[ X = P+C \mbox{ (by Goldman's resolution theorem)} \]
```

ALPHABETIC MATH FONTS

ALPHABETIC MATH FONTS

Lowercase Greek Alphabet

α	<code>\alpha</code>	ν	<code>\nu</code>
β	<code>\beta</code>	ξ	<code>\xi</code>
γ	<code>\gamma</code>	π	<code>\pi</code>
δ	<code>\delta</code>	ρ	<code>\rho</code>
ϵ	<code>\epsilon</code>	σ	<code>\sigma</code>
ζ	<code>\zeta</code>	τ	<code>\tau</code>
η	<code>\eta</code>	υ	<code>\upsilon</code>
θ	<code>\theta</code>	ϕ	<code>\phi</code>
ι	<code>\iota</code>	χ	<code>\chi</code>
κ	<code>\kappa</code>	ψ	<code>\psi</code>
λ	<code>\lambda</code>	ω	<code>\omega</code>

Note: There is no special command for the Greek letter omicron (o).

ALPHABETIC MATH FONTS

Variants of Lowercase Greek Letters

F	<code>\digamma</code>	ϑ	<code>\varthetaeta</code>
ε	<code>\varepsilonpsilon</code>	\varkappa	<code>\varkappaappa</code>
ϱ	<code>\varrhorho</code>	ϖ	<code>\varpii</code>
φ	<code>\varphiphi</code>	ς	<code>\varsigmaigma</code>

Note: Commands in this list beginning with `\var` require the `amsmath` package.

ALPHABETIC MATH FONTS

Uppercase Greek Letters and their Variants

Γ	<code>\Gamma</code>	Γ	<code>\varGamma</code>
Δ	<code>\Delta</code>	Δ	<code>\varDelta</code>
Θ	<code>\Theta</code>	Θ	<code>\varTheta</code>
Λ	<code>\Lambda</code>	Λ	<code>\varLambda</code>
Ξ	<code>\Xi</code>	Ξ	<code>\varXi</code>
Π	<code>\Pi</code>	Π	<code>\varPi</code>
Σ	<code>\Sigma</code>	Σ	<code>\varSigma</code>
Υ	<code>\Upsilon</code>	Υ	<code>\varUpsilon</code>
Φ	<code>\Phi</code>	Φ	<code>\varPhi</code>
Ψ	<code>\Psi</code>	Ψ	<code>\varPsi</code>
Ω	<code>\Omega</code>	Ω	<code>\varOmega</code>

Note: Commands in this list beginning with `\var` require the `amsmath` package.

ALPHABETIC MATH FONTS

Math alphabet	Input	Output
math italic	<code>\mathit{a}</code>	<i>a</i>
math italic	<code>\mathnormal{a}</code>	<i>a</i>
math bold	<code>\mathbf{a}</code>	a
math roman	<code>\mathrm{a}</code>	a
math sans serif	<code>\mathsf{a}</code>	a
math typewriter	<code>\mathtt{a}</code>	a

ALPHABETIC MATH FONTS

Math alphabet	Input	Output
math italic	<code>\mathit{a}</code>	<i>a</i>
math italic	<code>\mathnormal{a}</code>	<i>a</i>

(ordinary) *abcdefghijklmnopqrstuvwxyz*

`\mathnormal` *abcdefghijklmnopqrstuvwxyz*

`\mathit` *abcdefghijklmnopqrstuvwxyz*

ALPHABETIC MATH FONTS

Bold math italic can be obtained by using the command `\boldsymbol{}` **within math mode**.

Thus

`$$\boldsymbol{abcdefghijklmnopqrstuvwxyz}$$`

produces

abcdefghijklmnopqrstuvwxyz

ALPHABETIC MATH FONTS

Bold math italic can be obtained by using the command `\boldsymbol{}` within math mode.

Thus

`$$\boldsymbol{abcdefghijklmnopqrstuvwxyz}$$`

produces

abcdefghijklmnopqrstuvwxyz

Because `\boldsymbol` is so much to type, I insert `\newcommand\bmi{\boldsymbol}` in the preamble (of my root file).

ALPHABETIC MATH FONTS

This works for numerals too.

0123456789

ALPHABETIC MATH FONTS

Math alphabet of symbols	Input	Output
calligraphic	<code>\mathcal{A}</code>	\mathcal{A}

ALPHABETIC MATH FONTS

Math alphabet of symbols	Input	Output
calligraphic	<code>\mathcal{A}</code>	\mathcal{A}

The command

`$$\mathcal{ABCDEFGHIJKLMNOPQRSTUVWXYZ}$$`

produces

$\mathcal{ABCDEFGHIJKLMNOPQRSTUVWXYZ}$

ALPHABETIC MATH FONTS

Math alphabet of symbols	Input	Output
math Fraktur	<code>\mathfrak{a}</code>	\mathfrak{a}
math Fraktur	<code>\mathfrak{A}</code>	\mathfrak{A}

ALPHABETIC MATH FONTS

Math fraktur font

The command

`\mathfrak{abcdefghijklmnopqrstuvwxyz}`

produces

abcdefghijklmnopqrstuvwxyz

and

`\mathfrak{ABCDEFGHIJKLMNOPQRSTUVWXYZ}`

produces

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ALPHABETIC MATH FONTS

Math alphabet of symbols	Input	Output
mathscr	<code>\mathscr{A}</code>	\mathcal{A}

ALPHABETIC MATH FONTS

Math alphabet of symbols	Input	Output
<code>mathscr</code>	<code>\mathscr{A}</code>	\mathscr{A}

The command,

`\mathscr{ABCDEFGHIJKLMNOPQRSTUVWXYZ}`

produces

$\mathscr{ABCDEFGHIJKLMNOPQRSTUVWXYZ}$

ALPHABETIC MATH FONTS

Symbols commonly used for number systems:

Letter	Stands for
\mathbb{N}	the natural numbers
\mathbb{Z}	the integers
\mathbb{R}	the real numbers
\mathbb{Q}	the rational numbers
\mathbb{C}	the complex numbers

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The command

`$\backslash\Bbb{N\mathbb{Z}\mathbb{R}\mathbb{Q}\mathbb{C}}$`

produces

$\mathbb{N}\mathbb{Z}\mathbb{R}\mathbb{Q}\mathbb{C}$

SYMBOLIC MATH FONTS

There are many groups of mathematical symbols available to the $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ user.

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There are many groups of mathematical symbols available to the L^AT_EX user.

The standard set includes the following groups

- Binary operations
- Binary relations
- Arrows
- Miscellaneous symbols
- Variable-sized symbols
- Log-like functions

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- Binary operations
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See Lamport (Section 3.3) and Grätzer (Appendix A).

SYMBOLIC MATH FONTS: A SAMPLER

Binary operations

+	<code>+\$</code>	addition
−	<code>-\$</code>	subtraction
×	<code>\$\$\times\$</code>	multiplication
÷	<code>\$\$\div\$</code>	division
/	<code>/\$</code>	division (shilling form)
*	<code>\$\$\ast\$</code>	asterisk
★	<code>\$\$\star\$</code>	star
∪	<code>\$\$\cup\$</code>	set-theoretic union
∩	<code>\$\$\cap\$</code>	set-theoretic intersection
±	<code>\$\$\pm\$</code>	plus or minus
●	<code>\$\$\bullet\$</code>	bullet

SYMBOLIC MATH FONTS: A SAMPLER

Binary relations

=	$\$=\$$	equals
\neq	$\$\neq\$\$	not equal to
<	$\$<\$\$	less than
\leq	$\$\leq\$\$	less than or equal to
>	$\$>\$\$	greater than
\geq	$\$\geq\$\$	greater than or equal to
\in	$\$\in\$\$	element of
\subset	$\$\subset\$\$	contained in (strictly)
\subseteq	$\$\subseteq\$\$	contained in (possibly equals)
\supset	$\$\supset\$\$	contains
\supseteq	$\$\supseteq\$\$	contains (possibly equals)
\equiv	$\$\equiv\$\$	equivalent to
\parallel	$\$\parallel\$\$	parallel to

SYMBOLIC MATH FONTS: A SAMPLER

Arrows

\rightarrow	<code>\$\$\rightarrow\$</code>
\Rightarrow	<code>\$\$\Rightarrow\$</code>
\longrightarrow	<code>\$\$\longrightarrow\$</code>
\Longrightarrow	<code>\$\$\Longrightarrow\$</code>
\leftrightarrow	<code>\$\$\leftrightarrow\$</code>
\Leftrightarrow	<code>\$\$\Leftrightarrow\$</code>
\longleftrightarrow	<code>\$\$\longleftrightarrow\$</code>
\Longleftrightarrow	<code>\$\$\Longleftrightarrow\$</code>
\downarrow	<code>\$\$\downarrow\$</code>
\nearrow	<code>\$\$\nearrow\$</code>
\mapsto	<code>\$\$\mapsto\$</code>

Variable-sized symbols

$\sum_{i=1}^n$	<code>\sum_{i=1}^n</code>	in-text style
$\sum_{i=1}^n$	<code>\displaystyle{\sum_{i=1}^n}</code>	
$\prod_{i=1}^n$	<code>\prod_{i=1}^n</code>	in-text style
$\prod_{i=1}^n$	<code>\displaystyle{\prod_{i=1}^n}</code>	
\int_a^b	<code>\int_a^b</code>	in-line style
\int_a^b	<code>\displaystyle{\int_a^b}</code>	

SYMBOLIC MATH FONTS: A SAMPLER

Miscellaneous symbols

\emptyset	<code>\emptyset</code>
∇	<code>\nabla</code>
\parallel	<code>\parallel</code>
\forall	<code>\forall</code>
\exists	<code>\exists</code>
\backslash	<code>\backslash</code>
∂	<code>\partial</code>
∞	<code>\infty</code>
ℓ	<code>\ell</code>

MORE SYMBOLIC MATH FONTS: A SAMPLER

Variable-sized symbols

$\cup_{i=1}^n$ `\cup_{i=1}^n` **in-line style**

$\bigcup_{i=1}^n$ `\displaystyle{\bigcup_{i=1}^n}`

$\cap_{i=1}^n$ `\cap_{i=1}^n` **in-line style**

$\bigcap_{i=1}^n$ `\displaystyle{\bigcap_{i=1}^n}`

Log-like functions (operators)

sin	\sin
arctan	\arctan
cosh	\cosh
arg	\arg
log	\log
ln	\ln
det	\det
dim	\dim
max	\max
inf	\inf
lim sup	\limsup

HYPHENS, DASHES, AND MINUS SIGNS

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- **Hyphens are used to:**

- * **break multisyllabic words across lines**
- * **create new words like “quasi-linear”**
- * **make compound words like “wall-to-wall carpets”**
- * **spell out numbers like “thirty-seven”**

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 - * **the en dash – typed as --**
 - * **the em dash — typed as ---**

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 - * spell out numbers like “thirty-seven”
- Dashes come in two lengths:
 - * the en dash – typed as --
 - * the em dash — typed as ---
- Minus signs:
 - * are made by typing hyphens in math mode as in $\$-1\$$
 - * can be faked by typing an en dash in paragraph mode

ALL SORTS OF DOTS

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In addition to periods and bullets, there are several kinds of ellipses.

- **Plain ellipsis:** ... typed `\ldots` as in

A, B, C, ..., Z (in paragraph mode) and

$$f_i(x) \geq 0 \quad \text{for all } i = 1, \dots, n.$$

in math mode

ALL SORTS OF DOTS

In addition to periods and bullets, there are several kinds of ellipses.

- **Plain ellipsis:** ... typed `\ldots`
- **Centered ellipsis:** ... typed `\cdots` as in

$$p_1 + \cdots + p_k = 1.$$

ALL SORTS OF DOTS

In addition to periods and bullets, there are several kinds of ellipses.

- **Plain ellipsis:** ... typed `\ldots`
- **Centered ellipsis:** ... typed `\cdots`
- **Vertical ellipsis:** : typed `\vdots` as in

$$x = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} .$$

ALL SORTS OF DOTS

In addition to periods and bullets, there are several kinds of ellipses.

- **Plain ellipsis:** ... typed `\ldots`
- **Centered ellipsis:** ... typed `\cdots`
- **Vertical ellipsis:** : typed `\vdots`
- **Diagonal ellipsis:** ∙ ∙ typed `\ddots` as in

$$D = \begin{pmatrix} \lambda_1 & & \\ & \cdots & \\ & & \lambda_n \end{pmatrix}.$$

ALL SORTS OF DOTS

In addition to periods, bullets, and ellipses, there are several other uses of dots.

These include:

- math accents (embellishments)
- filling with dots
- shading

DELIMITERS

Delimiters act something like parentheses: ().

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Some examples of delimiters are

(<code>\$(</code>)	<code>)\$</code>
[<code>[\$</code>]	<code>]\$</code>
{	<code>\{\$</code>	}	<code>\}\$</code>
\	<code>\backslash\$</code>	/	<code>/\$</code>
<	<code>\langle\$</code>	>	<code>\rangle\$</code>
[<code>\lceil\$</code>]	<code>\rceil\$</code>
[<code>\lfloor\$</code>]	<code>\rfloor\$</code>
┌	<code>\ulcorner\$</code>	┐	<code>\urcorner\$</code>
└	<code>\llcorner\$</code>	┘	<code>\lrcorner\$</code>

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Generally speaking:

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Generally speaking:

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- ▶ curly braces are special

Pairs of curly braces without the previous backslash are ignored by L^AT_EX, but can be very useful to the typist. In a sense, they act like insulation when no other delimiter is there to do the job.

`Φ` generates an error, whereas `$\{\Phi\}$` does not.

DELIMITERS

Delimiters act something like parentheses: ().

Generally speaking:

- delimiters usually come in pairs (left and right)
- curly braces are special
- ▶ **some delimiters are of fixed size**

DELIMITERS WITHOUT PARTNERS

The commands `\left` and `\right` must be used in pairs, but not necessarily with the same delimiter, as illustrated by

$$\left(\frac{a}{b}, \frac{c}{d}\right].$$

DELIMITERS WITHOUT PARTNERS

The commands `\left` and `\right` must be used in pairs, but not necessarily with the same delimiter.

When `\left\{` is wanted, but `\right\}` is not, the latter can be replaced by `\right.$` as done in

$$f(x) = \left\{ \begin{array}{ll} x^2 + 1 & \text{if } x \geq 0 \\ 0 & \text{if } x < 0 \end{array} \right.$$

MATH ACCENTS

Many accents used in non-English languages are available in L^AT_EX. For these there are commands that apply in paragraph mode.

MATH ACCENTS

Many accents used in non-English languages are available in L^AT_EX.

But there are some special accents that are used in math mode. The standard ones are illustrated below on the letter x .

\hat{x}	<code>\hat{x}</code>	\bar{x}	<code>\bar{x}</code>
\tilde{x}	<code>\tilde{x}</code>	\vec{x}	<code>\vec{x}</code>
\check{x}	<code>\check{x}</code>	\breve{x}	<code>\breve{x}</code>
\acute{x}	<code>\acute{x}</code>	\grave{x}	<code>\grave{x}</code>
\dot{x}	<code>\dot{x}</code>	\ddot{x}	<code>\ddot{x}</code>

Other math accents (for example triple and quadruple dots) are available with the `amsmath` package.

BROADER MATH ACCENTS

Sometimes a wider hat or tilde is needed.

Compare

\hat{X} `\hat{X}`

\tilde{X} `\tilde{X}`

with

\widehat{X} `\widehat{X}`

\widetilde{X} `\widetilde{X}`

SOME MATH COMMANDS WITH ARGUMENTS

We have already used three math mode commands that take arguments.

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We have already used three math mode commands that take arguments.

Two of these are

- the square-root function
- the built-up fraction

To illustrate:

$\sqrt{x+1}$	yields	$\sqrt{x+1}$
$\frac{x+1}{y+3}$	yields	$\frac{x+1}{y+3}$

SOME MATH COMMANDS WITH ARGUMENTS

We have already used three math mode commands that take arguments.

Two of these are

- the square-root function
- the built-up fraction

The third command is `\mbox{text}`. For example

`\[x^2 \geq 0 \quad \mbox{for all } x \in \mathbb{R} \]`
produces

$$x^2 \geq 0 \quad \text{for all } x \in \mathbb{R}$$

SOME MATHEMATICAL ENVIRONMENTS

Among the most often used L^AT_EX environments for doing mathematical typesetting are

- `tabular`
- `array`
- `equation`
- `theorem` (and other sorts of proclamations)

SOME MATHEMATICAL ENVIRONMENTS

The `tabular` environment

- **does not require math mode to be in force, but it can be used in math mode**
- **arranges information by columns (and rows)**
- **puts the information in a given column in one of three positions: left, center, or right**
- **can put horizontal and vertical lines into the tabular material**
- **will allow a table within a table**
- **can put information into a subset of the columns**

EXAMPLE OF TABULAR FORM

TODAY'S GAMES AND PITCHERS

		LAST 3 STARTS					
		Pitcher	W-L	ERA	W-L	IP	ERA
Houston		Oswald (R)	14-6	3.35	1-0	17.1	3.63
at Mets	1:10p	Martinez (R)	1-0	3.60	1-0	5.0	3.60
Washington		Bergmann (R)	3-5	4.30	1-0	15.1	3.52
at Atlanta	1:05p	Cormier (R)	2-4	6.69	2-1	17.2	3.06
Milwaukee		Sheets (R)	11-4	3.36	1-0	15.1	2.93
at Cincinnati	1:15p	Dumatrait (L)	0-3	13.00	0-2	8.2	18.68
Chicago		Trachsel (R)	6-9	4.48	0-2	19.1	2.33
at Pittsburgh	1:35p	Morris (R)	8-9	4.54	1-1	16.2	4.86
Florida		Willis (L)	8-14	5.01	0-2	20.1	5.75
at Philadelphia	1:35p	Moyer (L)	12-11	5.13	1-2	16.1	6.61
San Diego		Young	9-6	2.63	0-2	13.1	9.45
at Colorado	3:05p	Fogg (R)	8-9	5.01	1-1	15.0	6.60
Los Angeles		Penny (R)	15-4	2.82	1-1	18.0	5.00
at San Francisco	4:05p	Cain (R)	7-14	3.83	2-1	16.2	4.32
St. Louis		Thompson (R)	6-5	5.07	0-1	15.0	5.40
at Arizona	4:40p	Davis (L)	13-11	3.98	3-0	20.2	2.16

SOME MATHEMATICAL ENVIRONMENTS

The array environment

- **is commonly used for typesetting matrices**
- **works like the tabular environment but for use in math mode**
- **allows for arrays within arrays**

SOME MATHEMATICAL ENVIRONMENTS

Example of array environment

$$A = \begin{bmatrix} 0 & 0001 & 1 \\ 00 & 001 & 11 \\ 000 & 01 & 111 \end{bmatrix}$$

which can be typed as

```
\[ A = \left[ \begin{array}{lcr} 0 & 0001 & 1 \\ 00 & 001 & 11 \\ 000 & 01 & 111 \end{array} \right]
```

SOME MATHEMATICAL ENVIRONMENTS

Example of `matrix` environment

$$A = \begin{bmatrix} 0 & 0001 & 1 \\ 00 & 001 & 11 \\ 000 & 01 & 111 \end{bmatrix}$$

which can be typed as

```
\[ A = \left[ \begin{matrix} 0 & 0001 & 1 \\ 00 & 001 & 11 \\ 000 & 01 & 111 \end{matrix} \right]
```

Note: The `matrix` environment centers each column.

SOME MATHEMATICAL ENVIRONMENTS

Example of nested arrays

$$\begin{array}{ll} \text{minimize} & f(x) = \sum_{j=1}^n f_j(x_j) \\ \text{subject to} & g_i(x) = 0 \quad i = 1, \dots, k \\ & g_i(x) \geq 0 \quad i = k + 1, \dots, m \end{array}$$

This was typed as follows.

```
\[ \begin{array}{lc}
\mbox{minimize} & f(x) = \sum_{j = 1}^n f_j(x_j) \\ \ \ [10pt]
\mbox{subject to} & \begin{array}{t}{rcl}
g_i(x) = 0 & \quad & i = 1, \ \ldots, \ k \\ \ \ [10pt]
g_i(x) \ \geq 0 & & i = k+1, \ \ldots, \ m
\end{array} \\
\end{array} \]
```


SOME MATHEMATICAL ENVIRONMENTS

More about equations

$$0 \neq 1 \quad (1)$$

SOME MATHEMATICAL ENVIRONMENTS

Sometimes we need to group a batch of equations as in the following example.

The first-order (KKT) conditions of the quadratic program

$$\text{minimize } (1/2)x^T D x + c^T x \quad \text{subject to } x \geq 0$$

are

$$c + D x \geq 0 \tag{2}$$

$$x \geq 0 \tag{3}$$

$$x^T (c + D x) = 0 \tag{4}$$

For this we use the `gather` environment.

```
\begin{gather} c + D x \geq 0 \\ x \geq 0 \\ x^T (c + D x) = 0 \end{gather}
```

SOME MATHEMATICAL ENVIRONMENTS

To group a batch of equations as “subequations” we use the `gather` environment inside the `subequations` environment. Thus

```
\begin{subequations}\begin{gather}
c + Dx \geq 0 \\
x \geq 0 \\
x^T(c + Dx) = 0
\end{gather}\end{subequations}
```

produces

$$c + Dx \geq 0 \tag{1a}$$

$$x \geq 0 \tag{1b}$$

$$x^T(c + Dx) = 0 \tag{1c}$$

SOME MATHEMATICAL ENVIRONMENTS

Suppressing equation numbers

Sometimes it is desirable to omit some equation numbers while using the `gather` environment.

The command `\notag` or `\nonumber` at the end of an equation line will do this as in

```
\begin{subequations}\begin{gather}
c + Dx \geq 0 \\
x \geq 0 \notag \\
x^T(c + Dx) = 0
\end{gather}\end{subequations}
```

SOME MATHEMATICAL ENVIRONMENTS

Multiline equations can be handled with `multline`. Thus

```
\begin{multline}
(x_1 + x_2 + x_3 + x_4)^2 \\
= x_1^2 + x_2^2 + x_3^2 + x_4^2 + 2(x_1x_2 + x_1x_3 + x_1x_4) \\
+ 2(x_2x_3 + x_2x_4 + x_3x_4)
\end{multline}
```

gives

$$\begin{aligned} (x_1 + x_2 + x_3 + x_4)^2 \\ = x_1^2 + x_2^2 + x_3^2 + x_4^2 + 2(x_1x_2 + x_1x_3 + x_1x_4) \\ + 2(x_2x_3 + x_2x_4 + x_3x_4) \quad (2) \end{aligned}$$

SOME MATHEMATICAL ENVIRONMENTS

Defining theorem-like structures

- Theorem
- Lemma
- Corollary
- Proposition
- Definition
- Remark
- Hypothesis
- Conjecture

are often used in mathematical work.

SOME MATHEMATICAL ENVIRONMENTS

Defining theorem-like structures can be done with a declaration called `\newtheorem`.

Here is an example.

SOME MATHEMATICAL ENVIRONMENTS

Defining theorem-like structures can be done with a declaration called `\newtheorem`.

Here is an example.

Suppose we have put the following declaration in the preamble of our document.

```
\newtheorem{prop}{Proposition}
```


SOME MATHEMATICAL ENVIRONMENTS

When a theorem-like structure is used to state something that calls for a proof, the `proof` environment will produce the word “Proof” and put a little square (flush right) at the end of the argument in place of the old-fashioned “q.e.d.”

Using the `proof` environment requires that the command `\usepackage{amsthm}` be added to the preamble of the document.

Thus we can write

SOME MATHEMATICAL ENVIRONMENTS

Proposition 1. *L^AT_EX rocks!*

Proof. Left to the reader.

□

SOME MATHEMATICAL ENVIRONMENTS

Proposition 1. *L^AT_EX rocks!*

Proof. Left to the reader.

□

This is gotten by typing

```
\begin{prop} \LaTeX{} rocks! \end{prop}
```

```
\begin{proof} Left to the reader. \end{proof}.
```