

Commonly-Used L^AT_EX Commands

This reference document summarizes L^AT_EX commands that are often used, especially for mathematics, though limited to what is most used in scientific papers.

Type: Fonts and Size

The standard font is “roman”, which if you needed it would be gotten with the `\textrm{...}` command; the others that you might need are: *italic* (`\textit{...}`), **boldface** (`\textbf{...}`), sans-serif (`\textsf{...}`), SMALL CAPS (`\textsc{...}`), and typewriter (`\texttt{...}`).

The size for most of the text is set in the `documentclass` command; the sizes relative to this are: `tiny`, `scriptsize`, `footnotesize`, `small`, `normalsize`, `large`, `Large`, `LARGE`, `huge`, and `Huge`.
E.g., you would use the command `\tiny{tiny type}` to get some *tiny type*.

Units and Spaces (Text and Math Mode)

L^AT_EX units include the familiar `cm` and `in`, and the typographer’s units `pt` (points, about 72 per inch) and `pc` (picas, 12 per point). Spaces between words and letters are given in `ems`, which scale with the type size. In math mode, forced horizontal spaces (not usually needed) are `\`, `(|)`, `\:` `(|)`, `\;` `(|)`, `\` `(|)`, `\quad` `(|)`, and `\qquad` `(|)`. The `\`, is also available in text mode.

Symbols and Accents (Text Mode)

#	<code>\#</code>	\$	<code>\\$</code>	—	<code>_</code>	{	<code>\{</code>	}	<code>\}</code>	&	<code>\&</code>
%	<code>\%</code>	¿	<code>?'</code>	¡	<code>!'</code>	§	<code>\S</code>	¶	<code>\P</code>	†	<code>\dag</code>
‡	<code>\ddag</code>	‰	<code>\permil</code>	✓	<code>\checked</code>	☾	<code>\rightmoon</code>	€	<code>\euro</code>	£	<code>\pounds</code>
o	<code>\-o</code>	o	<code>\c{o}</code>	o	<code>\'o</code>	o	<code>\^o</code>	o	<code>\"o</code>	o	<code>\H{o}</code>
o	<code>\=o</code>	o	<code>\b{o}</code>	o	<code>\^o</code>	o	<code>\.o</code>	o	<code>\d{o}</code>	o	<code>\v{o}</code>

The `‰`, `☾`, and `✓` symbols require the package `wasysym`; the `€` symbol requires `eurofont`.

Greek (Math Mode)

α	<code>\alpha</code>	β	<code>\beta</code>	γ	<code>\gamma</code>	δ	<code>\delta</code>	ε	<code>\epsilon</code>	ε	<code>\varepsilon</code>
ζ	<code>\zeta</code>	η	<code>\eta</code>	θ	<code>\theta</code>	κ	<code>\kappa</code>	λ	<code>\lambda</code>	μ	<code>\mu</code>
ν	<code>\nu</code>	ξ	<code>\xi</code>	π	<code>\pi</code>	ρ	<code>\rho</code>	σ	<code>\sigma</code>	τ	<code>\tau</code>
φ	<code>\phi</code>	φ	<code>\varphi</code>	χ	<code>\chi</code>	ψ	<code>\psi</code>	ω	<code>\omega</code>		
Γ	<code>\Gamma</code>	Δ	<code>\Delta</code>	Θ	<code>\Theta</code>	Λ	<code>\Lambda</code>	Ξ	<code>\Xi</code>	Π	<code>\Pi</code>
Σ	<code>\Sigma</code>	Υ	<code>\Upsilon</code>	Φ	<code>\Phi</code>	Ψ	<code>\Psi</code>	Ω	<code>\Omega</code>		

Variant forms include ϑ , ϖ , and ς ; ι and ν are easily confused with roman letters.

Accents, Superscripts, Subscripts (Math Mode)

90°	<code>90^{\circ}</code>	x'	<code>x^{\prime}</code>	\bar{x}	<code>\bar{x}</code>	\hat{x}	<code>\hat{x}</code>	\tilde{x}	<code>\tilde{x}</code>	\vec{x}	<code>\vec{x}</code>
\dot{x}	<code>\dot{x}</code>	\ddot{x}	<code>\ddot{x}</code>	\acute{x}	<code>\acute{x}</code>	\grave{x}	<code>\grave{x}</code>	\breve{x}	<code>\breve{x}</code>	\check{x}	<code>\check{x}</code>
x_1	<code>x_1</code>	x^2	<code>x^2</code>	x_1^2	<code>x_1^2</code>	$x_{1,2}$	<code>x_{1,2}</code>	${}_0S_2$	<code>_0S_2</code>	${}_j^iX_k$	<code>^i_jX^k_l</code>

Functions (Math Mode)

The following names, if preceded by a `\`, will print as roman in math mode; for example, `\sin` prints as *sin*, rather than *sin*.

`ln` `log` `exp` `sin` `cos` `tan` `cot` `sec` `csc` `arcsin` `arccos` `arctan`
`sinh` `cosh` `tanh` `coth` `ker` `max` `min` `sup` `inf` `Pr` `arg` `det` `lim`

Symbols (Math Mode)

\neq	<code>\neq</code>	\leq	<code>\le</code>	\geq	<code>\ge</code>	\ll	<code>\ll</code>	\gg	<code>\gg</code>	\sim	<code>\sim</code>
\doteq	<code>\doteq</code>	\simeq	<code>\simeq</code>	\approx	<code>\approx</code>	\equiv	<code>\equiv</code>	\propto	<code>\propto</code>	\pm	<code>\pm</code>
\mp	<code>\mp</code>	\times	<code>\times</code>	\div	<code>\div</code>	\cdot	<code>\cdot</code>	\ast	<code>\ast</code>	\star	<code>\star</code>
\dots	<code>\ldots</code>	\cdots	<code>\cdots</code>	∞	<code>\infty</code>	∂	<code>\partial</code>	∇	<code>\nabla</code>	\surd	<code>\surd</code>
\mathbb{R}	<code>\Re</code>	\Im	<code>\Im</code>	ℓ	<code>\ell</code>	\dagger	<code>\dagger</code>	\ddagger	<code>\ddagger</code>	\circ	<code>\circ</code>
\bullet	<code>\bullet</code>	\rightarrow	<code>\rightarrow</code>	\leftarrow	<code>\leftarrow</code>	\perp	<code>\perp</code>	\parallel	<code>\parallel</code>	\sphericalangle	<code>\sphericalangle</code>
\cap	<code>\cap</code>	\cup	<code>\cup</code>	\in	<code>\in</code>	\subset	<code>\subset</code>	\odot	<code>\odot</code>	\oplus	<code>\oplus</code>
\oslash	<code>\oslash</code>										

The \oslash requires the package `wasysym`. The \odot and \oplus can be subscripts for the Sun and Earth.

Typefaces (Math Mode)

Inside mathematical expressions, use `\mathbf{}` and `\mathrm{}` to get boldface and roman. Or, if you have the `amsmath` package, use `\text{}` to get roman, with inter-word spacing, inside math (and you can use pairs of `$` inside `\text{}`). To embolden a whole formula, use `\boldmath$...$`. Use `\mathcal{}` in math mode to get *ABCD&F...*

Integrals, Sums, Square Roots, Big Parentheses (Math Mode)

In regular math mode:

$$\sum_{n=1}^N \quad \text{sun}_{\{n=1\}}^N \quad \int_0^\infty \quad \text{int}_0^{\{\infty\}}$$

$$\sqrt{b^2 - 4ac} \quad \text{\sqrt{b^2-4ac}} \quad \left(\frac{a}{b}\right) \quad \text{\left(\frac{a}{b}\right)}$$

$$\lim_{x \rightarrow 0} \quad \text{\lim}_{x \rightarrow 0}$$

In display style these look like

$$\sum_{n=1}^N \quad \int_0^\infty \quad \sqrt{b^2 - 4ac} \quad \left(\frac{a}{b}\right) \quad \lim_{x \rightarrow 0}$$

Display style could be between `\begin{equation}` and a `\end{equation}`, or between a `\[` and a `\]`. (In \LaTeX , using pairs of `$$` is deprecated). These both create a separate equation; the first adds an equation number. You can also use display style in text; for example, `\displaystyle \int_0^\infty x dx` gives $\int_0^\infty x dx$; the `\,` is included to produce enough space between the x and the dx . The symbol \oint is available as `\oint`.

Big Fractions (Math Mode)

In \LaTeX , using `\over` is deprecated. In text style, use `\frac{ad}{bc}` to get $\frac{ad}{bc}$ in text style; in display style this gives

$$\frac{ad}{bc}$$

Matrices (Math Mode)

To get $\begin{pmatrix} a & b & c \\ d & e & f \\ g & h & i \end{pmatrix}$ you would type

```

\left(
\begin{array}{ccc}
a & b & c \\
d & e & f \\
g & h & i
\end{array}
\right)

```

where the `ccc` in the `array` line determines the number of columns and that the entries are centered. In the body, the `&` separates entries in a row,

and `\` separates rows. The `\` must occur at the appropriate places; newlines are irrelevant, but often used, as here, to make the source easier to read.

Aligned and Multiline Equations (Math Mode)

Aligning equations using `eqnarray` is deprecated. Instead, use the `split`, `multline`, and `align` constructions, which require the package `amsmath`. To align some element in later lines with something in the first

line, use `split`, and precede the alignment point with a `&`. For example,

```
\[
\begin{split}
a &= b+c \\
&= e+f +g
\end{split}
\]
```

 will produce

$$\begin{aligned} a &= b + c \\ &= e + f + g \end{aligned}$$

Note that `split` comes inside the `\[\]` which are what actually set the math environment.

The `\multline` command arranges multiline equations with the first line left-justified, the last line right-justified, and lines between centered; for example,

$$\begin{aligned} \frac{\pi}{\sqrt{12}} = & 1 - \frac{1}{9} + \frac{1}{45} - \frac{1}{189} + \frac{1}{729} - \frac{1}{2673} + \frac{1}{9477} - \frac{1}{32805} + \frac{1}{111537} \\ & - \frac{1}{373977} + \frac{1}{1240029} - \frac{1}{4074381} + \frac{1}{13286025} - \frac{1}{43046721} \\ & + \frac{1}{138706101} - \frac{1}{444816117} + \frac{1}{1420541793} - \dots \end{aligned}$$

In both constructions you put a `\` to denote a new line, but do not put one on the last line. Finally, the `align` is used when you have several equations to align.

Tabular Arrangements (Text Mode)

To arrange things as in a table, the command `\tabular` is used; it is very like `array` but works in text mode instead of in math mode.

Class	Instructor	Name
Fall Geophysics Courses		

For example, to produce

225	Agnew	Physics of Earth Materials
233	Agnew	Computing at SIO
234	Sandwell	Geodynamics

you would type

```
\begin{tabular}[c]{lcr}
Class & Instructor & Name \\
\hline
\hline
\multicolumn{3}{c}{Fall Geophysics Courses} \\
\cline{2-3} \\
225 & Agnew & Physics of Earth Materials \\
233 & Agnew & Computing at SIO \\
234 & Sandwell & Geodynamics \\
\end{tabular}
```

where the column modes illustrated

are `l` (left justified), `c` (centered), and `r` (right justified). It is also possible to put in vertical lines (called rules), but (as a matter of appearance) you should almost never do this. The `[c]` in the `\begin{tabular}`

line centers the table on the line; other choices are [b] and [t]. The `\multicolumn` allows an item the span one or more lines; the first argument (here 3) is how many to span, and the second how to align the result. The `cline` command puts a horizontal line over the range of columns given. Using `\renewcommand{\arraystretch}{1.5}` would add 50% space vertically.

The `\tabular` command makes a table-like arrangement; the `\table` command makes the table a separate object that can float to other locations in the text.

Floats, Labels, References

Floating object include tables and figures, set with (for a table)

```
\begin{table}[]
.....
\caption{}      or \caption{}{}      for a table of figures or tables
\label{}
\end{table}
```

The table location is [t] to float to the page top, [b] to the bottom, or [h] for the current location.

In a table or figure the `\label` must be after the caption; in a displayed equation it may be just after the `\begin{equation}`; for a sectional heading it is also just after the `\section{}` or equivalent. To get the number associated with a label, use `\ref{}` with the label name.

Importing Figures

If you use \LaTeX to produce a .dvi file which is then converted by `dvips`, you should import only EPS files. If you use `pdf \LaTeX` to produce a .pdf file, you can import PDF, PNG, and JPEG files. To import EPS, use the `graphicx` package by putting `\usepackage[dvips]{graphicx}` to get the `graphicx` package. Then import a file named `file.eps` with

```
\includegraphics[options]{file.eps}
```

where the options have the form `key=val` separated by commas, for example `height=2in,width=4in`; other keys are `scale` (magnification), `angle` (rotation ccw), `loc` (point of rotation, may be bct combined with lr), and `draft` (if true, plot box only). Values use the usual units, or may be `\textwidth` or `\columnwidth`.

Use `\graphicspath{dirlist}` to give a comma-separated list of directories that contain graphics files.

Useful Packages and Document Classes

In addition to the `amsmath`, `graphicx`, and `wasysym` packages already mentioned, the following packages may be useful:

<code>tabularx</code>	tabular with more column options	<code>longtable</code>	tables longer than a page
<code>setspace</code>	set space between lines	<code>fullpage</code>	sets narrow margins
<code>geometry</code>	set document dimensions	<code>multicol</code>	single and multiple columns
<code>enumerate</code>	more flexible labels in lists	<code>caption</code>	extended caption capabilities
<code>natbib</code>	author-year and numbered references	<code>siunitx</code>	printing SI units
<code>pgf</code>	graphics creation	<code>xcolor</code>	color management
<code>alltt</code>	flexible verbatim environment		

Some useful document classes are:

<code>beamer</code>	produces presentations and slides	<code>memoir</code>	full-featured book production, with options from many other packages
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