

L^AT_EX for Undergraduates*

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To put a title on a simple homework assignment, you only need lines 31-37 in the code (`LaTeX_for_Undergraduates.tex`) instead of an entire `titlepage`, but you don't necessarily have to use this method. You can put the title, your name, and the date on the paper however you'd like.

As you read this, use the keyboard shortcut Ctrl + F to search for specific things in the code so that you can compare the code precisely to what's being printed.

*Throughout this paper, there are some commands from the accompanying `alounsburymacros` package, but I'm going to forgo further reference to `alounsburymacros.sty`. If you use a command from this tutorial in another document and it says the command is undefined, you probably need to install `alounsburymacros` and include it in the preamble.

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1 Setting Up

1.1 MiKTeX

Click [here](#) to download MiKTeX. Install it to the default directory. When it asks if MiKTeX should install packages on the fly, say **yes**.

1.2 \LaTeX Editors: Visual Studio Code

I recommend Visual Studio Code for Windows users and (maybe) Mac users.¹ To download the User Installer for VS Code, click [here](#). When it gives the option to add the “Open with Code” action to file and directory context menus, **check both** boxes.

Open `LaTeX_for_Undergraduates.tex` in VS Code. With the  button on the left sidebar, install the following:

LaTeX Workshop
Code Spell Checker
Notepad++ keymap

Initially, there is a wide scrollbar that shows a zoomed-out image of your code. You can toggle this under **View** -> **Show Minimap**.

Click the gear in the bottom left, select **Settings**, and change the following:²

| | |
|--|------------------------|
| Editor: Word Wrap | on |
| Auto Find in Selection | multiline |
| LaTeX Workshop > Message > Error: Show | uncheck the box |
| Workbench: Startup Editor | none |

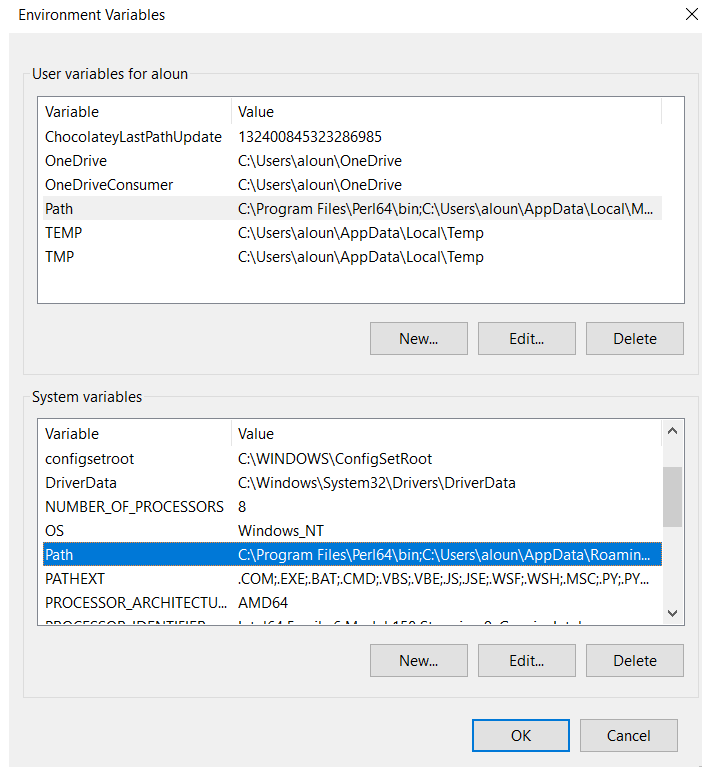
Try building the file with the green button in the top-right.

Windows users may receive an error in the bottom left regarding a file `perl.exe` from a programming language called **Perl**. Click [here](#) to download Perl. There is a choice between *Strawberry Perl* and *ActiveState Perl*. A Stack Exchange page said that ActiveState Perl is better for beginners, so it’s probably fine to download that one.

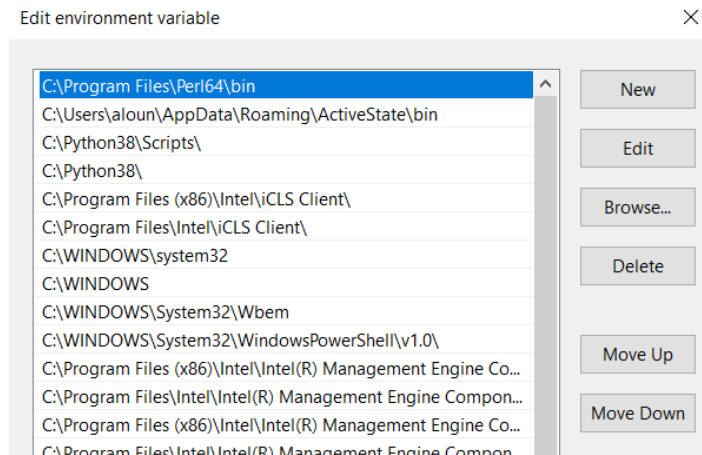
Now, you may need to add the path to your Perl installation to the Path variable. If so, search your computer for the option to edit your *Environment Variables* in your *System Properties*. Select **Environment Variables...** Under *System variables*, select **Path** and click **Edit...**

¹If you can’t or don’t want to use VS Code, see [here](#) and [here](#).

²There is a button at the top right that opens a `json` file with all overridden settings.



Add the path to your Perl installation with the **New** button on the right:




Try building the file again to ensure everything works properly.³ It will likely take longer than usual because it has to install the necessary packages and

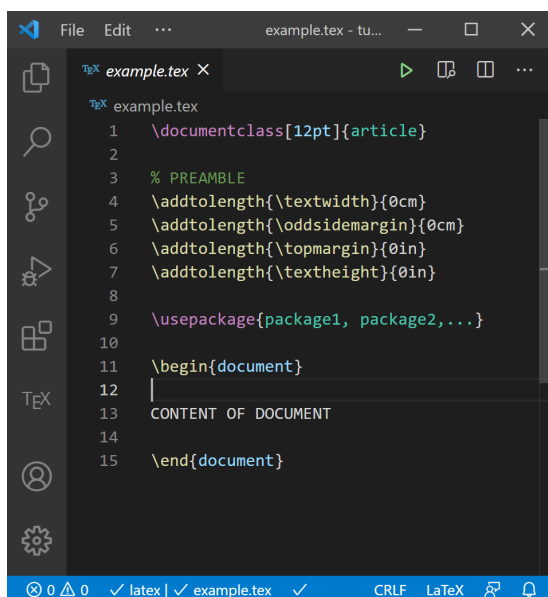
³Producing the result of L^AT_EX code is generally referred to as “building the file,” but I will occasionally refer to this as “compiling the file.” I mean the former by the latter.

generate the auxiliary files for the first time and because this is an eighteen-page document. Be sure to press the button in the top right with the magnifying glass to open the pdf and see the result of the compilation.

1.3 Creating a Document in VS Code

Create new files and open files under **File**. Regarding the three buttons  in the top-right corner, the play button on the left builds the file, the middle button with the magnifying glass displays the pdf, and the button on the right splits the editor so that you can open multiple files or open a duplicate view of the same file.⁴ Note, however, that LaTeX Workshop has a setting that builds your code every time you save.

View error messages by clicking the icons in the bottom-left corner.



The font size [12pt] is optional and may be set to sizes other than 12. The `article` class is for regular documents.⁵ The preamble is everything between `\documentclass{article}` and `\begin{document}`, in other words, your margins and text dimensions,⁶ which are optional, and your packages.

Regarding the content of the document, writing in LaTeX can generally be summarized as (1) typing regular text, (2) typing math with \dots , (3) displaying math with \dots , and (4) learning commands and environments as you need them. Any text contained in `\begin{env-name}\dots\end{env-name}` is in the `env-name` environment.

⁴I've noticed that when I close my laptop with a pdf open, that pdf will no longer update when I rebuild. Closing and reopening the pdf seems to consistently fix this.

⁵The `beamer` class allows us to make presentation slides and posters in LaTeX.

⁶An alternative method of setting these values is `\setlength{lengthname}{dimension}`.

1.4 Keyboard Shortcuts in VS Code

Remember to make ample use of the following shortcuts.

| Source ⁷ | Shortcut | Action |
|---------------------|-----------------------|---|
| VSC | Ctrl + A | highlight all |
| N++ | Ctrl + D | duplicate |
| LW | Ctrl + E | select current environment |
| VSC | Ctrl + F & Ctrl + H | search & replace |
| LW | Ctrl + K | kill compiler process |
| N++ | Ctrl + Q | toggle comments |
| LW | Ctrl + T | toggle between <code>\[...\]</code> and the <code>equation*</code> environment |
| LW | Ctrl + W | wrap in environment |
| VSC | Ctrl + Z & Ctrl + Y | undo & redo (even autocompletion) |
| VSC | Double Click | highlight string |
| VSC | Highlight + Delimiter | wrap in <code>{...}</code> , <code>(...)</code> , <code>[...]</code> , <code>\$...\$</code> |
| VSC | Shift + Click | highlight everything between the text cursor and your mouse cursor |
| VSC | Tab & Shift + Tab | tab/untab multiple lines; next/previous argument in a macro |
| VSC | Tab or Enter | autocomplete suggested text |
| VSC | Shift + Enter | prevent an autocompletion |

These save lots of time. If your editor doesn't have them, you may want to look through your settings and add these shortcuts or change them if they're different from what you want them to be. In VS Code, you can view your keyboard shortcuts in the settings at the bottom-left.⁸

1.4.1 Autocompletion

VS Code allows us to autocomplete any string of regular text provided the string has already been typed into the document once. It doesn't give the option to autocomplete "Nullstellensatz" in this document because we haven't typed it yet, but if we type "Nullstellensatz" again, it gives us the option.

For commands, autocompletion doesn't trigger in new, unsaved files nor for commands that haven't already been typed *and saved* into the document once. Upon typing `\msum` for the first time, we don't have the option to autocomplete it and successively enter its arguments, but upon adding the three `{...}` to the first instance, saving the document, and typing `\msum` a second time, we can press Tab and VS Code automatically types `\msum{\}{\}{\}` with the braces ready and the text cursor inside the first set of braces.

⁷VSC = VS Code; LW = L^AT_EX Workshop; N++ = Notepad++ keymap

NOTE: These L^AT_EX Workshop shortcuts must be added in the shortcut menu.

⁸There is a button at the top right in the shortcuts menu that opens the `json` file with all overridden shortcuts.

2 Text

Regular text is said to be in paragraph mode.

2.1 Formatting Text

Comment things out with %.⁹

Create a new line without indentation using \\.

Create a new paragraph with indentation either with \par or by leaving an empty line in the code.¹⁰

An empty line with a comment symbol will not create a new line. See code. We can stop the indentation on an empty line like this.¹¹

It's good to use these in such a way that makes your code look similar to what's being printed. Using \\ along with an empty line will create an empty line in both your code and your document.

This will produce underlined text.

This will produce *italicized* text.

This will produce **boldface** text.

This will produce SMALL CAPS text.

This will produce typewriter (teletype) font.

This will reproduce whatever's between the \$'s in teletype font.¹²

Changing the $\langle font-size \rangle$ option in \documentclass[$\langle font-size \rangle$]{article} will affect the way the following sizes work. For instance, [12pt] makes \huge and \Huge appear the same.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

English is not a finite state language.

⁹There is a `comment` environment in the `verbatim` package for creating block comments. The benefit of this is that we can minimize environments in VS Code so that we don't have to constantly scroll through code we're not reading. We could otherwise highlight the multiple lines we want to comment out and press Ctrl + Q (or an equivalent shortcut).

¹⁰See lines 26-31 of `alounsburymacros.sty` for a way to fix indentation of \par and empty lines in `enumerate` and `itemize` environments.

¹¹We wouldn't use \par unless we specifically wanted the indentation.

¹²Various characters will work in place of the %. For instance, the %'s on line 186 can be replaced with \$'s or even the characters 0 through 9, [, or).

This is centered.

This is left-justified.

This is right-justified.

You can insert horizontal space like this, or insert vertical space

like this.

2.2 Lists

1. This is `enumerate`.¹³

label #2 Though it numbers items automatically, it's good to label the items so that you can tell the difference between all the `\item`'s in your code. Note that you can change the labels with brackets.

3. (a) Once-nested `enumerate` environment
 - (b) i. Twice-nested
 - ii. A. Thrice-nested
 - B. This is the maximum number of times you can nest them.
- This is `itemize`.
- Good labeling for `itemize` might be “dot”, “dash”, “star”, “point,” but the utility of this depends on whether you put `\item` on its own line or the same line as your text.
 - Once-nested `itemize` environment
 - * Twice-nested
 - * · Thrice-nested
 - This is the maximum number of times you can nest them.

| | | |
|---------------------------------|---------------------------|----------------------------------|
| There is also | the <code>tabular</code> | environment. |
| It's like an | array without | math mode. |
| Each column alignment | must be | indicated. |
| <code>l</code> = left-justified | | |
| | <code>c</code> = centered | |
| | | <code>r</code> = right-justified |

¹³The `enumitem` package provides additional functionality for `enumerate`.

3 Math

Mathematical text is said to be in math mode.

3.1 Formatting Math

Math mode is italicized by default.

This will produce regular text with whitespace.

This will produce **bold text with whitespace.**

This will produce *italicized text with whitespace.*

This will produce SMALL CAPS TEXT WITH WHITESPACE.

This will produce **boldface math without whitespace.**¹⁴

This will produce roman(nonitalicized serif font)text without whitespace.

Theorem (Commands & Trouble-Shooting). *Regarding L^AT_EX commands, there is plenty of information at your disposal on the internet. You will likely be able to solve most of the problems you encounter and find commands and packages you need by searching for them on the internet.*

Proof. Search for a list of commands such as [this](#) or [this](#). Search for a package that suites your needs. Search for the error your compiler is giving. Stack Exchange, Overleaf, and Wikibooks are fantastic resources.

Under the L^AT_EX menu on the left sidebar in VS Code, there are two Snippet panels with a myriad of symbols to browse through. Relying on these menus is ill-advised, but being aware of them may still be worthwhile. Here are just a few commands worth noting:

1. $\sin \theta_1 = \cos \theta_2 = \max\{0, 1\} = \min\{1, 2\} = 3 \bmod 2 = \sqrt[4]{1} = \pm 1$
2. $\exists \ell \in \cap_{i=1}^n A_i$ such that $f \circ g(\ell) = \gcd(7, \ell) = \text{lcm}(7, \ell) = 10 = \underbrace{1 + \cdots + 1}_{10 \text{ times}}$
3. (a) $\dim V = \text{rank}(T) + \dim \text{Null}(T)$, where $T \in \mathcal{L}(V, W)$
 (b) $|\mathcal{P}(S)| = 2^{|S|}$
4. $\mathcal{L}\{f(t-a)\mathcal{U}(t-a)\} = e^{-as}F(s)$
5. $\{x_n\}_{n=1}^\infty \subset \mathbb{R}$ is such that $\inf x_n \leq \sup x_n$ and $\liminf x_n \leq \limsup x_n$. ■

Notation 1. $\{\dots\}$ are required around subscripts and superscripts with more than one character (except for commands such as ∞ , greek letters, etc.)

Claim. *The statement $x_m^{n+1} + x_{m+1}^n \approx 2^\pi \not\leq 8 \leq 2^\infty$ is*

1. *in inline math mode and*
2. *has none of the extra white-space from the code.*

Proof of (1). Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

¹⁴See Notation 7 for a possible alternative.

Proof of (2). Note that we temporarily changed the `\qedsymbol` in the previous `proof` environment so that it wouldn't show up twice. Also, note that we can change the title of any environment with brackets. ■

Proposition (Display-Math Mode). *The summation*

$$\sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6} \in \Theta(n^3)$$

is in display-math mode. Note that the first letters of commands for capital Greek letters are capitalized and that there are some lowercase Greek letters with variations whose commands begin with `\var`, such as φ and ε .

Proof. Omitted ■

Corollary (`equation & multiline`). *Let $I \subseteq k[x_1, \dots, x_n]$ be an ideal, where k is an algebraically closed field. Then,*

$$\mathbf{I}(\mathbf{V}(I)) = \sqrt{I}, \quad (1)$$

and

$$f_x = 3x^2y^4 + 6xy^5 + 3y^6 - 8x^3y^2 - 18x^2y^3 - 12xy^4 - 2y^5 \\ + 5x^4 + 12x^3y + 9x^2y^2 + 2xy^3 \quad (2)$$

Equations (1) and (2) are respectively in the `equation` and `multiline` environments, which number single lines of display-math. The `multiline` environment is useful for splitting single lines.

Proof. Omitted ■

Notation 2 (Extensible Block Delimiters). The commands `\left` and `\right` resize the succeeding character to fit whatever's between them. The null delimiters `\left.` and `\right.` respectively leave the left and right character blank, but there must be both a `\left<something>` and a `\right<something>`. Note that we can create extensible angle brackets with `\left<` and `\right>`:

$$\left\langle \frac{x}{2}, \frac{y}{2} \right\rangle = \left\{ h_1 \left(\frac{x}{2} \right) + h_2 \left(\frac{y}{2} \right) \mid h_1, h_2 \in k[x_1, \dots, x_n] \right\}.$$

Notation 3 (Punctuation). When display-math mode ends a phrase, the punctuation *must* be inside the display. For instance, it is true that

$$(0, 1) = \bigcup_{n=2}^{\infty} \left(0 + \frac{1}{n}, 1 - \frac{1}{n} \right) \neq \emptyset,$$

but it may be true that $\gamma \in \mathbb{Q}$ or that $\gamma \notin \mathbb{Q}$. Hence, we may write $\gamma \stackrel{?}{\in} \mathbb{Q}$.

Notation 4 (Readability). Separate long strings of equalities over several lines of code. It's better to write

```
15
= 10 + 5
= 3 + 7 + 5
= 1 + 2 + 3 + 4 + 5
```

rather than

```
15 = 10 + 5 = 3 + 7 + 5 = 1 + 2 + 3 + 4 + 5
```

Also, { and } don't have to appear on the same line. For example,

```
\mbrack{
  \mpar{
    \f{e^x + e^{-x}}{2}
  }
  \mpar{
    \f{e^x - e^{-x}}{2}
  }
}
```

makes it much easier to see where everything is.

Notation 5 (Such That). There are two ways to say “such that” in a set definition. If $I, J \subseteq k[x_1, \dots, x_n]$ are ideals, where k is an algebraically closed field, then

$$\sqrt{I} = \{f \in k[x_1, \dots, x_n] : f^m \in I \text{ for some } m \in \mathbb{N}\},$$

and

$$I : J = \{f \in k[x_1, \dots, x_n] \mid fg \in I \forall g \in J\}.$$
¹⁵

Notation 6 (Forcing Display-Math). Various notations get crunched up in inline math: $\sum_{i=1}^n$, $\prod_{i=1}^n$, $\bigcap_{i=1}^n$, $\bigcup_{i=1}^n$, $\lim_{n \rightarrow \infty}$, $\sup_n(b_n)$, \int_a^b , $\max_n\{\delta_n\}$, etc.

We can often override this by putting `\limits` after each command. So, we can write $\sum_{i=1}^n$, $\prod_{i=1}^n$, $\bigcap_{i=1}^n$, $\bigcup_{i=1}^n$, $\lim_{n \rightarrow \infty}$, $\sup_n(b_n)$, $\max_n\{\delta_n\}$.

Integrals can be put in `\displaystyle`: \int_a^b , but `\limits` does provide an alternative way of writing them: \int_a^b .

This is not necessary when these are being displayed, except for `\int\limits`.

$$\sum_{i=1}^n, \prod_{i=1}^n, \bigcap_{i=1}^n, \bigcup_{i=1}^n, \lim_{n \rightarrow \infty}, \sup_n(b_n), \max_n\{\delta_n\}, \int_a^b, \text{ and } \int_a^b$$

¹⁵This is not the | character on your keyboard. It's `\mid`. Also, note the use of `\set` and the extensible `\Mid` in Notation 2.

Notation 7 (Bold Math Symbols). In math mode, mathematical symbols will not be affected by `\mathbf{}`, as in $\sin \pi \notin \{1, 2, 3\}$. To remedy this, use `\boldsymbol{}` as in $\sin \pi \notin \{1, 2, 3\}$.

When nesting block delimiters inside of each other, it is often beneficial to use an abbreviation of `\boldsymbol{}` to bold the outer delimiters. For instance, $g^{-1}((c, d))$ is a little better than $g^{-1}((c, d))$.

3.2 Displaying Multiple Lines of Math

There are several ways to display multiple lines of math. Some environments have predefined numbering. Add a `*` when you `begin` and `end` the environment to remove numbering. Note that `\\` creates a new row.

3.2.1 gather

The `gather` environment is like a multiline `center` environment that is in math mode by default. Let $V_1, \dots, V_n \subseteq k^n$ be varieties, where k is an algebraically closed field. Then,

$$\emptyset \subseteq V_1 \subseteq \dots \subseteq V_n \quad (3)$$

$$\Rightarrow \mathbf{I}(\emptyset) \supseteq \mathbf{I}(V_1) \supseteq \dots \supseteq \mathbf{I}(V_n) \quad (4)$$

(toggle individual line numbers with `\notag`)

$$\Rightarrow \mathbf{V}(\mathbf{I}(\emptyset)) \subseteq \mathbf{V}(\mathbf{I}(V_1)) \subseteq \dots \subseteq \mathbf{V}(\mathbf{I}(V_n)) \quad (5)$$

$$\Rightarrow \emptyset = \overline{\emptyset} \subseteq \overline{V_1} \subseteq \dots \subseteq \overline{V_n}. \quad (6)$$

Notation 8 (Dots). The command `\ldots` produces ellipses at the bottom of the line, and `\cdots` produces ellipses in the middle of the line.

The command `\dots` is supposed to be able to tell the difference between cases that require lower dots and cases that require center dots. There are a few instances where it doesn't get it right, but I tend to use both `\cdots` and `\dots`. See §3.2.4 for an example of when `\dots` doesn't work properly.

Both `\ldots` and `\dots` work in paragraph and math mode, but `\cdots` only works in math mode.

3.2.2 align & alignat

The `align` and `alignat` environments are in math mode by default. In the `align` environment, `&` indicates an alignment.

$$\begin{aligned} f'(x) &= \int f''(x) dx = \iint f'''(x) dx dx = \iiint f^{(4)}(x) dx dx dx = \frac{d}{dx} f(x) \\ &= \frac{d^2}{dx^2} \int f(x) dx \\ &= \frac{\partial}{\partial x} f(x) dx \end{aligned}$$

$$\begin{aligned} A &= \{x \in S \mid n_a(x) \geq 1\} & \overline{A} &= \{x \in S \mid n_a(x) = 0\} \\ B &= \{x \in S \mid n_b(x) \geq 2\} & \overline{B} &= \{x \in S \mid n_b(x) < 2\} \end{aligned}$$

In the `alignat` environment, the number of alignments must be indicated, and every alignment past the first requires two `&`'s.

$$\begin{aligned} |\overline{A_1} \cap \overline{A_2}| &= |S| - |A_1| - |A_2| \\ &\quad + |A_1 \cap A_2| \\ &= 10 - 1 - 2 \\ &\quad + 3 \\ &= 10 \end{aligned}$$

3.2.3 array

Math mode must be specified for arrays.

`l` = left-justified

$$\begin{aligned} &(\forall r > 0)(\exists q \neq p)[q \in B(p, r) \cap E] \\ &\Rightarrow p \in E' \end{aligned}$$

`c` = centered

$$\begin{aligned} &(\forall r > 0)(\exists q \neq p)[q \in B(p, r) \cap E] \\ &\Rightarrow p \in E' \end{aligned}$$

`r` = right-justified

$$\begin{aligned} &(\forall r > 0)(\exists q \neq p)[q \in B(p, r) \cap E] \\ &\Rightarrow p \in E' \end{aligned}$$

Arrays may also be used to display charts in math mode, and can be nested inside other arrays. For example, the Invisible Hand game G_1 and the Prisoner's Dilemma G_2 are two arrays inside of another array.

| | | | | | |
|-------|-------------|-------------|-------|-------------|-------------|
| G_1 | A | B | G_2 | A | B |
| A | 8, 8 | 6, 6 | A | 3, 3 | 1, 5 |
| B | 6, 6 | 2, 2 | B | 5, 1 | 2, 2 |

3.2.4 Matrices

Math mode must be specified for matrices.

$$\begin{aligned} \begin{bmatrix} 2 & 2 \\ 0 & 1 \end{bmatrix} &\xrightarrow{r_1 \mapsto \frac{1}{2}r_1} \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \xrightarrow{r_1 \mapsto -r_2 + r_1} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \\ \begin{pmatrix} 2 & 2 \\ 0 & 1 \end{pmatrix} &\sim \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \\ \begin{vmatrix} a & b \\ c & d \end{vmatrix} &= ad - bc \end{aligned}$$

Use the `array` environment to separate rows and columns in a matrix.

$$[A \mid I_2] = \left[\begin{array}{cc|cc} 1 & 2 & 1 & 0 \\ 3 & 4 & 0 & 1 \end{array} \right] \quad \left[\begin{array}{c|c} a & b \\ \hline c & d \end{array} \right]$$

Use `\cdots`, `\ddots`, and `\cdots` to apostrophize matrix entries. Note that I made a command that rotates `\cdots` to my liking and that `\dots` doesn't know that it should be displaying `\cdots`.

$$\begin{bmatrix} \sigma_1 & 0 & \cdots & & \cdots & 0 & \cdots & 0 \\ 0 & \ddots & & & & \vdots & & \vdots \\ \vdots & & \sigma_r & & & & \ddots & \\ 0 & & & 0 & & \vdots & & \vdots \\ 0 & 0 & \cdots & & \ddots & 0 & \cdots & 0 \end{bmatrix}$$

The `kbbordermatrix` package displays matrices with row and column labels. Set the delimiters `\kblldelim` and `\kbrdelim` in the preamble. See line 12.

$$\begin{array}{c} a \quad b \\ \begin{array}{cc} 1 & 0 \\ 0 & 1 \end{array} \end{array}$$

3.2.5 cases

Definition. Let X be an infinite set. Then, $d : X \times X \rightarrow \{0, 1\}$ defined by

$$d(p, q) = \begin{cases} 1, & p \neq q \\ 0, & p = q \end{cases}$$

is formatted with the `cases` environment, which requires math mode. Either $(p, q) \mapsto 0$ or $(p, q) \mapsto 1 \forall (p, q) \in X \times X$, and $d(p, q) = 0 \iff p = q$.

3.3 Escape Sequences and White-space in Math Mode

Use `\` to insert characters that would otherwise be used in \LaTeX syntax. Some examples are `_`, `\%`, `\#`, `\$`, `\{`, `\}`, and similarly, `\lbrack` and `\rbrack`.

Additionally, there are various ways to insert a space in math mode (but some of these may also be used in paragraph mode.)

| | | |
|---------------------------------|---------------------|-------------------------|
| <code>\!</code> (negative thin) | $\phi(x)\nexists x$ | $\rightarrow\leftarrow$ |
| (normal) | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\,</code> | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\:</code> | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\;</code> | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\</code> (slash space) | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\~</code> (tilde) | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\quad</code> | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |
| <code>\quad\quad</code> | $\phi(x)\forall x$ | $\rightarrow\leftarrow$ |

Tildes are an example of unbreakable space, meaning the adjacent strings won't be separated over line breaks.¹⁶ E.g.,

string1 string2

Rather than printing string1 string2,

it keeps the two strings on the same line. If we remove the space between the last dash and string1, both strings will move to the previous line. This could be useful for keeping inline mathematical statements together; it may sometimes be difficult to read a formula broken up over two lines.

Tildes are unbreakable in math mode and in paragraph mode. Some other options here are only unbreakable in paragraph mode; e.g., $(\backslash,)$, $(\backslash:)$, and $(\backslash;)$.

4 Macros

The command `\newcommand{\macroname}\{definition\}` creates a macro instruction invoked with `\macroname` that inserts the $\langle definition \rangle$ wherever `\macroname` appears.¹⁷ The command `\newcommand*\{macroname}[n]\{definition\}`¹⁸ is invoked with `n` arguments $\langle a_1 \rangle, \dots, \langle a_n \rangle$ as `\macroname\{a_1\} \cdots \{a_n\}`. In the $\langle definition \rangle$, `#i` indicates where the *i*-th argument $\langle a_i \rangle$ will be placed, and `\hfill` inserts white-space until a space—the space in a matrix entry, for instance—is filled.

¹⁶Note that, for unknown reasons, the two tildes above didn't produce the same space, so tildes are perhaps unreliable.

¹⁷The $\langle definition \rangle$ can either be written on one line for potentially faster compile times or left in a readable format, but compile times won't be much faster in the former case since L^AT_EX Workshop keeps auxiliary files. The first compilation is long, but subsequent compilations are quick because most of the compilation is already done. Hence, saving memory by reducing the number of tokens isn't very important since most of those tokens aren't recompiled. In the latter case, it's good practice to put a % at the end of most lines to prevent whitespace created by EOL (end of line) characters. BTW: 2 EOL = empty line in code = `\par`.

¹⁸The `*` creates a "short" command that invokes error messages if the $\langle definition \rangle$ is broken up over paragraphs (`\par` or an empty line). The utility here is that this will also make your compiler tell you the line number if you leave an opening brace unclosed.

| | | | | |
|---|---|---|---------------------------|---|
| $\begin{bmatrix} 1 \\ 2 \\ 333 \\ 44500 \\ 5 \end{bmatrix}$ | $\begin{bmatrix} 9 \\ 77 \\ 3008 \end{bmatrix}$ | $[a \quad b \quad c \quad d]$ | $(1, 2, 3, 4, 5)$ | (a_1, \dots, a_n) |
| $\begin{bmatrix} a & b \\ c & d \end{bmatrix}$ | $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$ | $\begin{vmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{vmatrix}$ | $[u_1 \mid u_2 \mid u_3]$ | $\begin{bmatrix} v_1^T \\ \hline v_2^T \\ \hline v_3^T \\ \hline v_4^T \end{bmatrix}$ |

In general, it's good to reduce the number of keys you have to press as much as possible; however, VS Code's autocompletion already allows us to avoid typing many things. Thus, the benefit of shortening some commands with macros may merely be that it makes our code more concise, but this depends on personal preference. For instance, you may not care whether your code is populated with the few extra letters in `\frac` as opposed to the one in `\f`.

4.1 Troubleshooting with `\end{document}`

One way to locate elusive errors is to put an `\end{document}` right in the middle of the document. If the error goes away, it was in the portion of the document you cut off. Move the command up or down and repeat until you've found the error. In such a scenario it helps to have a command `\ed` to do this testing.

5 Packages

Packages provide commands for doing various typesetting tasks. For example, the `units` package allows us to write a/b instead of $\frac{a}{b}$, the `xcolor` package allows us to `highlight` things, the `cancel` package allows us to cancel terms in formulas: $x + \cancel{\cancel{x}} = x$, and the `pagecolor` package is very useful for removing the glare of the white pages. MiKTeX can install packages so that we don't have to deal with `sty` (style) files. It should do this automatically.¹⁹

¹⁹In other words, it should do this "on the fly."

If not, once you've downloaded a package from [CTAN](#), it should contain some `sty` files, in which case you should follow the steps laid out in §5.1.

If instead of `sty` files there are `ins` (installation) files, you must run those `ins` files to produce the required `sty` files. The simplest way to do this is to open the `ins` file in your editor and compile it as you would a `tex` file.

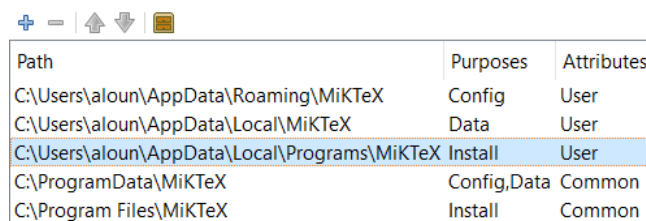
When all else fails, the makeshift way to use a package is to copy its `sty` files directly to the folder containing your `tex` file.

5.1 Creating and Manually Installing Packages

Macros should be written in a separate file and added to the beginning of your document. The most prudent way to do this is to create a package by giving it the `.sty` file extension and putting these two lines at the beginning:

```
\NeedsTeXFormat{LaTeX2e}
\ProvidesPackage{<package-name>}
```

Create a folder named `<package-name>` containing the file. In MiKTeX Console, go to **Settings** -> **Directories**.²⁰ Select the **Install** directory and open it with the square button.



| Path | Purposes | Attributes |
|--|-------------|------------|
| C:\Users\aloun\AppData\Roaming\MiKTeX | Config | User |
| C:\Users\aloun\AppData\Local\MiKTeX | Data | User |
| C:\Users\aloun\AppData\Local\Programs\MiKTeX\Install | Install | User |
| C:\ProgramData\MiKTeX | Config,Data | Common |
| C:\Program Files\MiKTeX | Install | Common |

On macOS, this directory will be

```
/Users/<user_name>/Library/Application Support/MiKTeX/texmfs/install
```

Then, place the `<package-name>` folder under `tex -> latex`, and under **Tasks** on the menubar, select **Refresh file name database**. You should now be able to use commands from `<package-name>` in any `tex` file without having to put the `sty` file in the same location.

It would be wise to pin the file or folder containing your commands to VS Code's icon and the File Explorer icon on your taskbar for easy access.

5.2 Images: graphicx

A picture of black writing on a whiteboard with the **shadows**, **contrast**, and **brightness** maximized, the **saturation** minimized, and possibly some other settings adjusted as needed—such as increasing the **brilliance** or slightly increasing the **exposure**—often gives an image whose white background nearly matches the white page and whose black writing nearly matches the black print.



Whiteboard with
black marker

²⁰ MiKTeX creates a file `miktex-console.lock` under `C:\Users\<user_name>` that prevents MiKTeX Console from opening initially. Simply delete this file and this problem shouldn't persist.

Use the `center` environment or `\centering` if it's in a `figure` environment.^{21,22}



Figure 1: M33

Set the path to the folder with your images with `\graphicspath{{\langle path \rangle}}`. The file extensions of the images aren't required. The `graphicx` package allows us to easily size images with `scale`, `width`, or `height`. Compare the options of the two images above.

5.3 Diagrams: PGF/TikZ

The `pgf` and `tikz` packages provide a very complex set of commands to draw shapes, graphs, and intricate diagrams straight into the document. You will probably never need to use them, but as before, your best resource for learning PGF/TikZ is the internet, so look for a some tutorials that might be helpful such as [this](#).

Many packages and TikZ libraries build off of TikZ so that we can use it for specific tasks without doing all the work. For examples, there are the [forest](#), [chessboard](#), and [tikzducks](#) packages.

Note that in the L^AT_EX menu on the left sidebar in VS Code, under the same Snippet panels mentioned in §3.1, there are TikZ panels that offer the opportunity to play around with various features from PGF/TikZ.

²¹For subfigures, consider using the `subfigure` environment from the `subcaption` package.

²²The option `[h]` stands for “here” and indicates that we want the figure to be placed exactly where it is in the code. Sometimes this is not enough, and stronger options are required. Ordered by strength, these are `[h]` < `[!h]` < `[H]`, where `H` comes from the `float` package.

5.3.1 Chemistry and Physics in \LaTeX

It may perhaps be worth mentioning that there are ways of typesetting other diagrams from the natural sciences in \LaTeX .

Click [here](#) for **general info** on chemical graphics.

Click [here](#) for more info on typesetting **chemical formulas**.

Click [here](#) for more info on typesetting **structural formulas**.

Click [here](#) for info on typesetting **molecular orbital diagrams**.

Click [here](#) for info on typesetting **Feynman diagrams**.

5.4 Algorithms and Code in \LaTeX

The `verbatim` environment prints your code onto the document exactly how it appears in the editor, but it doesn't include tabs. To remedy this, use either the `Verbatim` environment in the `fancyvrb` package or the `verbatimtab` environment in the `moreverb` package. Both produce the same result:

```
SumArrayElements(A[1..n])
num <- 0
FOR i <- 1 to n DO
    num <- num + A[i]
end FOR
RETURN num
```

However, there are better options from other packages shown [here](#) and [here](#).

5.5 Poetry in \LaTeX

The `verse` package allows us to typeset poetry in \LaTeX .

yep

stanza 1,
a few words,
some new
lines

stanza 2
a few more,
assonance almost
rhymes

Andrew Lounsbury
April 28, 2021