

# Intermediate LaTeX

Coding mathematics

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# Dans la section

## 1 Basic mathematics in standard L<sup>A</sup>T<sub>E</sub>X

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# Math in standard L<sup>A</sup>T<sub>E</sub>X

By conception, T<sub>E</sub>X is specially efficient for typesetting math. The basic maths in L<sup>A</sup>T<sub>E</sub>X are described first.

- Math input defines “mathmode” in two version and four styles:
  - *In-line* mode, with  $\dots$ ,  $\langle \dots \rangle$ , environment `math`.
  - *Display* mode, with  $\left[ \dots \right]$  or environment `displaymath`.
  - `\displaystyle`, `\textstyle`, `\scriptstyle` and `\scriptscriptstyle`, mostly related to size of symbols.
- In mathmode, each letter is supposed to be single variable, so that  $\$abc\$$  gives  $abc$  and not  $\overline{abc}$
- Typed spaces are ignored. T<sub>E</sub>X introduces the required spacing on the basis of the class of symbols, variables, operators, delimiter, binary relations, etc. Tweaking this spacing is sometimes required, with the commands (unit `\mu=1/18em`):

<code>\quad</code> 18mu	<code>\qquad</code> 36mu	<code>\quad</code> 9mu	<code>\;</code> 5mu	<code>\;</code> 4 mu	<code>\,</code> 3mu	<code>\!</code> -3mu
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# Math in standard L<sup>A</sup>T<sub>E</sub>X(II)

## Basic math constructions

- Indices and exponents:

<code>\$2^3=8\$</code> → $2^3 = 8$	<code><math>\delta_{ij}=\pm 1</math></code> → $\delta_{ij} = \pm 1$
<code><math>a^3_2</math></code> → Error	<code><math>a^{3_2}=a^9</math></code> → $a^{3^2} = a^9$
<code><math>C_2^4=6</math></code> → $C_2^4 = 6$	<code><math>\mathrm{H_3O^+}</math></code> → $\mathrm{H_3O^+}$

- Primes :

<code><math>x'=1</math></code> → $x' = 1$	<code><math>(x^2)'=2x</math></code> → $(x^2)' = 2x$
<code><math>x''=0</math></code> → $x'' = 0$	<code><math>\{(x^3)'\}=3x</math></code> → $(x^3)' = 3x$

- Fractions and roots :

<code><math>\frac{a}{b}</math></code> → $\frac{a}{b}$	<code><math>\sqrt{4}=2</math></code> → $\sqrt{4} = 2$
<code><math>\left[\frac{a}{b}\right]</math></code> → $\frac{a}{b}$	<code><math>\sqrt[3]{27}=3</math></code> → $\sqrt[3]{27} = 3$

# Dans la section

## 1 Basic mathematics in standard L<sup>A</sup>T<sub>E</sub>X

- Minimal math notations
- **Math elements by class**
- More math elements

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# Binary operators

L<sup>A</sup>T<sub>E</sub>X distinguishes “Binary operators”, “relations” and “(unary) operators”.

**Binary operators** are automatically surrounded by medium space (4 mu).

<code>\pm</code>	$\pm$	<code>\cap</code>	$\cap$	<code>\diamond</code>	$\diamond$	<code>\oplus</code>	$\oplus$
<code>\mp</code>	$\mp$	<code>\cup</code>	$\cup$	<code>\bigtriangleup</code>	$\triangle$	<code>\ominus</code>	$\ominus$
<code>\times</code>	$\times$	<code>\uplus</code>	$\uplus$	<code>\bigtriangledown</code>	$\nabla$	<code>\otimes</code>	$\otimes$
<code>\div</code>	$\div$	<code>\sqcap</code>	$\sqcap$	<code>\triangleleft</code>	$\triangleleft$	<code>\oslash</code>	$\oslash$
<code>\ast</code>	$*$	<code>\sqcup</code>	$\sqcup$	<code>\triangleright</code>	$\triangleright$	<code>\odot</code>	$\odot$
<code>\star</code>	$\star$	<code>\vee</code>	$\vee$	<code>\bigcirc</code>	$\bigcirc$	<code>\wr</code>	$\wr$
<code>\circ</code>	$\circ$	<code>\wedge</code>	$\wedge$	<code>\dagger</code>	$\dagger$	<code>\ddagger</code>	$\ddagger$
<code>\bullet</code>	$\bullet$	<code>\cdot</code>	$\cdot$	<code>\setminus</code>	$\setminus$	<code>\amalg</code>	$\amalg$

This can be emulated with `\mathbin{<text>}`,

Declare a new one with `\newcommand{\<name>}{\mathbin{\<name>}}`.

A few less used binary operators are available with the packages `latexsym`/`amssymb`.



# Binary relations

**Binary relations** are automatically surrounded by small space (3 mu).

=	=	<code>\equiv</code>	$\equiv$	<code>\prec</code>	$\prec$	<code>\succ</code>	$\succ$
>	>	<code>\simeq</code>	$\simeq$	<code>\preceq</code>	$\preceq$	<code>\succeq</code>	$\succeq$
<	<	<code>\approx</code>	$\approx$	<code>\subset</code>	$\subset$	<code>\supset</code>	$\supset$
<code>\leq</code>	$\leq$	<code>\cong</code>	$\cong$	<code>\subseteq</code>	$\subseteq$	<code>\supseteq</code>	$\supseteq$
<code>\geq</code>	$\geq$	<code>\asymp</code>	$\asymp$	:	:	<code>\neq</code>	$\neq$
<code>\ll</code>	$\ll$	<code>\propto</code>	$\propto$	<code>\models</code>	$\models$	<code>\vdash</code>	$\vdash$
<code>\gg</code>	$\gg$	<code>\doteq</code>	$\doteq$	<code>\mid</code>	$\mid$	<code>\dashv</code>	$\dashv$
<code>\sim</code>	$\sim$	<code>\bowtie</code>	$\bowtie$	<code>\perp</code>	$\perp$	<code>\parallel</code>	$\parallel$
<code>\in</code>	$\in$	<code>\ni</code>	$\ni$	<code>\smile</code>	$\smile$	<code>\frown</code>	$\frown$

This can be emulated with `\mathrel{<text>}`,

Declare a new one with `\newcommand{\<name>}{\mathrel{<name>}}`.

A few less used binary operators are available with the packages `latexsym`/`amssymb`.

# Operators

**Log-like operators** are automatically preceded by a small space (3 mu).

<code>\arccos</code>	arccos	<code>\cos</code>	cos	<code>\csc</code>	csc	<code>\exp</code>	exp
<code>\ker</code>	ker	<code>\limsup</code>	lim sup	<code>\min</code>	min	<code>\sinh</code>	sinh
<code>\arcsin</code>	arcsin	<code>\cosh</code>	cosh	<code>\deg</code>	deg	<code>\gcd</code>	gcd
<code>\lg</code>	lg	<code>\ln</code>	ln	<code>\Pr</code>	Pr	<code>\sup</code>	sup
<code>\arctan</code>	arctan	<code>\cot</code>	cot	<code>\det</code>	det	<code>\hom</code>	hom
<code>\lim</code>	lim	<code>\log</code>	log	<code>\sec</code>	sec	<code>\tan</code>	tan
<code>\arg</code>	arg	<code>\coth</code>	coth	<code>\dim</code>	dim	<code>\inf</code>	inf
<code>\liminf</code>	lim inf	<code>\max</code>	max	<code>\sin</code>	sin	<code>\tanh</code>	tanh

Declare a new one like `\newcommand{\argtanh}{\mathop{\argtanh}}`.

## Large variable-sized Symbols

<code>\sum</code>	$\Sigma$	<code>\bigcap</code>	$\bigcap$	<code>\bigodot</code>	$\bigodot$	<code>\prod</code>	$\prod$
<code>\bigcup</code>	$\bigcup$	<code>\bigotimes</code>	$\bigotimes$	<code>\coprod</code>	$\coprod$	<code>\bigsqcup</code>	$\bigsqcup$
<code>\bigoplus</code>	$\bigoplus$	<code>\int</code>	$\int$	<code>\bigvee</code>	$\bigvee$	<code>\biguplus</code>	$\biguplus$
<code>\oint</code>	$\oint$	<code>\bigwedge</code>	$\bigwedge$				

## Delimiters

**Delimiters** are automatically surrounded by small space (3 mu).

(	(	)	)	\uparrow	↑	\Uparrow	⇑
[	[	]	]	\downarrow	↓	\Downarrow	⇓
\{	{	\}	}	\updownarrow	↕	\Updownarrow	↕
		/	/	\lfloor	⌊	\rfloor	⌋
\		\	\	\lceil	⌈	\rceil	⌉
				\langle	⟨	\rangle	⟩

## Large delimiters

<code>\rmoustache</code>	<code>\lrmoustache</code>	<code>\rgroup</code>	<code>\lgroup</code>
<code>\arrowvert</code>	<code>\Arrowvert</code>	<code>\bracevert</code>	

**Big delimiters**    `\Bigg(\backslashbigg(\backslashBig(\big((\ )\big)\Big)\bigg)\Bigg)`

gives  $\left(\left(\left(\left((\right)\right)\right)\right)\right)$  but the correct spacing would be obtained with

```
\Biggl\{\biggl\{\Bigl\{bigr{(}(  
) \bigr)}\Bigr\}\biggr\}\Biggr>}
```

# Arrows

<code>\leftarrow</code>	$\leftarrow$	<code>\longleftarrow</code>	$\longleftarrow$	<code>\uparrow</code>	$\uparrow$
<code>\Leftarrow</code>	$\Leftarrow$	<code>\Longleftarrow</code>	$\Longleftarrow$	<code>\Uparrow</code>	$\Uparrow$
<code>\rightarrow</code>	$\rightarrow$	<code>\longrightarrow</code>	$\longrightarrow$	<code>\downarrow</code>	$\downarrow$
<code>\Rightarrow</code>	$\Rightarrow$	<code>\Longrightarrow</code>	$\Longrightarrow$	<code>\Downarrow</code>	$\Downarrow$
<code>\leftrightarrow</code>	$\leftrightarrow$	<code>\longleftrightarrow</code>	$\longleftrightarrow$	<code>\updownarrow</code>	$\updownarrow$
<code>\Leftrightarrow</code>	$\Leftrightarrow$	<code>\Longleftrightarrow</code>	$\Longleftrightarrow$	<code>\Updownarrow</code>	$\Updownarrow$
<code>\mapsto</code>	$\mapsto$	<code>\longmapsto</code>	$\longmapsto$	<code>\nearrow</code>	$\nearrow$
<code>\hookrightarrow</code>	$\hookrightarrow$	<code>\hookleftarrow</code>	$\hookleftarrow$	<code>\searrow</code>	$\searrow$
<code>\leftharpoonup</code>	$\leftharpoonup$	<code>\rightharpoonup</code>	$\rightharpoonup$	<code>\swarrow</code>	$\swarrow$
<code>\leftharpoondown</code>	$\leftharpoondown$	<code>\rightharpoondown</code>	$\rightharpoondown$	<code>\nwarrow</code>	$\nwarrow$
<code>\leadsto</code>	$\leadsto$	<code>\rightleftharpoons</code>	$\rightleftharpoons$		

Note the difference between `\Longleftrightarrow` :  $|\Longleftrightarrow|$ , and `\iff` :  $|\iff|$

The latter is a relation, with some extra spaces; the same holds for `\to` vs

`\rightarrow`, `\implies` vs `\Longrightarrow` etc.

Many other arrows with `amssymb` / `amsfonts`

# Greek letters

<code>\alpha</code>	$\alpha$	<code>\imath</code>	$\iota$	<code>\rho</code>	$\rho$	<code>\varepsilon</code>	$\varepsilon$
<code>\beta</code>	$\beta$	<code>\kappa</code>	$\kappa$	<code>\sigma</code>	$\sigma$	<code>\vartheta</code>	$\vartheta$
<code>\gamma</code>	$\gamma$	<code>\lambda</code>	$\lambda$	<code>\tau</code>	$\tau$	<code>\varkappa</code>	$\varkappa$
<code>\delta</code>	$\delta$	<code>\mu</code>	$\mu$	<code>\upsilon</code>	$\upsilon$	<code>\varpi</code>	$\varpi$
<code>\epsilon</code>	$\epsilon$	<code>\nu</code>	$\nu$	<code>\phi</code>	$\phi$	<code>\varsigma</code>	$\varsigma$
<code>\zeta</code>	$\zeta$	<code>\xi</code>	$\xi$	<code>\chi</code>	$\chi$	<code>\varrho</code>	$\varrho$
<code>\eta</code>	$\eta$	<code>o</code>	$o$	<code>\psi</code>	$\psi$	<code>\varphi</code>	$\varphi$
<code>\theta</code>	$\theta$	<code>\pi</code>	$\pi$	<code>\omega</code>	$\omega$		
<code>\Gamma</code>	$\Gamma$	<code>\Lambda</code>	$\Lambda$	<code>\Sigma</code>	$\Sigma$	<code>\Psi</code>	$\Psi$
<code>\Delta</code>	$\Delta$	<code>\Xi</code>	$\Xi$	<code>\Upsilon</code>	$\Upsilon$	<code>\Omega</code>	$\Omega$
<code>\Theta</code>	$\Theta$	<code>\Pi</code>	$\Pi$	<code>\Phi</code>	$\Phi$		
<code>\varGamma</code>	$\varGamma$	<code>\varLambda</code>	$\varLambda$	<code>\varSigma</code>	$\varSigma$	<code>\varPsi</code>	$\varPsi$
<code>\varDelta</code>	$\varDelta$	<code>\varXi</code>	$\varXi$	<code>\varUpsilon</code>	$\varUpsilon$	<code>\varOmega</code>	$\varOmega$
<code>\varTheta</code>	$\varTheta$	<code>\varPi</code>	$\varPi$	<code>\varPhi</code>	$\varPhi$		

Slanted capital are also obtained with `\mathnormal{\Gamma}`  $\rightarrow \varGamma$

# More math symbols

<code>\ldots</code>	...	<code>\cdots</code>	...	<code>\vdots</code>	:	<code>\ddots</code>	⋮
<code>\aleph</code>	ℵ	<code>\prime</code>	/	<code>\forall</code>	∀	<code>\infty</code>	∞
<code>\hbar</code>	ℏ	<code>\emptyset</code>	∅	<code>\exists</code>	∃	<code>\Box</code>	□ <sup>b</sup>
<code>\imath</code>	ı	<code>\nabla</code>	∇	<code>\neg</code>	¬	<code>\Diamond</code>	◇ <sup>b</sup>
<code>\jmath</code>	ȝ	<code>\surd</code>	✓	<code>\flat</code>	♭	<code>\triangle</code>	△
<code>\ell</code>	ℓ	<code>\top</code>	⊤	<code>\natural</code>	♮	<code>\clubsuit</code>	♣
<code>\wp</code>	℘	<code>\bot</code>	⊥	<code>\sharp</code>	♯	<code>\diamondsuit</code>	◇
<code>\Re</code>	ℜ	<code>\ </code>	∥	<code>\backslash</code>	\	<code>\heartsuit</code>	♥
<code>\Im</code>	ℑ	<code>\angle</code>	∠	<code>\partial</code>	∂	<code>\spadesuit</code>	♠
<code>\mho</code>	℧ <sup>b</sup>	.	.				

For a more extended list of symbols look at  
[The Comprehensive L<sup>A</sup>T<sub>E</sub>X Symbol List](#)

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# Decorations

## Math mode accents

$\hat{a}$     $\acute{a}$     $\bar{a}$     $\dot{a}$   
 $\breve{a}$     $\check{a}$     $\grave{a}$     $\vec{a}$   
 $\ddot{a}$     $\tilde{a}$

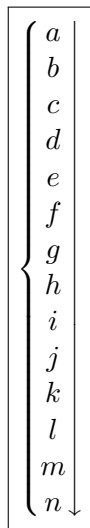
## Other constructions

$\widetilde{abc}$     $\widehat{abc}$   
 $\overleftarrow{abc}$     $\overrightarrow{abc}$   
 $\overline{abc}$     $\underline{abc}$   
 $\overbrace{abc}^d$     $\underbrace{efg}_h$

**Extensible delimiters** The `\Bigg``\bigg``\Big``\big` delimiters are sometimes too small. Get larger delimiters as shown here with:

`\left<delim1> content \right<delim2>`

`\left` and `\right` must be paired `<delim1>` and `<delim2>` can differ. Use `.` for no printed delimiter.





# Integrals, sums and limits

## The Euler-Mascheroni constant $\gamma$

- In `textstyle` (in-line math)  $\gamma = \lim_{n \rightarrow \infty} (\sum_{k=1}^n \frac{1}{k} - \int_1^n \frac{dx}{x})$

is produced by the command :

`\lim_{n\to\infty}(\sum_{k=1}^n \frac{1}{k}-\int_1^n \frac{dx}{x})`

- Better result obtained in `displaystyle` :  $\lim_{n \rightarrow \infty} (\sum_{k=1}^n \frac{1}{k} - \int_1^n \frac{dx}{x})$

- With the `displaymath` environment `\[...\]`

- By adding the command `\displaystyle` in front of the formula:

`\displaystyle\lim_{n\to\infty}(\sum_{k=1}^n \frac{1}{k})...`

- The limits position is controlled by `\limits` or `\nolimits`:

- in `textstyle`  `$\lim\limits_{n\to\infty}(\sum_{k=1}^n \frac{1}{k})...$`

gives  $\lim_{n \rightarrow \infty} (\sum_{k=1}^n \frac{1}{k}) \dots$

- in `displaystyle`  `\[\lim_{n\to\infty}(\sum\nolimits_{k=1}^n \frac{1}{k})...\]`

gives  $\lim (\sum_{k=1}^n \frac{1}{k}) \dots$

# Math Fonts

Regular math is in “*mathematical italic*” (`\lmmi` for `latinmodern`)

Styles and families work like in text, but with `\math<style>`:

`\mathrm`, `\mathtt`, `\mathsf`, **`\mathbf`**, *`\mathit`*

Symbols are not embolden by `\mathbf`:

`\mathbf{\sum\int\beta}`  $\rightarrow \sum \int \beta \leftarrow \mathbf{\sum\int\beta}$

Use instead `\bm{\sum\int\beta}`  $\rightarrow \sum \int \beta$  of package `\bm`

Other styles (with packages)

- `\mathcal{ABCDEFGH}`  $\rightarrow \mathcal{A}\mathcal{C}\mathcal{D}\mathcal{E}\mathcal{F}\mathcal{G}\mathcal{H}$  (uppercase only, `\latex`)
- `\mathbbm{ABCNR12abc}`  $\rightarrow \mathbb{A}\mathbb{B}\mathbb{C}\mathbb{N}\mathbb{R}12abc$  (`\bbm`)
- `\upalpha\upbeta\upmu\cdots`  $\rightarrow \alpha\beta\mu\cdots$  (`\upgreek`)
- `\mathfrak{ABCNR12abc}`  $\rightarrow \mathfrak{A}\mathfrak{B}\mathfrak{C}\mathfrak{N}\mathfrak{R}12abc$  (`\amssymns`)
- `\mathscr{ABCD}`  $\rightarrow \mathcal{A}\mathcal{B}\mathcal{C}\mathcal{D}$  (uppercase only, `\mathrsfs`)
- etc.

# Making larger or smaller symbols

- Some symbols sometimes need to be enlarged.
- But the fonts `cmex` or `lmex` are defined as non-scalable !  
Fix this by loading package `exscale` (sample in `\Huge`):

$$\langle X \rangle = \frac{\sum_i \sum_j p_{ij} x_i}{\sum_j n_j} = \frac{\sum_j n_j x_j}{\sum_j n_j} \quad \rightarrow \quad \langle X \rangle = \sum_i \sum_j p_{ij} x_i = \frac{\sum_j n_j x_j}{\sum_j n_j}$$

- For a finer control use the package `relsize` and do for example:

```
1 \def\Sum{\mathop{\mathlarger{\sum}}}
2 \def\sums{\mathop{\mathsmaller{\sum}}}
```

To get :

$$\langle X \rangle = \sum_i \sum_j p_{ij} x_i = \frac{\sum_j n_j x_j}{\sum_j n_j}$$

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# A<sub>M</sub>S-math & mathtools

- **Never** use the awful `\eqalign` to align equations.
- For this purpose you should load the package `amsmath`, with its companion `mathtools`.
- **Warning:** `amsmath` package and not `ams(la)tex` class, and its documentation is named `amslldoc.pdf`.
- `amsmath` & `mathtools` define (namely) :
  - Many multi-line displayed equation environments.
  - Better `matrices`, root, fractions, limits and integrals.
  - `$\boxed{ }$`  formulas, and  `$\text{...}$`  in math mode.
  - Stacking of subscript (`\substack`) or relations (`\stackrel`).
  - `\DeclareMathOperator{\xxx}{xxx}` (starred for limit position).
  - Content of null vertical space (`\smash`, `\smashoperator`) or horizontal width (`\mathllap`, `\mathclap`, `\mathrlap`).
  - Extensible arrows like `\xleftarrow[<sub><sup>]{<sub><sup>}` for  $A \xleftarrow[\textit{under}]{\textit{over}} B$
  - Left indices and exponents, etc.

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# Aligned equations : align and aligned

By default, all lines are numbered. Use `*` to suppress all numbers, or `\nonumber` on specific lines.

```
1 \begin{align*}
2 aa &= bbbbbb \\
3 cccccc &= dd \\
4 \end{align*}
```

$$\begin{aligned} aa &= bbbbbb \\ cccccc &= dd \end{aligned}$$

```
1 \begin{align*}
2 aa &= bbbbbb & ee &= ff \\
3 cccc &= dd & hhhh &= gg \\
4 \end{align*}
```

$$\begin{aligned} aa &= bbbbbb & ee &= ff \\ cccccc &= dd & hhhh &= gg \end{aligned}$$

```
1 \begin{equation}
2 \left\{
3 \begin{aligned}
4 aaa &= bbb \\
5 w &= u \text{ ou } v
6 \end{aligned}
7 \right.
8 \end{equation}
```

$$\left\{ \begin{aligned} aaa &= bbb \\ w &= u \text{ ou } v \end{aligned} \right. \quad (1)$$

# More aligned equations

- `alignat` reduces the inter equations space (use number of columns)

```

1 \begin{align*}
2 aa &= bbbbbb & eee &= vvvv \\
3 cccc &= dd & fff &= zzz \\
4 \end{align*}
5 \smallskip
6 \begin{alignat*}{2}
7 aa &= bbbbbb & eee &= vvvv \\
8 cccc &= dd & fff &= zzz \\
9 \end{alignat*}

```

$$\begin{array}{l|l} aa = bbbbbb & eee = vvvv \\ cccc = dd & fff = zzz \end{array}$$

$$\begin{array}{l|l} aa = bbbbbb & eee = vvvv \\ cccc = dd & fff = zzz \end{array}$$

- `split` is used to display a single equation with multiline aligned terms

```

1 \begin{equation}
2 \begin{split}
3 a &= b+c-d \\
4 &\quad +e-f \\
5 &= g+h \\
6 \end{split}
7 \end{equation}

```

$$\begin{aligned} a &= b + c - d \\ &\quad + e - f \\ &= g + h \end{aligned} \tag{2}$$



# Non aligned equations

- `multiline` environment is a variation of the equation environment used for equations that don't fit on a single line. It add some space at the beginning and the end of the lines to emphasize the continuation.

```
1 \begin{multiline}
2 s = a+b+c+d+e+f\\
3 +i+j+k+l+m
4 \end{multiline}
```

$$s = a + b + c + d + e + f \\ + i + j + k + l + m \quad (3)$$

- `gather` environment allows to put several non aligned equation in the same display, without any alignment.

```
1 \begin{gather}
2 s_1 = a+b+c+d+e+f+g+h\\
3 k+l+m+n=s_2
4 \end{gather}
```

$$s_1 = a + b + c + d + e + f \quad (4)$$

$$k + l + m + n = s_2 \quad (5)$$

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# Text in math mode

- To produce text in math mode the most basic is `\mbox{the text}` (in `\mbox{the text}` the mode is LR).
- But `amsmath` provides the command `\text{the text}`, which oppositely to `\mbox{the text}` scales according to the mode like:

$$\backslash\mathrm{mbox} \rightarrow \frac{\text{the text}}{\text{the text}} \neq \frac{\text{the text}}{\text{the text}} \leftarrow \backslash\text{text}$$

and also restart the style of the surrounding text.

- For text between equations `\intertext{}` which produces left aligned text without breaking the alignment.  
And with `mathtools` `\shortintertext` reduces the white (wasted) space produced by `\intertext{}`.
- Text *on the same line* as displaymath is obtained with the trick:

```

1 \begin{flalign*}
2 &\&\text{Hence} &\& E &= mc^2 &\&\& \\
3 &\&\text{and} & \\
  &\& E &= \hbar\omega & \\
4 \end{flalign*}
```

Hence  $E = mc^2$   
and  $E = \hbar\omega$

# Equations numbering

- Equations are automatically numbered (each line, as above))
- This can be disabled on a given line with `\nonumber` or globally with the starred version like `\begin{align*}`.
- The number format can be modified with the `\numberwithin` command and the usual `\renewcommand{\theequation}{...}`.
- In the environment `subequations` a letter is added instead incrementing equation:

```

1 \begin{subequations}
2 \begin{align}
3 E &= mc^2 \\
4 E &= \hbar\omega
5 \end{align}
6 \end{subequations}

```

$$E = mc^2 \quad (6a)$$

$$E = \hbar\omega \quad (6b)$$

- In principle, only equations explicitly referred to in the text must be numbered : use `\mathtoolsset{showonlyrefs}` and `\eqref` instead of `\ref` or `\refeq`.

# \DeclarePairedDelimiter & variants

- `mathtools` features a command `\DeclarePairedDelimiter` defining paired delimiters at the proper size according to contents. As an example `\DeclarePairedDelimiter\abs{\lvert}{\rvert}` producing with the starred `\abs*`:

1 `\[ \abs*{c} = \abs*{\tfrac{a}{b}} =`  
`\abs*{\dfrac{a}{b}} \]`

$$|c| = \left| \frac{a}{b} \right| = \left| \frac{a}{b} \right|$$

- If needed the `*` can be replaced by an optional argument like `[\Big]` which prepend the prefix `\Big` on both delimiters.
- In `\DeclarePairedDelimiterX` one has the size of the delimiters in `\delimsize`, so that one can use :

```
\DeclarePairedDelimiterX\bracket[3]{\langle}{\rangle}%
{#1\delimsize\vert#2\delimsize\vert#3}
```

or with an improved spacing

```
\DeclarePairedDelimiterX\bracket[3]{\langle}{\rangle}%
{#1\,,\delimsize\vert\,,\mathopen{ }#2\,,\delimsize\vert\,,\mathopen{ }#3}
```

yielding:  $\langle \phi | A | \psi \rangle \neq \langle \Phi | B^\dagger | \Psi \rangle$

# Theorems

- If you do real mathematical works you will need to define structured and numbered environments like definition, proposition, theorems, lemma, proofs and so on.
- There are plenty of packages to do that, but the basic and general one is `amsthm`
- We won't describe the multiple possibilities, but provide an example, built with `ntheorem`, (more powerful than `amsthm` but much more complex), using `\savebox`, and combined with `\shadowbox` (provided by the package `fancybox`).

## Propriété III.10 (Théorème de la moyenne) :

Si  $f$  est une fonction continue sur  $[a,b]$ , et  $m(f)$  la moyenne de  $f$  sur  $[a,b]$ , il existe un réel  $c \in ]a,b[$  tel que  $m(f) = f(c)$ .

**Preuve :** Cette propriété résulte simplement du théorème de accroissements finis (Propriété I.7 p. 23) appliqué à une primitive  $F$  de  $f$  selon lequel  $\exists c \in ]a,b[ \quad F(b) - F(a) = F'(c)(b - a)$ . □