

L^AT_EX for Psychological Researchers

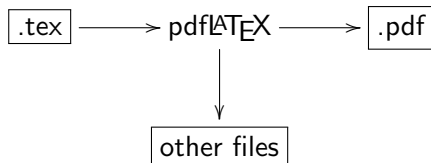
Lecture 2: Basics of the L^AT_EX language

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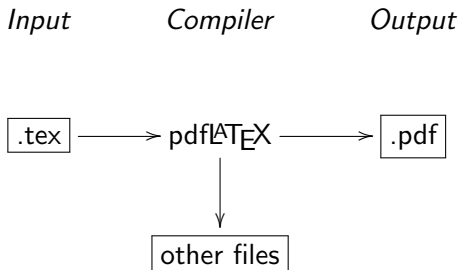
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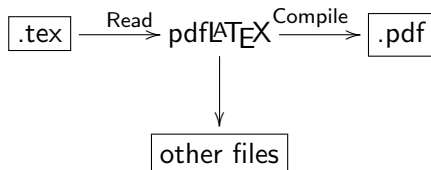
The \LaTeX process



The \LaTeX process



The \LaTeX process



The L^AT_EX process

L^AT_EX refers to the *programming language* used to write the input file and the *program* used to interpret this file and compile the output file. It does **not** refer to an editor in which you write the input file.

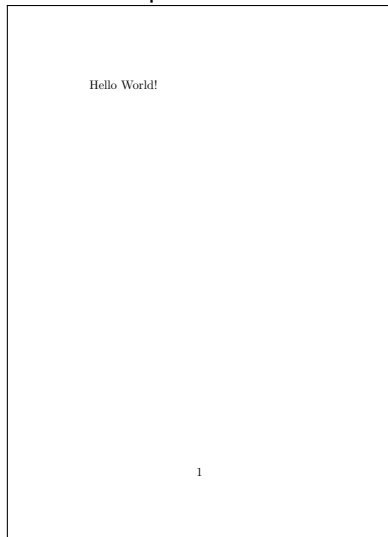
For clarity, in this course L^AT_EX refers only to the language, the compiler is referred to as “the compiler” generally or pdfL^AT_EX specifically.

Hello World Example

.tex file:

```
1 \documentclass{
  ↳ article}
2 \begin{document}
3
4 Hello World!
5
6 \end{document}
```

.pdf file:



L^AT_EX commands

A L^AT_EX document is mainly defined through **commands**. These generally take one of two formats:

- ▶ A backslash \ and then a name consisting of letters only. Command names are terminated by a space, a number or any other “non-letter”
- ▶ A backslash \ and exactly one non-letter

For example:

```
\int \alpha \beta \$ \& \[ \]
```

L^AT_EX commands

Some commands need an argument, which has to be given between curly braces { } after the command name (with some exceptions). Some commands support optional parameters, which are added after the command name in square brackets []. The general syntax is:

```
\commandname[option 1, option 2, ...]{argument 1}{argument 2}...
```


L^AT_EX Arguments

`\commandname[option 1,option 2,...]{argument 1}{argument 2}...`

- ▶ Many commands require a single argument, and some commands require even multiple arguments
- ▶ Generally an argument is interpreted in one of three ways:
 - ▶ The text a command is applied to
 - ▶ `\textit{text to make italic}`
 - ▶ The mode or specification of a command
 - ▶ `\documentclass{classname}`
 - ▶ A name or title to be used for something
 - ▶ `\usepackage{packagename}`

L^AT_EX Options

`\commandname[option 1,option 2,...]{argument 1}{argument 2}...`

- ▶ Some commands can have several options
- ▶ Often optional
- ▶ Each option is a verbatim term of one of several mutually exclusive options
 - ▶ `\documentclass[a4paper,11pt]{article}`
 - ▶ `\usepackage[dutch]{babel}`
 - ▶ `\sqrt[3]{x}`

Environments

- ▶ Two special commands are `\begin{environment}` and `\end{environment}`
- ▶ These initiate and exit an environment
- ▶ The type of environment is applied to everything between the begin and end commands
- ▶ These must be properly nested
- ▶ As we will see, the entire \LaTeX document is one big environment

Environments

\LaTeX code:

```
1 \begin{itemize}
2 \item Two special commands are
  ↳ \verb|\begin{environment}| and
  ↳ \verb|\end{environment}|
3 \item These initiate and exit an
  ↳ environment
4 \item The type of environment is
  ↳ applied to everything between
  ↳ the begin and end commands
5 \item These must be properly
  ↳ nested
6 \item As we will see, the entire
  ↳ \LaTeX\ document is one big
  ↳ environment
7 \end{itemize}
```

Output:

- ▶ Two special commands are `\begin{environment}` and `\end{environment}`
- ▶ These initiate and exit an environment
- ▶ The type of environment is applied to everything between the begin and end commands
- ▶ These must be properly nested
- ▶ As we will see, the entire \LaTeX document is one big environment

Environments

\LaTeX code:

```
1 Apply Knuth's advice to \LaTeX:  
2 \begin{quote}  
3 The best way to learn how to use  
  ↳ \LaTeX is to use it . Thus it  
  ↳ 's high time for you to sit  
  ↳ down at a computer terminal  
  ↳ and interact with the \LaTeX  
  ↳ system, trying things out to  
  ↳ see what happens.  
4 \end{quote}
```

Output:

```
Apply Knuth's advice to  $\LaTeX$ :  
  
The best way to learn how  
to use  $\LaTeX$  is to use it.  
Thus it's high time for you  
to sit down at a computer  
terminal and interact with  
the  $\LaTeX$  system, trying  
things out to see what hap-  
pens.
```

Document Structure

Every \LaTeX document has the following form:

```
\documentclass{ CLASS }
```

```
PREAMBLE
```

```
\begin{document}
```

```
BODY
```

```
\end{document}
```

Document Structure

- ▶ The first line is always the `\documentclass` command, specifying the *class of the document*
 - ▶ This specifies what *sort* of document you intend to write
- ▶ After the document-class comes the *preamble*
 - ▶ Load needed packages
 - ▶ Define things that affect the whole document
 - ▶ Define variables, custom commands or other things needed in the document
- ▶ After the preamble comes the *body*
 - ▶ Starts with `\begin{document}` and ends with `\end{document}`
 - ▶ This is the main document
 - ▶ Contains all text, figures, tables, etcetera
- ▶ Finally, anything added after `\end{document}` is not compiled. This room can be used for comments

Document Structure

For now, use this structure:

```
\documentclass{article}  
\includepackages{amsmath, amssymb, graphicx}  
\begin{document}  
    BODY  
\end{document}
```


The Body of a \LaTeX Document

\LaTeX code:

```
1 this is an example of the \  
  \emph{body} of a \LaTeX\  
  \document.  
2  
3 Here we can write all sorts of  
  \funny things (e.g. \ Stories ,  
  \ fairy tales , general Microsoft  
  \ Word bashing). But also  
  \equations :  
4  
5 \[  
6 F(k) = \int_{-\infty}^{\infty} e  
  \^{ -2 \pi i k x } \, \mathrm{\  
  \d}x  
7 \]
```

Output:

this is an example of the *body* of a \LaTeX document.
Here we can write all sorts of funny things (e.g. Stories, fairy tales, general Microsoft Word bashing). But also equations:

$$F(k) = \int_{-\infty}^{\infty} e^{-2\pi i k x} dx$$

The Body of a \LaTeX Document

\LaTeX code:

Output:

```
1 In a  $\text{\LaTeX}$  body there are 3
  ↳ different modes in which you
  ↳ can write:
2
3  $\text{\begin}$ {itemize}
4    $\text{\item}$  Text
5    $\text{\item}$  Math
6    $\text{\item}$  Verbatim
7  $\text{\end}$ {itemize}
8
9 Where text mode is the default
  ↳ and the other two are obtained
  ↳ in environments. We will
  ↳ first focus on Text mode.
```

In a \LaTeX body there are 3 different modes in which you can write:

- ▶ Text
- ▶ Math
- ▶ Verbatim

Where text mode is the default and the other two are obtained in environments. We will first focus on Text mode.

Letters and Spacing

L^AT_EX code:

Output:

```
1 All letters that we type are the
  ↳ same in the output.
2
3 White space is interpreted as
  ↳ a single space
  ↳ between
4 words. A newline is
5 ignored but
6
7 two newlines are interpreted as
  ↳ a change in paragraphs.
8
9 After a period the spacing is
  ↳ slightly larger . This might
  ↳ not be what you want (e.g.
  ↳ right here). Force a normal
  ↳ space with a backslash (e.g. \
  ↳ as here).
```

All letters that we type are the same in the output.

White space is interpreted as a single space between words. A newline is ignored but two newlines are interpreted as a change in paragraphs.

After a period the spacing is slightly larger. This might not be what you want (e.g. right here). Force a normal space with a backslash (e.g. as here).

Line breaking

L^AT_EX code:

Output:

1 A new line can be forced with \
↳ **\textbackslash\textbackslash**
↳ which breaks the \\ paragraph
↳ and **\textbackslash**
↳ **\textbackslash* *** to not break
↳ the paragraph.

2
3 Alternatively **\newline \verb|**
↳ **\newline** can be used.

4
5 A new page can be made with \
↳ **\verb|\\newpage** or **\verb|**
↳ **\clearpage**.

A new line can be forced with \\ which
breaks the
paragraph and *
to not break the paragraph.
Alternatively
\newline can be used.
A new page can be made with
\newpage or \clearpage.

Accents

L^AT_EX code:

1 Because the input is ASCII many
↳ special characters can not be
↳ written directly . Such a
↳ letter will not be compiled.

2
3 Accents can be added with
↳ escaped characters . For
↳ example, `\verb|\'o|` returns
↳ `\'o`.

Output:

Because the input is ASCII many special characters can not be written directly. Such a letter will not be compiled.

Accents can be added with escaped characters. For example, `\'o` returns ó.

Hyphenation

L^AT_EX code:

Output:

```
1 \LaTeX\ automatically  
  ↳hyphenates verylongwords  
2  
3 \verb|\mbox{}| can be used to  
  ↳force \mbox{verylongwords} to  
  ↳not be hyphenated.  
4  
5 \verb|\mbox{}| can be used to  
  ↳force verylongwords to not be  
  ↳hyphenated.  
6  
7 \verb|\-| can be used to make  
  ↳sure very\–longwords hyphenate  
  ↳ at a certain point  
8  
9 \verb|\-| can be used to make  
  ↳sure verylong\–words hyphenate  
  ↳ at a certain point.
```

```
LATEX automatically hyphenates very-  
longwords  
\mbox{} can be used to force  
verylongwords to not be hyphenated.  
\mbox{} can be used to force verylong-  
words to not be hyphenated.  
\- can be used to make sure very-  
longwords hyphenate at a certain point  
\- can be used to make sure verylong-  
words hyphenate at a certain point.
```

Emphasis

L^AT_EX code:

Output:

```
1 We can \emph{emphasize}
  ↳ important parts of the text with
  ↳ \verb|\emph{ }|.
2
3 This works nested, in this way
  ↳ \emph{we can \emph{
  ↳ emphasize} while we are
  ↳ emphasizing}.
4
5 In \LaTeX\ this is the preferred
  ↳ method for emphasizing over
  ↳ manually setting text \textit{
  ↳ italic } or \textbf{bold}.
```

```
We can emphasize important parts of
the text with \emph{ }.
This works nested, in this way we can
emphasize while we are emphasizing.
In LATEX this is the preferred method
for emphasizing over manually setting
text italic or bold.
```

Quote marks

L^AT_EX code:

Output:

```
1 \LaTeX\ treats left and right
  ↳ quotes as different entities .
2
3 The left quote mark is the
  ↳ backtick (usually under tilde)
  ↳ (`)
4
5 The right quote is the normal
  ↳ tick mark (')
6
7 A double quote mark is obtained
  ↳ though two ticks at both sides
  ↳ . For "example" like so.
```

```
LATEX treats left and right quotes as
different entities.
The left quote mark is the backtick
(usually under tilde) (`)
The right quote is the normal tick
mark (')
A double quote mark is obtained
though two ticks at both sides. For
"example" like so.
```


Dashes and Footnotes

L^AT_EX code:

```
1 An n-dash can be included with
  ↳ two dashes--like this--and an
  ↳ m-dash can be included with
  ↳ three dashes---like this---.
2
3 A footnote can be added with the
  ↳ \verb|\footnote| command\
  ↳ \footnote{Although this does not
  ↳ work in presentations.}.
```

Output:

```
An n-dash can be included with two
dashes--like this--and an m-dash can be
included with three dashes---like this---
.
A footnote can be added with the
\footnote command.
```

Font size

L^AT_EX code:

Output:

```
1 \normalize{There are} \large{
  ↳ several } \Large{commands} \
  ↳ LARGE{to make} \huge{text}
  ↳ \Huge{bigger} \small{or} \tiny
  ↳ {smaller}.
2
3 \footnotesize{But it is
  ↳ recommended to do this only by
  ↳ setting an option in the
  ↳ documentclass.}
```

There are several commands
to make text **big-**
ger OR smaller.
But it is recommended to do this only
by setting an option in the document-
class.

Special Characters

\LaTeX code:

Output:

- 1 Several characters are used as
 - ↳ special commands in \LaTeX
 - ↳ and can not be entered normally.
 - ↳ *% For example, anything*
 - ↳ *following a % is a comment and*
 - ↳ *is not compiled.*
- 2
- 3 Generally, you can get most
 - ↳ characters by “escaping”
 - ↳ them (i.e. \ adding a backslash
 - ↳ before it): $\$ \% \&$.

Several characters are used as special commands in \LaTeX and can not be entered normally.

Generally, you can get most characters by “escaping” them (i.e. adding a backslash before it): $\$ \% \&$.

Environments

- ▶ The `\begin` and `\end` commands can be used to create an environment
- ▶ This is used for many different things
- ▶ An environment breaks the paragraph, but in some cases we can also use inline environments

Environments

L^AT_EX code:

Output:

```
1 We can \emph{itemize} with the
  ↳ \verb|itemize| environment:
2 \begin{itemize}
3 \item This creates a bulleted
  ↳ list
4 \item The symbols depend on
  ↳ your documentclass
5 \item Can also be nested
6 \begin{itemize}
7 \item By adding an environment
  ↳ in an environment
8 \item Note that these must be
  ↳ properly nested (FILO)
9 \end{itemize}
10 \item After such a nested
  ↳ itemization we can continue
  ↳ with the first one
11 \end{itemize}
```

We can *itemize* with the `itemize` environment:

- ▶ This creates a bulleted list
- ▶ The symbols depend on your documentclass
- ▶ Can also be nested
 - ▶ By adding an environment in an environment
 - ▶ Note that these must be properly nested (FILO)
- ▶ After such a nested itemization we can continue with the first one

Environments

L^AT_EX code:

```
1 We can also itemize with
  ↳ numbers with the \verb|
  ↳ enumerate| environment:
2 \begin{enumerate}
3 \item This creates an
  ↳ enumerated list
4 \item Can also be nested
5 \begin{enumerate}
6 \item Like this
7 \end{enumerate}
8 \item After nesting we can
  ↳ continue with the original
  ↳ numbering
9 \end{enumerate}
```

Output:

We can also itemize with numbers with the `enumerate` environment:

1. This creates an enumerated list
2. Can also be nested
 - 2.1 Like this
3. After nesting we can continue with the original numbering

Environments

L^AT_EX code:

```
1 With the \verb|description| description |  
  ↳environment we can itemize  
  ↳with descriptions . So to  
  ↳summarize  
2 \begin{description}  
3 \item[Itemize] Creates bulleted  
  ↳ list  
4 \item[enumerate] Creates  
  ↳enumerated list  
5 \item[description] Creates a  
  ↳ list with titles such as this  
  ↳one  
6 \end{description}
```

Output:

```
With the description environment  
we can itemize with descriptions. So  
to summarize  
  
    itemize  Creates bulleted list  
    enumerate  Creates enumerated  
               list  
    description  Creates a list with  
                  titles such as this one
```

Verbatim

L^AT_EX code:

Output:

```
1 To be able to include code as it
  ↳ is the \verb|verbatim|
  ↳ environment can be used:
2 \begin{verbatim}
3 $ Whatever % we write here
4 it does not break @
5 \end{verbatim}
6
7 Can also be used inline with the
  ↳ \verb|\verb| command, but
  ↳ this requires $\mid$ symbols
  ↳ instead of curly brackets.
```

```
To be able to include code as it is the
verbatim environment can be used:

$ Whatever % we write here
it does not break @

Can also be used inline with the \verb
command, but this requires | symbols
instead of curly brackets.
```


Verbatim

L^AT_EX code:

```
1 \begin{center}
2 The \verb|center| environment
  ↳ can be used to center text and
  ↳ even figures and tables.
3 \end{center}
```

Output:

The center environment can be used
to center text and even figures and
tables.

- ▶ \LaTeX is often used for its strong capabilities of writing mathematical text
- ▶ This is done in “math mode”, which can be enabled in several ways
- ▶ In the next few slides is a brief overview of the basics. For more information on this topic see one of many resources online

Math mode

L^AT_EX code:

Output:

1 We can use the `\$` or sign to
↳ enable and disable math mode
↳ in text. Within math mode
↳ spaces are ignored and letters
↳ re written as variables: $\$1$
↳ $apple + 2 apples = 3 apples$

2
3 To obtain roman letters in math
↳ mode we can use the `\verb|\`
↳ `text|` and `\verb|\mathrm|`
↳ commands: $\$1\text{\textbackslash text\{ apple\} +$
↳ $2\text{\textbackslash text\{ apples\} = 3\text{\textbackslash text\{$
↳ $apples\}$.

4
5 Alternatively `\textbackslash`(
↳ and `\textbackslash`) can be
↳ used

We can use the `$` or sign to enable
and disable math mode in text. Within
math mode spaces are ignored and let-
ters re written as variables: $1apple +$
 $2apples = 3apples$
To obtain roman letters in math mode
we can use the `\text` and `\mathrm`
commands: $1 apple + 2 apples =$
 $3 apples$.
Alternatively `\(` and `\)` can be used

Math mode

L^AT_EX code:

Output:

```
1 To write equations, the
  ↳ commands \verb|\[| and \verb|\begin{equation*}| can be used.
  ↳ For an enumerated equation you
  ↳ can use \verb|\begin{equation
  ↳ |}:
2 \[
3 1+1=2
4 \]
5 \begin{equation*}
6 1+1=2
7 \end{equation*}
8 \begin{equation}
9 1+1=2
10 \end{equation}
```

To write equations, the commands `\[` and `\begin{equation*}` can be used. For an enumerated equation you can use `\begin{equation}`:

$$1 + 1 = 2$$

$$1 + 1 = 2$$

$$1 + 1 = 2 \quad (1)$$

Math mode

L^AT_EX code:

Output:

```
1 To align several equations you
  ↳ can use the \verb|align*| or \
  ↳ verb|align| environments.
  ↳ These use the & sign to align
  ↳ and the \textbackslash\
  ↳ textbackslash sign to go to a
  ↳ new line :
2 \begin{align*}
3 x^2 + 100 &= 200 \\
4 x^2 &= 100 \\
5 x &= \sqrt{100} \\
6 &= 10
7 \end{align*}
```

To align several equations you can use the `align*` or `align` environments. These use the `&` sign to align and the `\\` sign to go to a new line:

$$\begin{aligned}x^2 + 100 &= 200 \\x^2 &= 100 \\x &= \sqrt{100} \\&= 10\end{aligned}$$

Math mode

L^AT_EX code:

Output:

```
1 Many mathematical operators
  ↳ work (and are properly spaced)
  ↳ as expected:
2 \[
3 f(x) = 5x + 2
4 \]
5 For superscripts you can use \
  ↳ verb|^| and for subscripts \
  ↳ verb |_|:
6 \[
7 f(x_1, x_2) = x_1^2 + 5x_2 - 1
8 \]
9 To group characters together you
  ↳ can use \{ and \}:
10 \[
11 f(x) = e^{2x+1}
12 \]
```

Many mathematical operators work
(and are properly spaced) as expected:

$$f(x) = 5x + 2$$

For superscripts you can use ^ and for
subscripts _:

$$f(x_1, x_2) = x_1^2 + 5x_2 - 1$$

To group characters together you can
use { and }:

$$f(x) = e^{2x+1}$$

Math mode

L^AT_EX code:

Output:

```
1 All mathematical operators can  
  ↳ be used. These require you to  
  ↳ know the commands. Some  
  ↳ editors have these commands in  
  ↳ the menu.  
2 \[  
3 \int_{-\infty}^{\infty} \prod_{j  
  ↳ =1}^m \left( \sum_{i=1}^n \  
  ↳ \frac{x\sqrt{i}}{\ln y_j} \right) \right  
  ↳ \, \mathrm{d}x  
4 \]
```

All mathematical operators can be used. These require you to know the commands. Some editors have these commands in the menu.

$$\int_{-\infty}^{\infty} \prod_{j=1}^m \left(\sum_{i=1}^n \frac{x\sqrt{i}}{\ln y_j} \right) dx$$

Math mode

L^AT_EX code:

```
1 Many Greek letters can be
  ↳ obtained with \verb|\ letter |
  ↳ for lower case letters or \
  ↳ verb|\ Letter | for upper case
  ↳ letters :
2 \[
3 \gamma, \Gamma, \theta, \
  ↳ \Theta, \lambda, \Lambda
4 \]
5 Note that some Greek letters ,
  ↳ such as omicron and capital
  ↳ beta, do not differ from
  ↳ roman letters and are not
  ↳ included .
```

Output:

Many Greek letters can be obtained with `\letter` for lower case letters or `\Letter` for upper case letters:

$$\gamma, \Gamma, \theta, \Theta, \lambda, \Lambda$$

Note that some Greek letters, such as omicron and capital beta, do not differ from roman letters and are not included.

Math mode

L^AT_EX code:

```
1 To obtain bold symbols the \
  ↳ verb|\boldsymbol| command can
  ↳ be used:
2 \[
3 \boldsymbol{A}\boldsymbol{x}
  ↳ = \boldsymbol{b}
4 \]
```

Output:

```
To obtain bold symbols the
\boldsymbol command can be
used:
Ax = b
```

Math mode

L^AT_EX code:

```
1 Matrices can be made by, among
  ↳others, the \verb|bmatrix|
  ↳environment, which works
  ↳somewhat similar to the \verb|
  ↳tabular| environment:
2 \[
3 \boldsymbol{A} =
4 \begin{bmatrix}
5 1 & 2 \\
6 3 & 4 \end{bmatrix}
7 \end{bmatrix}
8 \]
```

Output:

Matrices can be made by, among others, the `bmatrix` environment, which works somewhat similar to the `tabular` environment:

$$\mathbf{A} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$

Very useful equation editor:

<http://www.codecogs.com/latex/eqneditor.php>

Contact Details

Course website:

- ▶ <http://sachaepskamp.com/latex2015>

E-mail:

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