

More Math Into L^AT_EX
4th Edition

George Grätzer

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Foreword by
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 Springer

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To the **Volunteers**
without whose dedication over 15 years,
this book could not have been done

and to my four grandchildren
Danny (11),
Anna (8),
Emma (2),
and **Kate** (0)

Short Contents

Foreword	xxi
Preface to the Fourth Edition	xxv
Introduction	xxix
I Short Course	1
1 Your L ^A T _E X	3
2 Typing text	7
3 Typing math	17
4 Your first article and presentation	35
II Text and Math	59
5 Typing text	61
6 Text environments	117
7 Typing math	151
8 More math	187
9 Multiline math displays	207

III Document Structure	245
10 L ^A T _E X documents	247
11 The AMS article document class	271
12 Legacy document classes	303
IV Presentations and PDF Documents	315
13 PDF documents	317
14 Presentations	325
V Customization	361
15 Customizing L ^A T _E X	363
VI Long Documents	419
16 B _I B _T E _X	421
17 <i>MakeIndex</i>	449
18 Books in L ^A T _E X	465
A Installation	489
B Math symbol tables	501
C Text symbol tables	515
D Some background	521
E L^AT_EX and the Internet	537
F PostScript fonts	543
G L^AT_EX localized	547
H Final thoughts	551
Bibliography	557
Index	561

Contents

Foreword	xxi
Preface to the Fourth Edition	xxv
Acknowledgments	xxvii
Introduction	xxix
Is this book for you?	xxix
I Short Course	1
1 Your L^AT_EX	3
1.1 Your computer	3
1.2 Sample files	4
1.3 Editing cycle	4
1.4 Three productivity tools	5
2 Typing text	7
2.1 The keyboard	8
2.2 Your first note	9
2.3 Lines too wide	12
2.4 More text features	13
3 Typing math	17
3.1 A note with math	17
3.2 Errors in math	19
3.3 Building blocks of a formula	22
3.4 Displayed formulas	27
3.4.1 Equations	27

3.4.2	Aligned formulas	30
3.4.3	Cases	33
4	Your first article and presentation	35
4.1	The anatomy of an article	35
4.1.1	The typeset sample article	41
4.2	An article template	44
4.2.1	Editing the top matter	44
4.2.2	Sectioning	46
4.2.3	Invoking proclamations	46
4.2.4	Inserting references	47
4.3	On using \LaTeX	48
4.3.1	\LaTeX error messages	48
4.3.2	Logical and visual design	52
4.4	Converting an article to a presentation	53
4.4.1	Preliminary changes	53
4.4.2	Making the pages	55
4.4.3	Fine tuning	55
II	Text and Math	59
5	Typing text	61
5.1	The keyboard	62
5.1.1	Basic keys	62
5.1.2	Special keys	63
5.1.3	Prohibited keys	63
5.2	Words, sentences, and paragraphs	64
5.2.1	Spacing rules	64
5.2.2	Periods	66
5.3	Commanding \LaTeX	67
5.3.1	Commands and environments	68
5.3.2	Scope	71
5.3.3	Types of commands	73
5.4	Symbols not on the keyboard	74
5.4.1	Quotation marks	75
5.4.2	Dashes	75
5.4.3	Ties or nonbreakable spaces	76
5.4.4	Special characters	76
5.4.5	Ellipses	78
5.4.6	Ligatures	79
5.4.7	Accents and symbols in text	79
5.4.8	Logos and dates	80

5.4.9	Hyphenation	82
5.5	Comments and footnotes	85
5.5.1	Comments	85
5.5.2	Footnotes	87
5.6	Changing font characteristics	88
5.6.1	Basic font characteristics	88
5.6.2	Document font families	89
5.6.3	Shape commands	90
5.6.4	Italic corrections	91
5.6.5	Series	93
5.6.6	Size changes	93
5.6.7	Orthogonality	94
5.6.8	Obsolete two-letter commands	94
5.6.9	Low-level commands	95
5.7	Lines, paragraphs, and pages	95
5.7.1	Lines	96
5.7.2	Paragraphs	99
5.7.3	Pages	100
5.7.4	Multicolumn printing	101
5.8	Spaces	102
5.8.1	Horizontal spaces	102
5.8.2	Vertical spaces	104
5.8.3	Relative spaces	105
5.8.4	Expanding spaces	106
5.9	Boxes	107
5.9.1	Line boxes	107
5.9.2	Frame boxes	109
5.9.3	Paragraph boxes	110
5.9.4	Marginal comments	112
5.9.5	Solid boxes	113
5.9.6	Fine tuning boxes	115
6	Text environments	117
6.1	Some general rules for displayed text environments	118
6.2	List environments	118
6.2.1	Numbered lists	119
6.2.2	Bulleted lists	119
6.2.3	Captioned lists	120
6.2.4	A rule and combinations	120
6.3	Style and size environments	123
6.4	Proclamations (theorem-like structures)	124
6.4.1	The full syntax	128

6.4.2	Proclamations with style	129
6.5	Proof environments	131
6.6	Tabular environments	133
6.6.1	Table styles	140
6.7	Tabbing environments	141
6.8	Miscellaneous displayed text environments	143
7	Typing math	151
7.1	Math environments	152
7.2	Spacing rules	154
7.3	Equations	156
7.4	Basic constructs	157
7.4.1	Arithmetic operations	157
7.4.2	Binomial coefficients	159
7.4.3	Ellipses	160
7.4.4	Integrals	161
7.4.5	Roots	161
7.4.6	Text in math	162
7.4.7	Building a formula step-by-step	164
7.5	Delimiters	166
7.5.1	Stretching delimiters	167
7.5.2	Delimiters that do not stretch	168
7.5.3	Limitations of stretching	169
7.5.4	Delimiters as binary relations	170
7.6	Operators	170
7.6.1	Operator tables	171
7.6.2	Defining operators	173
7.6.3	Congruences	173
7.6.4	Large operators	174
7.6.5	Multiline subscripts and superscripts	176
7.7	Math accents	176
7.8	Stretchable horizontal lines	178
7.8.1	Horizontal braces	178
7.8.2	Overlines and underlines	179
7.8.3	Stretchable arrow math symbols	179
7.9	Formula Gallery	180
8	More math	187
8.1	Spacing of symbols	187
8.1.1	Classification	188
8.1.2	Three exceptions	188
8.1.3	Spacing commands	190
8.1.4	Examples	190

8.1.5	The phantom command	191
8.2	Building new symbols	192
8.2.1	Stacking symbols	192
8.2.2	Negating and side-setting symbols	194
8.2.3	Changing the type of a symbol	195
8.3	Math alphabets and symbols	195
8.3.1	Math alphabets	196
8.3.2	Math symbol alphabets	197
8.3.3	Bold math symbols	197
8.3.4	Size changes	199
8.3.5	Continued fractions	200
8.4	Vertical spacing	200
8.5	Tagging and grouping	201
8.6	Miscellaneous	204
8.6.1	Generalized fractions	204
8.6.2	Boxed formulas	205
9	Multiline math displays	207
9.1	Visual Guide	207
9.1.1	Columns	209
9.1.2	Subsidiary math environments	209
9.1.3	Adjusted columns	210
9.1.4	Aligned columns	210
9.1.5	Touring the Visual Guide	210
9.2	Gathering formulas	211
9.3	Splitting long formulas	212
9.4	Some general rules	215
9.4.1	General rules	215
9.4.2	Subformula rules	215
9.4.3	Breaking and aligning formulas	217
9.4.4	Numbering groups of formulas	218
9.5	Aligned columns	219
9.5.1	An align variant	221
9.5.2	eqnarray, the ancestor of align	222
9.5.3	The subformula rule revisited	223
9.5.4	The alignat environment	224
9.5.5	Inserting text	226
9.6	Aligned subsidiary math environments	227
9.6.1	Subsidiary variants	227
9.6.2	Split	230
9.7	Adjusted columns	231
9.7.1	Matrices	232

9.7.2	Arrays	236
9.7.3	Cases	239
9.8	Commutative diagrams	240
9.9	Adjusting the display	242

III Document Structure 245

10 L^AT_EX documents 247

10.1	The structure of a document	248
10.2	The preamble	249
10.3	Top matter	251
10.3.1	Abstract	251
10.4	Main matter	251
10.4.1	Sectioning	252
10.4.2	Cross-referencing	255
10.4.3	Floating tables and illustrations	258
10.5	Back matter	261
10.5.1	Bibliographies in articles	261
10.5.2	Simple indexes	267
10.6	Visual design	268

11 The AMS article document class 271

11.1	Why <code>amsart</code> ?	271
11.1.1	Submitting an article to the AMS	271
11.1.2	Submitting an article to Algebra Universalis	272
11.1.3	Submitting to other journals	272
11.1.4	Submitting to conference proceedings	273
11.2	The top matter	273
11.2.1	Article information	273
11.2.2	Author information	275
11.2.3	AMS information	279
11.2.4	Multiple authors	281
11.2.5	Examples	282
11.2.6	Abstract	285
11.3	The sample article	285
11.4	Article templates	294
11.5	Options	297
11.6	The AMS packages	300

12 Legacy document classes	303
12.1 Articles and reports	303
12.1.1 Top matter	304
12.1.2 Options	306
12.2 Letters	308
12.3 The L ^A T _E X distribution	310
12.3.1 Tools	312
IV Presentations and PDF Documents	315
13 PDF documents	317
13.1 PostScript and PDF	317
13.1.1 PostScript	317
13.1.2 PDF	318
13.1.3 Hyperlinks	319
13.2 Hyperlinks for L ^A T _E X	319
13.2.1 Using hyperref	320
13.2.2 backref and colorlinks	320
13.2.3 Bookmarks	321
13.2.4 Additional commands	322
14 Presentations	325
14.1 Quick and dirty beamer	326
14.1.1 First changes	326
14.1.2 Changes in the body	327
14.1.3 Making things prettier	328
14.1.4 Adjusting the navigation	328
14.2 Baby beamers	333
14.2.1 Overlays	333
14.2.2 Understanding overlays	335
14.2.3 More on the \only and \onslide commands	337
14.2.4 Lists as overlays	339
14.2.5 Out of sequence overlays	341
14.2.6 Blocks and overlays	343
14.2.7 Links	343
14.2.8 Columns	347
14.2.9 Coloring	348
14.3 The structure of a presentation	350
14.3.1 Longer presentations	354
14.3.2 Navigation symbols	354
14.4 Notes	355
14.5 Themes	356

14.6 Planning your presentation	358
14.7 What did I leave out?	358

V Customization 361

15 Customizing L^AT_EX 363

15.1 User-defined commands	364
15.1.1 Examples and rules	364
15.1.2 Arguments	370
15.1.3 Short arguments	373
15.1.4 Optional arguments	374
15.1.5 Redefining commands	374
15.1.6 Redefining names	375
15.1.7 Showing the definitions of commands	376
15.1.8 Delimited commands	378
15.2 User-defined environments	380
15.2.1 Modifying existing environments	380
15.2.2 Arguments	383
15.2.3 Optional arguments with default values	384
15.2.4 Short contents	385
15.2.5 Brand-new environments	385
15.3 A custom command file	386
15.4 The sample article with user-defined commands	392
15.5 Numbering and measuring	398
15.5.1 Counters	399
15.5.2 Length commands	403
15.6 Custom lists	406
15.6.1 Length commands for the list environment	407
15.6.2 The list environment	409
15.6.3 Two complete examples	411
15.6.4 The trivlist environment	414
15.7 The dangers of customization	415

VI Long Documents 419

16 B^IB_T_EX 421

16.1 The database	423
16.1.1 Entry types	423
16.1.2 Typing fields	426
16.1.3 Articles	428
16.1.4 Books	429

16.1.5	Conference proceedings and collections	430
16.1.6	Theses	433
16.1.7	Technical reports	434
16.1.8	Manuscripts and other entry types	435
16.1.9	Abbreviations	436
16.2	Using <code>BIBTEX</code>	437
16.2.1	Sample files	437
16.2.2	Setup	439
16.2.3	Four steps of <code>BIBTEXing</code>	440
16.2.4	<code>BIBTEX</code> rules and messages	443
16.2.5	Submitting an article	446
16.3	Concluding comments	446
17	<i>MakeIndex</i>	449
17.1	Preparing the document	449
17.2	Index commands	453
17.3	Processing the index entries	459
17.4	Rules	462
17.5	Multiple indexes	463
17.6	Glossary	464
17.7	Concluding comments	464
18	Books in <code>L^AT_EX</code>	465
18.1	Book document classes	466
18.1.1	Sectioning	466
18.1.2	Division of the body	467
18.1.3	Document class options	468
18.1.4	Title pages	469
18.1.5	Springer's document class for monographs	469
18.2	Tables of contents, lists of tables and figures	473
18.2.1	Tables of contents	473
18.2.2	Lists of tables and figures	475
18.2.3	Exercises	476
18.3	Organizing the files for a book	476
18.3.1	The folders and the master document	477
18.3.2	Inclusion and selective inclusion	478
18.3.3	Organizing your files	479
18.4	Logical design	479
18.5	Final preparations for the publisher	482
18.6	If you create the PDF file for your book	484

A	Installation	489
A.1	\LaTeX on a PC	490
A.1.1	Installing MiKTeX	490
A.1.2	Installing WinEdt	490
A.1.3	The editing cycle	491
A.1.4	Making a mistake	491
A.1.5	Three productivity tools	494
A.1.6	An important folder	494
A.2	\LaTeX on a Mac	495
A.2.1	Installations	495
A.2.2	Working with TeXShop	496
A.2.3	The editing cycle	498
A.2.4	Making a mistake	498
A.2.5	Three productivity tools	498
A.2.6	An important folder	499
B	Math symbol tables	501
B.1	Hebrew and Greek letters	501
B.2	Binary relations	503
B.3	Binary operations	506
B.4	Arrows	507
B.5	Miscellaneous symbols	508
B.6	Delimiters	509
B.7	Operators	510
B.7.1	Large operators	511
B.8	Math accents and fonts	512
B.9	Math spacing commands	513
C	Text symbol tables	515
C.1	Some European characters	515
C.2	Text accents	516
C.3	Text font commands	516
C.3.1	Text font family commands	516
C.3.2	Text font size changes	517
C.4	Additional text symbols	518
C.5	Additional text symbols with T1 encoding	519
C.6	Text spacing commands	520
D	Some background	521
D.1	A short history	521
D.1.1	\TeX	521
D.1.2	\LaTeX 2.09 and $\mathcal{A}\mathcal{M}\mathcal{S}\text{-}\TeX$	522
D.1.3	\LaTeX 3	523

D.1.4	More recent developments	524
D.2	Structure	525
D.2.1	Using L ^A T _E X	525
D.2.2	AMS packages revisited	528
D.3	How L ^A T _E X works	528
D.3.1	The layers	528
D.3.2	Typesetting	529
D.3.3	Viewing and printing	530
D.3.4	L ^A T _E X's files	531
D.4	Interactive L ^A T _E X	534
D.5	Separating form and content	535
E	L^AT_EX and the Internet	537
E.1	Obtaining files from the Internet	537
E.2	The T _E X Users Group	541
E.3	Some useful sources of L ^A T _E X information	542
F	PostScript fonts	543
F.1	The Times font and MathTime	544
F.2	Lucida Bright fonts	546
F.3	More PostScript fonts	546
G	L^AT_EX localized	547
H	Final thoughts	551
H.1	What was left out?	551
H.1.1	L ^A T _E X omissions	551
H.1.2	T _E X omissions	552
H.2	Further reading	553
H.3	What's coming	554
	Bibliography	557
	Index	561

Foreword

It was the autumn of 1989—a few weeks before the Berlin wall came down, President George H. W. Bush was president, and the American Mathematical Society decided to outsource T_EX programming to Frank Mittelbach and me.

Why did the AMS outsource T_EX programming to us? This was, after all, a decade before the words “outsourcing” and “off-shore” entered the lexicon. There were many American T_EX experts. Why turn elsewhere?

For a number of years, the AMS tried to port the mathematical typesetting features of $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX to L_AT_EX, but they made little progress with the AMSFonts. Frank and I had just published the New Font Selection Scheme for L_AT_EX, which went a long way to satisfy what they wanted to accomplish. So it was logical that the AMS turned to us to add AMSFonts to L_AT_EX. Being young and enthusiastic, we convinced the AMS that the $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX commands should be changed to conform to the L_AT_EX standards. Michael Downes was assigned as our AMS contact; his insight was a tremendous help.

We already had L_AT_EX-NFSS, which could be run in two modes: compatible with the old L_AT_EX or enabled with the new font features. We added the reworked $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX code to L_AT_EX-NFSS, thus giving birth to $\mathcal{A}\mathcal{M}\mathcal{S}$ -L_AT_EX, released by the AMS at the August 1990 meeting of the International Mathematical Union in Kyoto.

$\mathcal{A}\mathcal{M}\mathcal{S}$ -L_AT_EX was another variant of L_AT_EX. Many installations had several L_AT_EX variants to satisfy the needs of their users: with old and new font changing commands, with and without $\mathcal{A}\mathcal{M}\mathcal{S}$ -L_AT_EX, a single and a multi-language version. We decided to develop a Standard L_AT_EX that would reconcile all the variants. Out of a group of interested people grew what was later called the *L_AT_EX3 team*—and the L_AT_EX3 project got underway. The team’s first major accomplishment was the release of L_AT_EX 2_ε in June 1994. This standard L_AT_EX incorporates all the improvements we wanted back in 1989. It is now very stable and it is uniformly used.

Under the direction of Michael Downes, our $\mathcal{A}\mathcal{M}\mathcal{S}$ -L_AT_EX code was turned into AMS packages that run under L_AT_EX just like other packages. Of course, the L_AT_EX3

team recognizes that these are special; we call them “required packages” because they are part and parcel of a mathematician’s standard toolbox.

Since then a lot has been achieved to make an author’s task easier. A tremendous number of additional packages are available today. The *L^AT_EX Companion*, 2nd edition, describes many of my favorite packages.

George Grätzer got involved with these developments in 1990, when he got his copy of $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX in Kyoto. The documentation he received explained that $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX is a L^AT_EX variant—read Lamport’s L^AT_EX book to get the proper background. $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX is not $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX either—read Spivak’s $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX book to get the proper background. The rest of the document explained in what way $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX differs from L^AT_EX and $\mathcal{A}\mathcal{M}\mathcal{S}$ -T_EX. Talk about a steep learning curve . . .

Luckily, George’s frustration working through this nightmare was eased by a lengthy e-mail correspondence with Frank and lots of telephone calls to Michael. Three years of labor turned into his first book on L^AT_EX, providing a “simple introduction to $\mathcal{A}\mathcal{M}\mathcal{S}$ -L^AT_EX”.

This fourth edition is more mature, but preserves what made his first book such a success. Just as in the first book, Part I is a short introduction for the beginner, dramatically reducing the steep learning curve of a few weeks to a few hours. The rest of the book is a detailed presentation of what you may need to know. George “teaches by example”. You find in this book many illustrations of even the simplest concepts. For articles, he presents the L^AT_EX source file and the typeset result side-by-side. For formulas, he discusses the building blocks with examples, presents a *Formula Gallery*, and a *Visual Guide* to multiline formulas.

Going forth and creating “masterpieces of the typesetting art”—as Donald Knuth put it at the end of the *T_EXbook*—requires a fair bit of initiation. This is the book for the L^AT_EX beginner as well as for the advanced user. You just start at a different point.

The topics covered include everything you need for mathematical publishing.

- Starting from scratch, by installing and running L^AT_EX on your own computer
- Instructions on creating articles, from the simple to the complex
- Converting an article to a presentation
- Customize L^AT_EX to your own needs
- The secrets of writing a book
- Where to turn to get more information or to download updates

The many examples are complemented by a number of easily recognizable features:

Rules which you must follow

Tips on how to achieve some specific results

Experiments to show what happens when you make mistakes—sometimes, it can be difficult to understand what went wrong when all you see is an obscure L^AT_EX error message

This book teaches you how to convert your mathematical masterpieces into typographical ones, giving you a lot of useful advice on the way. How to avoid the traps for the unwary and how to make your editor happy. And hopefully, you'll experience the fascination of doing it right. Using good typography to better express your ideas.

If you want to learn \LaTeX , buy this book and start with the *Short Course*. If you can have only one book on \LaTeX next to your computer, this is the one to have. And if you want to learn about the world of \LaTeX packages, also buy a second book, the *\LaTeX Companion*, 2nd edition.

A handwritten signature in black ink that reads "Rainer Schöpf". The script is fluid and cursive, with the first letters of "Rainer" and "Schöpf" being capitalized and prominent.

Rainer Schöpf
 \LaTeX 3 team

Preface to the Fourth Edition

This is my fourth full-sized book on \LaTeX .

The first book, *Math into $T_{\text{E}}X$: A Simple Introduction to $\mathcal{A}\mathcal{M}\mathcal{S}$ - \LaTeX* [19], written in 1991 and 1992, introduced the brand new $\mathcal{A}\mathcal{M}\mathcal{S}$ - \LaTeX , a \LaTeX variant not compatible with the \LaTeX of the time, \LaTeX 2.09. It brought together the features of \LaTeX and the math typesetting abilities of $\mathcal{A}\mathcal{M}\mathcal{S}$ - $T_{\text{E}}X$, the AMS typesetting language.

The second book, *Math into \LaTeX : An Introduction to \LaTeX and $\mathcal{A}\mathcal{M}\mathcal{S}$ - \LaTeX* [27], written in 1995, describes the new \LaTeX introduced by the \LaTeX 3 team and the AMS typesetting features implemented as extensions of \LaTeX , called packages.

The third book, *Math into \LaTeX* , 3rd edition [30], published in 2000, reports on the same system. By 2000, both the “new” \LaTeX and the AMS packages were quite mature. The feverish debugging of the new \LaTeX every six months bore fruit. \LaTeX became very stable. It has changed little since 2000. Version 2.0 of the AMS packages was released and it also became very stable. The third book reports on a rock solid typesetting system.

What also changed between 1995 and 2000 is the widespread use of the Internet. Several chapters of the third book deal with the impact of the Internet on mathematical publications.

Now, seven years later, we can still report that \LaTeX —no longer new—and the AMS packages have changed very little. However, the impact of the Internet became even more important. Computers also changed. They are now much more powerful. When I started typesetting math with \LaTeX , it took two and a half minutes to typeset a page. This book takes 1.8 seconds to typeset on my computer, a Mac desktop from 2006. As a result, we do not have to be very selective in what we load into memory; we can load everything we may possibly need.

Circumincission

So this is the first big change compared to the previous books. In this book, we roll \TeX , \LaTeX , and the AMS packages into one, and we call it simply \LaTeX . This results in a great simplification in the exposition and makes the learning curve a little less steep.

I am sure with some advanced users this will prove to be a controversial decision. They want to know where a command is defined. For the beginner and the non-expert user this does not make any difference. What matters is that the command they need be available when they need it.

From the beginner's point of view, this approach is very beneficial. Take as an example the `\text` command. In all three of my books, we first introduce the \LaTeX command `\mbox` for typing text in math formulas. After half a page of discussion comes the sentence: "It is better to enter text in formulas with the `\text` command provided by the `amsmath` package." Then another half page discusses the command `\text`. In this book, we ignore `\mbox` and go right-away to `\text`. You do not have to do anything to access the command, the `amsmath` package is always loaded for you.

And what to do if you want to find out where a command is defined. Now for both the PC and the Mac, you can easily search for contents of files. Do you want to know where a command is defined? Search for it and it is easy to find the file in which it is introduced.

Presentations

The second big change is the widespread acceptance of the Adobe PDF format. As a result, the majority of the lectures today at math meetings are given as *presentations*, PDF files projected to screens using computers. Blackboards and whiteboards have largely disappeared and computer projections are overtaking projectors. So this book takes up presentations as a major topic, introducing it in Part I and discussing it in detail in Chapter 14.

Installations

In the third book, I report a recurring question that comes up from my readers again and again:

Can you help me get started from scratch, covering everything from installing a working \LaTeX system to the rudiments of text editing?

And here is the third big change that has happened in the last few years. While earlier there were dozens of different \LaTeX implementations and hundreds of text editors, today most PC users use MiKTeX with the text editor/front end `WinEdt` and most Mac users use \TeX Live with the text editor/front end `TeXShop`. So if you want help to

install L^AT_EX, it is easy for me to help you. Appendix A provides instructions on how to install these systems.

Acknowledgments

This book is based, of course, on the three previous books. I would like to thank the many people who read and reread those earlier manuscripts.

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The volunteers for the second book alone, there were 29—listed there. The volunteer readers made tremendous contributions and offered hundreds of pages of corrections. No expert can substitute for the diverse points of view I got from them.

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The fourth edition was edited by Barbara Beeton, Edwin Beschler, and Clay Martin with Ann Kostant as the Springer editor. The roles of Edwin and Ann have changed, but not the importance of their contributions. The index was compiled with painstaking precision by Laura Kirkland. Barbara Beeton also provided a number of intriguing illustrations of quaint commands. My indebtedness to her cannot be overstated.

George Grätzer

Introduction

Is this book for you?

This book is for the mathematician, physicist, engineer, scientist, linguist, or technical typist who has to learn how to typeset articles containing mathematical formulas or diacritical marks. It teaches you how to use \LaTeX , a typesetting markup language based on Donald E. Knuth's typesetting language \TeX , designed and implemented by Leslie Lamport, and greatly improved by the AMS.

Part I provides a quick introduction to \LaTeX , from typing examples of text and math to typing your first article (such as the sample article on pages 42–43) and creating your first presentation (such as the sample presentation on pages 57–58) in a very short time. The rest of the book provides a detailed exposition of \LaTeX .

\LaTeX has a huge collection of rules and commands. While the basics in Part I should serve you well in all your writings, most articles and presentations also require you to look up special topics. Learn Part I well and become passingly familiar enough with the rest of the book, so when the need arises you know where to turn with your problems.

You can find specific topics in one or more of the following sources: the Short Contents, the detailed Contents, and the Index.

What is document markup?

When you work with a word processor, you see your document on the computer monitor more or less as it looks when printed, with its various fonts, font sizes, font shapes (e.g., roman, italic) and weights (e.g., normal, boldface), interline spacing, indentation, and so on.

Working with a *markup language* is different. You type the *source file* of your article in a *text editor*, in which all characters appear in the same font. To indicate changes in the typeset text, you must add *text markup commands* to the source file.

For instance, to emphasize the phrase `detailed description` in a \LaTeX source file, type

```
\emph{detailed description}
```

The `\emph` command is a markup command. The marked-up text yields the typeset output

```
┌
  detailed description
└
```

In order to typeset math, you need *math markup commands*. As a simple example, you may need the formula $\int \sqrt{\alpha^2 + x^2} dx$ in an article you are writing. To mark up this formula in \LaTeX , type

```
$\int \sqrt{\alpha^2 + x^2} \, dx$
```

You do not have to worry about determining the size of the integral symbol or how to construct the square root symbol that covers $\alpha^2 + x^2$. \LaTeX does it all for you.

On pages 290–293, I juxtapose the source file for a sample article with the typeset version. The markup in the source file may appear somewhat challenging at first, but I think you agree that the typeset article is a pleasing rendering of the original input.

The three layers

The markup language we shall discuss comes in three layers: \TeX , \LaTeX , and the AMS packages, described in detail in Appendix D. Most \LaTeX installations—including the two covered in Appendix A—automatically place all three on your computer. You do not have to know what comes from which layer, so we consider the three together and call it \LaTeX .

The three platforms

Most of you run \LaTeX on one of the following three computer types:

- A PC, a computer running Microsoft Windows
- A Mac¹, a Macintosh computer running OS X
- A computer running a UNIX variant such as Solaris or Linux

The \LaTeX source file and the typeset version both look the same independent of what computer you have. However, the way you type your source file, the way you typeset it, and the way you look at the typeset version depends on the computer and on the \LaTeX implementation you use. In Appendix A, we show you how to install \LaTeX for a PC and a Mac. Many UNIX systems come with \LaTeX installed.

¹In the old days, I used to run `TEXTURES` under OS 9. Unfortunately, `TEXTURES` does not run on new Intel Macs.

What's in the book?

Part I is the *Short Course*; it helps you to get started quickly with L^AT_EX, to type your first articles, to prepare your first presentations, and it prepares you to tackle L^AT_EX in more depth in the subsequent parts. We assume here that L^AT_EX is installed on your computer. If it is not, jump to Appendix A.

Chapter 1 introduces the *terminology* we need to talk about your L^AT_EX implementations. **Chapter 2** introduces how L^AT_EX uses the *keyboard* and how to *type text*. You do not need to learn much to understand the basics. Text markup is quite easy. You learn math markup—which is not so straightforward—in **Chapter 3**. Several sections in this chapter ease you into *mathematical typesetting*. There is a section on the basic building blocks of math formulas. Another one discusses equations. Finally, we present the two simplest multiline formulas, which, however, cover most of your everyday needs.

In **Chapter 4**, you start writing your *first article* and prepare your *first presentation*. A L^AT_EX article is introduced with the sample article `intrart.tex`. We analyze in detail its structure and its source file, and we look at the typeset version. Based on this, we prepare an article template, and you are ready for your first article. A quick conversion of the article `intrart.tex` to a presentation introduces this important topic.

Part II introduces the two most basic skills for writing with L^AT_EX in depth, *typing text* and *typing math*.

Chapters 5 and 6 introduce *text* and *displayed text*. Chapter 5 is especially important because, when you type a L^AT_EX document, most of your time is spent typing text. The topics covered include special characters and accents, hyphenation, fonts, and spacing. Chapter 6 covers displayed text, including *lists* and *tables*, and for the mathematician, *proclamations* (theorem-like structures) and *proofs*.

Typing math is the heart of any mathematical typesetting system. **Chapter 7** discusses inline formulas in detail, including basic constructs, delimiters, operators, math accents, and horizontally stretchable lines. The chapter concludes with the *Formula Gallery*.

Math symbols are covered in three sections in **Chapter 8**. How to space them, how to build new ones. We also look at the closely related subjects of math alphabets and fonts. Then we discuss tagging and grouping equations.

L^AT_EX knows a lot about typesetting an inline formula, but not much about how to display a multiline formula. **Chapter 9** presents the numerous tools L^AT_EX offers to help you do that. We start with a *Visual Guide* to help you get oriented.

Part III discusses the parts of a L^AT_EX document. In **Chapter 10**, you learn about the *structure* of a L^AT_EX document. The most important topics are *sectioning* and *cross-referencing*. In **Chapter 11**, we discuss the `amsart` *document class* for articles. In particular, I present the title page information. Chapter 11 also features `sampart.tex`, a sample article for `amsart`, first in typeset form, then in mixed form, juxtaposing the source file and the typeset article. You can learn a lot about L^AT_EX just by reading the source file one paragraph at a time and seeing how that paragraph is typeset. We con-

clude this chapter with a brief description of the AMS distribution, the packages and document classes, of which `amsart` is a part.

In **Chapter 12** the most commonly used *legacy document classes* are presented, `article`, `report`, and `letter` (the book class is discussed in Chapter 18), along with a description of the standard L^AT_EX distribution. Although `article` is not as sophisticated as `amsart`, it is commonly used for articles not meant for publication.

In **Part IV**, we start with **Chapter 13**, discussing PDF files, *hyperlinks*, and the `hyperref` package. This prepares you for *presentations*, which are PDF files with hyperlinks. In **Chapter 14** we utilize the *beamer package* for making L^AT_EX presentations.

Part V (Chapter 15) introduces techniques to *customize L^AT_EX*: user-defined commands, user-defined environments, and command files. We present a sample command file, `newlattice.sty`, and a version of the sample article utilizing this command file. You learn how parameters that affect L^AT_EX's behavior are stored in counters and length commands, how to change them, and how to design your own custom lists. A final section discusses the pitfalls of customization.

In **Part VI (Chapters 16 and 17)**, we discuss the special needs of longer documents. Two applications, contained in the standard L^AT_EX distribution, `BIBTEX` and `MakeIndex`, make compiling *large bibliographies* and *indexes* much easier.

L^AT_EX provides the `book` and the `amsbook` document classes to serve as foundations for well-designed books. We discuss these in **Chapter 18**. Better quality books have to use document classes designed by professionals. We provide some sample pages from a book using Springer's `svmono.cls` document class.

Detailed instructions are given in **Appendix A** on how to install L^AT_EX on a PC and a Mac. On a PC we install WinEdt and MiKTeX. On a Mac, we install MacTeX, which consists of T_EX Live and TeXShop. For both installations, we describe the editing cycle and three productivity tools in sufficient detail so that you be able to handle the tasks on the sample files of the *Short Course*.

You will probably find yourself referring to **Appendices B and C** time and again. They contain the *math and text symbol tables*.

Appendix D relates some historical background material on L^AT_EX. It gives you some insight into how L^AT_EX developed and how it works. **Appendix E** discusses the many ways we can find L^AT_EX material on the *Internet*.

Appendix F is a brief introduction to the use of *PostScript fonts* in a L^AT_EX document. **Appendix G** briefly describes the use of L^AT_EX for languages other than American English.

Finally, **Appendix H** discusses what we left out and points you towards some areas for further reading.

Mission statement

This book is a guide for typesetting mathematical documents within the constraints imposed by \LaTeX , an elaborate system with hundreds of rules. \LaTeX allows you to perform almost any mathematical typesetting task through the appropriate application of its rules. You can customize \LaTeX by introducing user-defined commands and environments and by changing \LaTeX parameters. You can also extend \LaTeX by invoking packages that accomplish special tasks.

It is *not my goal*

- to survey the hundreds of \LaTeX packages you can utilize to enhance \LaTeX
- to teach how to write \TeX code and to create your own packages
- to discuss how to design beautiful documents by writing document classes

The definitive book on the first topic is Frank Mittelbach and Michel Goossens's *The \LaTeX Companion*, 2nd edition [46] (with Johannes Braams, David Carlisle, and Chris Rowley). The second and third topics still await authoritative treatment.

Conventions

To make this book easy to read, I use some simple conventions:

- Explanatory text is set in this typeface: Times.
- Computer Modern typewriter is used to show what you should type, as well as messages from LaTeX. All the characters in this typeface have the same width, making it easy to recognize.
- I also use Computer Modern typewriter to indicate
 - Commands (`\parbox`)
 - Environments (`\align`)
 - Documents (`intrart.tex`)
 - Document classes (`amsart`)
 - Document class options (`draft`)
 - Folders or directories (`work`)
 - The names of *packages*, which are extensions of \LaTeX (`verbatim`)
- When I show you how something looks when typeset, I use Computer Modern, \TeX 's standard typeface:

I think you find this typeface sufficiently different from the other typefaces I have used. The strokes are much lighter so that you should not have much difficulty recognizing typeset L^AT_EX material. When the typeset material is a separate paragraph or paragraphs, corner brackets in the margin set it off from the rest of the text—unless it is a displayed formula.

- For explanations in the text, such as

Compare `iff` with `iff`, typed as `iff` and `if{f}`, respectively.

the same typefaces are used. Because they are not set off spatially, it may be a little more difficult to see that `iff` is set in Computer Modern roman (in Times, it looks like this: `iff`), whereas `iff` is set in the Computer Modern typewriter typeface.

- I usually introduce commands with examples, such as

`\\[22pt]`

However, it is sometimes necessary to define the syntax of a command more formally. For instance,

`\\[length]`

where *length*, typeset in Computer Modern typewriter italic font, represents the value you have to supply.

Good luck and have fun.

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PART I

Short Course

Your L^AT_EX

Are you sitting in front of your computer, your L^AT_EX implementation up and running? In this chapter we get you ready to tackle this *Short Course*. When you are done with Part I, you will be ready to start writing your articles in L^AT_EX.

If you do not have a L^AT_EX implementation up and running, go to Appendix A. There you find precise and detailed instructions how to set up L^AT_EX on a PC or a Mac. There is enough in the appendix for you to be able to handle the tasks in this *Short Course*. You will be pleasantly surprised at how little time it takes to set L^AT_EX up. If you use some variant of UNIX, turn to a UNIX guru who can help you set up L^AT_EX on your computer and guide you through the basics. If all else fails, read the documentation for your UNIX system.

1.1 Your computer

We assume very little, only that you are familiar with your keyboard and with the operating system on your computer. You should know standard PC and Mac menus, pull down menus, buttons, tabs, the menu items, such as Edit>Paste, the menu item Paste on the menu Edit. You should understand folders (we use this terminology regardless of the platform, with apologies to our UNIX readers), and you need to know how to save a file and copy a file from one folder to another.

On a PC, `work\test` refers to the subfolder `test` of the folder `work`. On a Mac, `work/test` designates this subfolder. To avoid having to write every subfolder twice, we use `work/test`, with apologies to our PC readers.

1.2 Sample files

We work with a few sample documents in this *Short Course*. You can type the sample documents as presented in the text, or you can download them from the Internet (see Section E.1). The `samples` folder also contains a copy of `SymbolTables.pdf`, a PDF version of Appendices B and C, the symbol tables.

I suggest you create a folder on your computer named `samples`, to store the downloaded sample files, and another folder called `work`, where you will keep your working files. Copy the documents from the `samples` to the `work` folder as needed. *In this book, the `samples` and `work` folders refer to the folders you have created.*

If you Save As . . . a sample file under a different name, remember the naming rule.

Rule ■ Naming of source files

The name of a L^AT_EX source file should be *one word* (no spaces, no special characters), and end with `.tex`.

So first `art.tex` is bad, but `art1.tex` and `FirstArt.tex` are good.

1.3 Editing cycle

Watch a friend type a mathematical article in L^AT_EX and you learn some basic steps.

1. A text editor is used to create a L^AT_EX source file. A source file might look like the top window in Figure 1.1:

```
\documentclass{amsart}
\begin{document}
The hypotenuse:  $\sqrt{a^2 + b^2}$ $. I can type math!
\end{document}
```

Note that the source file is different from a typical word processor file. All characters are displayed in the same font and size.

2. Your friend “typesets” the source file (tells the application to produce a typeset version) and views the result on the monitor (the two corners indicate material typeset by L^AT_EX):

```
┌
└ The hypotenuse:  $\sqrt{a^2 + b^2}$ . I can type math!
```

as in the middle window in Figure 1.1.

3. *The editing cycle continues.* Your friend goes back and forth between the source file and the typeset version, making changes and observing the results of these changes.
4. *The file is printed.* Once the typeset version is satisfactory, it is printed, creating a paper version of the typeset article. Alternatively, your friend creates a PDF file of the typeset version (see Chapter 13.1.2).

If L^AT_EX finds a mistake when typesetting the source file, it opens a new window, the *log window*, illustrated as the bottom window in Figure 1.1, and displays an error message. The same message is saved into a file, called the *log file*. Look at the figures in Appendix A, depicting a variety of editing windows, windows for the typeset article, and log windows for the two L^AT_EX implementations discussed there.

Various L^AT_EX implementations have different names for the source file, the text editor, the typeset file, the typeset window, the log window, and the log file. Become familiar with these names for the L^AT_EX implementation you use, so you can follow along with our discussions. In Appendix A, we bring you up to speed for the L^AT_EX implementations discussed therein.

1.4 Three productivity tools

Most L^AT_EX implementations have these important productivity tools:

Synchronization To move quickly between the source file and the typeset file, most L^AT_EX implementations offer *synchronization*, the ability to jump from the typeset

The figure shows three vertically stacked windows. The top window contains LaTeX source code. The middle window shows the rendered output of that code. The bottom window shows the contents of a log file.

```

\documentclass{amsart}
\begin{document}
The hypotenuse:  $\sqrt{a^2 + b^2}$ . I can type math!
\end{document}

```

The hypotenuse: $\sqrt{a^2 + b^2}$. I can type math!

```

1/bluesky/cm/cmml10.pfb</usr/local/texlive/2007/texmf-dist/
fonts/typel/bluesky/cm/cmrl10.pfb></usr/local/texlive/
2007/texmf-dist/fonts/typel/bluesky/cm/cmrl7.pfb>
</usr/local/texlive/2007/texmf-
dist/fonts/typel/bluesky/cm/cmsy10.pfb>
Output written on firsttest.pdf (1 page, 13858 bytes).
Transcript written on firsttest.log.

```

Figure 1.1: Windows for the source and typeset files and the log window.

file to the corresponding place in the source file and from the source file to the corresponding place in the typeset file.

Block comment Block comments are very useful:

1. When looking for a L^AT_EX error, you may want L^AT_EX to ignore a block of text in the source file (see page 51).
2. Often you may want to make comments about your project but not have them printed or you may want to keep text on hand while you try a different option. To accomplish this, insert a comment character, %, at the start of each line where the text appears. These lines are ignored when the L^AT_EX file is processed.

Select a number of lines in a source document, then by choosing a menu option all the lines (the whole block) are commented out (a % sign is placed at the beginning of each line). This is *block comment*. The reverse is *block uncomment*.

Jump to a line This is specified by the line number in the source file. To find an error, L^AT_EX suggests that you jump to a line.

Find out how your L^AT_EX implements these features. In Appendix A, we discuss how these features are implemented for the L^AT_EX we install.

Pay careful attention how your L^AT_EX implementation works. This enables you to rapidly perform the editing cycle and utilize the productivity tools when necessary.

Typing text

In this chapter, I introduce you to typesetting text by working through examples. More details are provided throughout the book, in particular, in Chapters 5 and 6.

A source file is made up of *text*, *math (formulas)*, and *instructions (commands)* to \LaTeX . For instance, consider the following variant of the first sentence of this paragraph:

```
A source file is made up of text, math (e.g.,  
$\sqrt{5}$), and \emph{instructions to} \LaTeX.
```

This typesets as

┌
A source file is made up of text, math (e.g., $\sqrt{5}$), and *instructions to* \LaTeX .
└

In this sentence, the first part

```
A source file is made up of text, math (e.g.,
```

is text. Then

```
$\sqrt{5}$
```

is math

), and

is text again. Finally,

```
\emph{instructions to} \LaTeX.
```

are instructions. The instruction `\emph` is a *command with an argument*, while the instruction `\LaTeX` is a *command without an argument*.

Commands, as a rule, start with a backslash (`\`) and tell \LaTeX to do something special. In this case, the command `\emph` emphasizes its *argument* (the text between the braces). Another kind of instruction to \LaTeX is called an *environment*. For instance, the commands

```
\begin{flushright}
```

and

```
\end{flushright}
```

enclose a `flushright` environment; the *content*, that is, the text that is typed between these two commands, is right justified (lined up against the right margin) when typeset. (The `flushleft` environment creates left justified text; the `center` environment creates text that is centered horizontally on the page.)

In practice, text, math, and instructions (commands) are mixed. For example,

```
My first integral: $\int \zeta^2(x) \, dx$.
```

is a mixture of all three; it typesets as

```
┌
└ My first integral:  $\int \zeta^2(x) dx$ .
```

Creating a document in \LaTeX requires that we type the text and math in the source file. So we start with the keyboard, proceed to type a short note, and learn some simple rules for typing text in \LaTeX .

2.1 The keyboard

The following keys are used to type text in a source file:

```
a-z  A-Z  0-9
+ = * / ( ) [ ]
```

You may also use the following punctuation marks:

, ; . ? ! : ‘ ’ -

and the space bar, the Tab key, and the Return (or Enter) key.

Since \TeX source files are “pure text” (ASCII files), they are very portable. There is one possible problem limiting this portability, the line endings used in the source file. When you press the Return key, your text editor writes an invisible code into your source file that indicates where the line ends. Since this code may be different on different platforms (PC, Mac, and UNIX), you may have problems reading a source file created on a different platform. Luckily, many text editors include the ability to switch end-of-line codes and some, including the editors in WinEdt and TeXShop, do so automatically.

Finally, there are thirteen special keys that are mostly used in \LaTeX commands:

\$ % & ~ _ ^ \ { } @ " |

If you need to have these characters typeset in your document, there are commands to produce them. For instance, \$ is typed as `\$`, the underscore, `_`, is typed as `_`, and % is typed as `\%`. Only @ requires no special command, type @ to print @. There are also commands to produce composite characters, such as accented characters, for example ä, which is typed as `\"a`. See Section 5.4.4 for a complete discussion of symbols not available directly from the keyboard and Appendix C for the text symbol tables. Appendices B and C are reproduced in the `samples` folder as a PDF file, `SymbolTables.pdf`.

\LaTeX prohibits the use of other keys on your keyboard—unless you are using a version of \LaTeX that is set up to work with non-English languages (see Appendix G). When trying to typeset a source file that contains a prohibited character, \LaTeX displays an error message similar to the following:

```
! Text line contains an invalid character.
1.222 completely irreducible^^?
      ^^?
```

In this message, 1.222 means line 222 of your source file. You must edit that line to remove the character that \LaTeX cannot understand. The log file (see Section D.3.4) also contains this message. For more about \LaTeX error messages, see Sections 3.2 and 4.3.1.

2.2 *Your first note*

We start our discussion on how to type a note in \LaTeX with a simple example. Suppose you want to use \LaTeX to produce the following:

It is of some concern to me that the terminology used in multi-section math courses is not uniform.

In several sections of the course on matrix theory, the term “hamiltonian-reduced” is used. I, personally, would rather call these “hyper-simple”. I invite others to comment on this problem.

Of special concern to me is the terminology in the course by Prof. Rudi Hochschwabauer. Since his field is new, there is no accepted terminology. It is imperative that we arrive at a satisfactory solution.

To produce this typeset document, create a new file in your work folder with the name `note1.tex`. Type the following, including the spacing and linebreaks shown, but not the line numbers:

```

1  % Sample file: note1.tex
2  \documentclass{sample}
3
4  \begin{document}
5  It is of some concern to me that
6  the terminology used in multi-section
7  math courses is not uniform.
8
9  In several sections of the course on
10 matrix theory, the term
11 ‘‘hamiltonian-reduced’’ is used.
12 I, personally, would rather call these
13 ‘‘hyper-simple’’. I invite others
14 to comment on this problem.
15
16 Of special concern to me is the terminology
17 in the course by Prof.~Rudi Hochschwabauer.
18 Since his field is new, there is no accepted
19 terminology. It is imperative
20 that we arrive at a satisfactory solution.
21 \end{document}

```

Alternatively, copy the `note1.tex` file from the `samples` folder (see page 4). Make sure that `sample.cls` is in your work folder.

The first line of `note1.tex` starts with `%`. Such lines are called *comments* and are ignored by \LaTeX . Commenting is very useful. For example, if you want to add some notes to your source file and you do not want those notes to appear in the typeset version of your article, you can begin those lines with a `%`. You can also comment out part of a line:

simply put, we believe % actually, it's not so simple

Everything on the line after the % character is ignored by L^AT_EX.

Line 2 specifies the *document class* (in our case, `sample`)¹ that controls how the document is formatted.

The text of the note is typed within the `document` environment, that is, between the lines

```
\begin{document}
```

and

```
\end{document}
```

Now typeset `note1.tex`. If you use WinEdt, click on the TeXify icon. If you use TeXShop, click the Typeset button. You should get the typeset document as shown on page 10. As you can see from this example, L^AT_EX is different from a word processor. It disregards the way you input and position the text, and follows only the formatting instructions given by the markup commands. L^AT_EX notices when you put a blank space in the text, but it ignores *how many blank spaces* have been inserted. L^AT_EX does not distinguish between a blank space (hitting the space bar), a tab (hitting the Tab key), and a *single* carriage return (hitting Return once). However, hitting Return twice gives a blank line; *one or more* blank lines mark the end of a paragraph.

L^AT_EX, by default, fully justifies text by placing a flexible amount of space between words—the *interword space*—and a somewhat larger space between sentences—the *intersentence space*. If you have to force an interword space, you can use the `_` command (in L^AT_EX books, we use the symbol `_` to mean a blank space). See Section 5.2.2 for a full discussion.

The `~` (tilde) command also forces an interword space, but with a difference; it keeps the words on the same line. This command is called a *tie* or *nonbreakable space* (see Section 5.4.3).

Note that on lines 11 and 13, the left double quotes are typed as ‘ ‘ (two left single quotes) and the right double quotes are typed as ’ ’ (two right single quotes or apostrophes). The left single quote key is not always easy to find. On an American keyboard,² it is usually hidden in the upper-left or upper-right corner of the keyboard, and shares a key with the tilde (`~`).

¹I know you have never heard of the `sample` document class. It is a special class created for these exercises. You can find it in the `samples` folder (see page 4). If you have not yet copied it over to the `work` folder, do so now.

²The location of special keys on the keyboard depends on the country where the computer was sold. It also depends on whether the computer is a PC or a Mac. In addition, notebooks tend to have fewer keys than desktop computers. Fun assignment: Find the tilde (`~`) on a Spanish and on a Hungarian keyboard.

2.3 Lines too wide

\LaTeX reads the text in the source file one line at a time and when the end of a paragraph is reached, \LaTeX typesets the entire paragraph. Occasionally, \LaTeX gets into trouble when trying to split the paragraph into typeset lines. To illustrate this situation, modify `note1.tex`. In the second sentence, replace `term` by `strange term` and in the fourth sentence, delete `Rudi`, including the blank space following `Rudi`. Now save this modified file in your work folder using the name `note1b.tex`. You can also find `note1b.tex` in the `samples` folder (see page 4).

Typesetting `note1b.tex`, you obtain the following:

It is of some concern to me that the terminology used in multi-section math courses is not uniform.

In several sections of the course on matrix theory, the strange term “hamiltonian-reduced” is used. I, personally, would rather call these “hyper-simple”. I invite others to comment on this problem.

Of special concern to me is the terminology in the course by Prof. Hochschwabauer. Since his field is new, there is no accepted terminology. It is imperative that we arrive at a satisfactory solution.

The first line of paragraph two is about 1/4 inch too wide. The first line of paragraph three is even wider. In the log window, \LaTeX displays the following messages:

```
Overfull \hbox (15.38948pt
too wide) in paragraph at lines 9--15 []\OT1/cmr/m/n/10 In sev-eral
sec-tions of the course on ma-trix the-ory, the strange term
‘‘hamiltonian-
```

```
Overfull \hbox (23.27834pt too wide) in paragraph
at lines 16--21
[]\OT1/cmr/m/n/10 Of spe-cial con-cern to me is the
ter-mi-nol-ogy in the course by Prof. Hochschwabauer.
```

You will find the same messages in the log file (see Sections 1.3 and D.2.1).

The first message,

```
Overfull \hbox (15.38948pt too wide) in paragraph
at lines 9--15
```

refers to the second paragraph (lines 9–15 in the source file—its location in the typeset document is not specified). The typeset version of this paragraph has a line that is 15.38948 points too wide. \LaTeX uses *points* (pt) to measure distances; there are about 72 points in 1 inch (or about 28 points in 1 cm).

The next two lines,

```
[]\OT1/cmr/m/n/10 In sev-eral sec-tions of the course
on ma-trix
the-ory, the strange term ‘‘hamiltonian-
identify the source of the problem: LATEX did not properly hyphenate the word
hamiltonian-reduced
```

because it (automatically) hyphenates a hyphenated word *only at the hyphen*.

The second reference,

```
Overfull \hbox (23.27834pt too wide) in paragraph
at lines 16--21
```

is to the third paragraph (lines 16–21 of the source file). There is a problem with the word Hochschwabauer; L^AT_EX’s standard hyphenation routine cannot handle it (a German hyphenation routine would have no difficulty hyphenating this name—see Appendix G). If you encounter such a problem, you can either try to reword the sentence or insert one or more *optional (or discretionary) hyphen commands* (\-), which tell L^AT_EX where it may hyphenate the word. In this case, you can rewrite Hochschwabauer as Hoch\-schwa\-bauer and the second hyphenation problem disappears. You can also utilize the \hyphenation command (see Section 5.4.9).

Sometimes a small horizontal overflow can be difficult to spot. The `draft` document class option may help (see Sections 11.5, 12.1.2, and 18.1 for more about document class options). L^AT_EX places a black box (or *slug*) in the margin to mark an overfull line. You can invoke this option by changing the `\documentclass` line to

```
\documentclass[draft]{sample}
```

A version of `note1b.tex` with this option can be found in the `samples` folder under the name `noteslug.tex`. Typeset it to see the “slugs”.

2.4 *More text features*

Next, we produce the following note:

┌

September 12, 2006

From the desk of George Grätzer

October 7–21 *please* use my temporary e-mail address:

George.Gratzer@yahoo.com

└

Type in the source file, without the line numbers. Save it as `note2.tex` in your work folder (`note2.tex` can be found in the `samples` folder—see page 4):

```

1  % Sample file: note2.tex
2  \documentclass{sample}
3
4  \begin{document}
5  \begin{flushright}
6    \today
7  \end{flushright}
8  \textbf{From the desk of George Gr\{a}tzer}\[22pt]
9  October~7--21 \emph{please} use my
10 temporary e-mail address:
11 \begin{center}
12   \texttt{George\_Gratzer@yahoo.com}
13 \end{center}
14 \end{document}

```

This note introduces several additional text features of L^AT_EX:

- The `\today` command (in line 6) to display the date on which the document is typeset (so you will see a date different from the date shown above in your own typeset document).
- The environments to *right justify* (lines 5–7) and *center* (lines 11–13) text.
- The commands to change the text style, including the `\emph` command (line 8) to *emphasize* text, the `\textbf` command (line 9) for **bold** text, and the `\texttt` command (line 12) to produce *typewriter* style text.

These are *commands with arguments*. In each case, the argument of the command follows the name of the command and is typed between braces, that is, between `{` and `}`.

- The form of the L^AT_EX commands: Almost all L^AT_EX *commands* start with a backslash (`\`) followed by the *command name*. For instance, `\textbf` is a command and `textbf` is the command name. The command name is terminated by the first *non-alphabetic character*, that is, by any character other than a–z or A–Z. So `textbf1` is not a command name, in fact, `\textbf1` typesets as **1**. (Let us look at this a bit more closely. `\textbf` is a valid command. If a command needs an argument and is not followed by braces, then it takes the next character as its argument. So `\textbf1` is the command `\textbf` with the argument `1`, which typesets as bold 1: **1**.) Note that command names are *case sensitive*. Typing `\Textbf` or `\TEXTBF` generates an error message.
- The multiple role of hyphens: Double hyphens are used for number ranges. For example, `7--21` (in line 9) typesets as 7–21. The punctuation mark – is called an *en*

dash. Use triple hyphens for the *em dash* punctuation mark—such as the one in this sentence.

- The *new line* command, `\\` (or `\newline`): To create additional space between lines (as in the last note, under the line **From the desk...**), you can use the `\\` command and specify an appropriate amount of vertical space: `\\[22pt]`. Note that this command uses *square brackets* rather than braces because the argument is *optional*. The distance may be given in points (`pt`), centimeters (`cm`), or inches (`in`). (There is an analogous *new page* command, `\newpage`, not used in this short note.)
- Special rules for special characters (see Section 2.1), for *accented characters* and for some *European characters*. For instance, the accented character ä is typed as `\"a`. Accents are explained in Section 5.4.7 (see also the tables in Section C.2).

When you need to know more about typing text than we have discussed here, see Chapters 5 and 6. See also Appendix C, where all text symbols are organized into tables. Recall that we also have the `SymbolTables.pdf` in the `samples` folder.

Typing math

While marking up text in \LaTeX is easy, marking up math is less intuitive because math formulas are two-dimensional constructs and we have to mark them up with a one-dimensional string of characters. However, even the most complicated two-dimensional formula is made up of fairly simple building blocks. So by concentrating on the building blocks—selectively, just learn the ones you need—you can get started with math quickly.

3.1 *A note with math*

In addition to the regular text keys and the 13 special keys discussed in Section 2.1, two more keys are used to type math:

$< >$

The formula $2 < |x| > y$ (typed as $\$2 < |x| > y\$$) uses both. Note that such math formulas, called *inline*, are enclosed by $\$$ symbols. We discuss shortly another kind of math formula called *displayed*.

We begin typesetting math with the following note:

In first-year calculus, we define intervals such as (u, v) and (u, ∞) . Such an interval is a *neighborhood* of a if a is in the interval. Students should realize that ∞ is only a symbol, not a number. This is important since we soon introduce concepts such as $\lim_{x \rightarrow \infty} f(x)$.

When we introduce the derivative

$$\lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a},$$

we assume that the function is defined and continuous in a neighborhood of a .

To create the source file for this mixed text and math note, create a new document with your text editor. Name it `math.tex`, place it in the `work` folder, and type in the following source file—without the line numbers—or simply copy `math.tex` from the `samples` folder (see page 4):

```

1  % Sample file: math.tex
2  \documentclass{sample}
3
4  \begin{document}
5  In first-year calculus, we define intervals such
6  as  $(u, v)$  and  $(u, \infty)$ . Such an interval
7  is a neighborhood of  $a$ 
8  if  $a$  is in the interval. Students should
9  realize that  $\infty$  is only a
10 symbol, not a number. This is important since
11 we soon introduce concepts
12 such as  $\lim_{x \rightarrow \infty} f(x)$ .
13
14 When we introduce the derivative
15 \[
16   \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a},
17 \]
18 we assume that the function is defined and
19 continuous in a neighborhood of  $a$ .
20 \end{document}

```

This note introduces several basic concepts of math in L^AT_EX:

- There are two kinds of math formulas and environments in `math.tex`:
 - *Inline* math environments open and close with `$` (as seen throughout this book) or open with `\(` and close with `\)`.
 - *Displayed* math environments open with `\[` and close with `\]`.

- Within math environments, \LaTeX uses its own spacing rules and completely ignores the white space you type, with two exceptions:
 - Spaces that terminate commands. So in $\$\infty a\$$ the space is not ignored, $\$\infty a\$$ produces an error.
 - Spaces in the arguments of commands that temporarily revert to regular text. $\text{\texttt{\textbackslash text}}$ is such a command (see Sections 3.3 and 7.4.6).

The white space that you add when typing math is important only for the readability of the source file. We summarize with a simple rule.

Rule ■ Spacing in text and math

Many spaces equal one space in text, whereas your spacing is ignored in math, unless the space terminates a command.

- A math symbol is invoked by a command. For example, the command for ∞ is $\text{\texttt{\textbackslash infinity}}$ and the command for \rightarrow is $\text{\texttt{\textbackslash to}}$. The math symbols are organized into tables in Appendix B (see also `SymbolTables.pdf` in the `samples` folder).
- Some commands, such as $\text{\texttt{\textbackslash sqrt}}$, need *arguments* enclosed by $\{$ and $\}$. To typeset $\sqrt{5}$, type $\$\text{\texttt{\textbackslash sqrt}}\{5}\$$, where $\text{\texttt{\textbackslash sqrt}}$ is the command and 5 is the argument. Some commands need more than one argument. To get

$$\frac{3+x}{5}$$

type

```
\[
  \frac{3+x}{5}
\]
```

where $\text{\texttt{\textbackslash frac}}$ is the command, $3+x$ and 5 are the arguments—we indent for readability.

3.2 Errors in math

Even in such a simple note there are opportunities for errors. To help familiarize yourself with some of the most commonly seen \LaTeX math errors and their causes, we deliberately introduce mistakes into `math.tex`. The version of `math.tex` with mistakes is `mathb.tex`. By inserting and deleting $\%$ signs, you make the mistakes visible to \LaTeX one at a time—recall that lines starting with $\%$ are comments and are therefore ignored by \LaTeX .

Type the following source file, and save it under the name `mathb.tex` in the work folder or copy the file `mathb.tex` from the `samples` folder (see page 4). Do not type the line numbers—they are shown here to help you with the experiments.

```

1  % Sample file: mathb.tex
2  \documentclass{sample}
3
4  \begin{document}
5  In first-year calculus, we define intervals such
6  % as  $(u, v)$  and  $(u, \infty)$ . Such an interval
7  as  $(u, v)$  and  $(u, \infty)$ . Such an interval
8  is a \emph{neighborhood} of  $a$ 
9  if  $a$  is in the interval. Students should
10 realize that  $\infty$  is only a
11 symbol, not a number. This is important since
12 we soon introduce concepts
13 such as  $\lim_{x \to \infty} f(x)$ .
14 %such as  $\lim_{x \to \infty} f(x)$ .
15
16 When we introduce the derivative
17 \[
18     \lim_{x \to a} \frac{f(x) - f(a)}{x - a}
19 % \lim_{x \to a} \frac{f(x) - f(a)}{x - a}
20 \]
21 we assume that the function is defined and
22 continuous in a neighborhood of  $a$ .
23 \end{document}

```

Experiment 1 In line 7, the `$` before the `(u` is missing. Typeset the `mathb.tex` source file. \LaTeX generates the following error message:

```

! Missing $ inserted.
<inserted text>
      $
1.7 as  $(u, v)$  and  $(u, \infty$ 
                                      $)$ . Such an interval

```

Since the `$` was omitted, \LaTeX reads `(u, \infty)` as text; but the `\infty` command instructs \LaTeX to typeset a math symbol, which can only be done in a math formula. So \LaTeX offers to put a `$` in front of `\infty` while typesetting the source file—it does not put the `$` in the source file itself. \LaTeX attempts a cure, but in this example it comes too late, because the math formula *should* start just before `(u`.

Whenever you see the ? prompt, you may press Return to ignore the error and continue typesetting the document. Section D.4 lists a number of other options and prompts.

Experiment 2 Uncomment line 6 by deleting the % at the beginning of line 6 and comment out line 7 by inserting a % at the beginning of line 7. This eliminates the previous error. Uncomment line 14 and comment out line 13. This introduces a new error, the closing brace of the subscript is missing. Now typeset the note. You get the error message

```
! Missing } inserted.
<inserted text>
    }
1.14 such as  $\lim_{x \to \infty} f(x)$ 
```

\LaTeX reports that a closing brace (}) is missing, but it is not sure where the brace should be. \LaTeX noticed that a subscript (see page 23) started with {, but \LaTeX reached the end of the math formula before finding a closing brace }. To remedy this, you must look in the formula for an opening brace { that is not balanced, and insert the missing closing brace }. Make the necessary change and typeset again to view the difference.

Experiment 3 Uncomment line 13 and comment out line 14, removing the previous error. Delete the % at the beginning of line 19 and insert a % at the beginning of line 18, introducing our final error, omitting the closing brace of the first argument and the opening brace of the second argument of `\frac`. Save and typeset the file. You get the error message

```
! Too many }'s.
\frac #1#2->{\beginngroup #1\endgroup \@over #2}
1.20 \]
```

\LaTeX got confused. The second line of the message explains that `\frac` has two arguments and it is not working out, but the error is incorrectly identified.

If the typo on line 19 is `\frac{f(x)-f(a) x-a}g`, then \LaTeX produces

$$\frac{f(x) - f(a)x - a}{g}$$

and no error message is generated.

Experiment 4 Make sure all the errors are commented out. Typeset `mathb.tex`, testing that there are no errors. Now delete the two \$ signs in line 22, that is, replace `a` by `a`. Typeset the file. It typesets with no errors. Here is the last line of the typeset file you get:

⌈
 we assume that the function is defined and continuous in a neighborhood of a .
 ⌋

instead of

⌈
 we assume that the function is defined and continuous in a neighborhood of a .
 ⌋

This is probably the error most often made by beginners. There is no error message by \LaTeX and the typeset version looks good. You need sharp eyes to catch such an error.

See Section 4.3.1 for more information about finding and fixing problems in your \LaTeX source files.

3.3 *Building blocks of a formula*

A formula is built from a large collection of components. We group them as follows:

- Arithmetic
 - Subscripts and superscripts
- Binomial coefficients
- Congruences
- Delimiters
- Ellipses
- Integrals
- Math accents
- Matrices
- Operators
 - Large operators
- Roots
- Text

In this section, I describe each of these groups, and provide examples illustrating their use.

Arithmetic The arithmetic operations $a + b$, $a - b$, $-a$, a/b , and ab are typed in the natural way (the spaces are typed only for readability, others may type fewer spaces):

`$a + b$`, `$a - b$`, `$-a$`, `a / b`, `$a b$`

If you wish to use \cdot or \times for multiplication, as in $a \cdot b$ or $a \times b$, use `\cdot` or `\times`, respectively. The expressions $a \cdot b$ and $a \times b$ are typed as follows:

`$a \cdot b$` `$a \times b$`

Displayed fractions, such as

$$\frac{1 + 2x}{x + y + xy}$$

are typed with `\frac`:

```
\[
\frac{1 + 2x}{x + y + xy}
\]
```

The `\frac` command is seldom used inline because it can disrupt the interline spacing of the paragraph.

Subscripts and superscripts Subscripts are typed with `_` (underscore) and superscripts with `^` (caret). Subscripts and superscripts should be enclosed in braces, that is, typed between `{` and `}`. To get a_1 , type `a_{1}`. Omitting the braces in this example causes no harm, but to get a_{10} , you *must* type `a_{10}`. Indeed, `a_10` is typeset as a_10 . Further examples, a_{i_1} , a^2 , a^{i_1} , a_n^2 , are typed as

`$a_{i_{1}}$`, `a^{2}`, `$a^{i_{1}}$`, `a_{n}^{2}`

There is one symbol, the prime (`'`), that is automatically superscripted in math. To get $f'(x)$, just type `$f'(x)$`.

Binomial coefficients Binomial coefficients are typeset with the `\binom` command.

For example, $\binom{a}{b+c}$ is typed inline as

`$\binom{a}{b + c}$`

whereas a displayed version,

$$\binom{\frac{n^2-1}{2}}{n+1}$$

is typed as

```
\[
\binom{\frac{n^2-1}{2}}{n+1}
\]
```

Congruences The two most important forms are

$$\begin{array}{ll} a \equiv v \pmod{\theta} & \text{typed as } \$a \equiv v \pmod{\theta}\$ \\ a \equiv v (\theta) & \text{typed as } \$a \equiv v \pmod{\theta}\$ \end{array}$$

Delimiters Parentheses and square brackets are examples of delimiters. They are used to delimit some subformulas, as in $[(a*b)+(c*d)]^2$, which typesets as $[(a * b) + (c * d)]^2$. \LaTeX can be instructed to expand them vertically to enclose a formula such as

$$\left(\frac{1+x}{2+y^2}\right)^2$$

which is typed as

```
\[
\left(\frac{1+x}{2+y^2}\right)^2
\]
```

The `\left(` and `\right)` commands tell \LaTeX to size the parentheses correctly, relative to the size of the symbols inside the parentheses. Two further examples,

$$\left|\frac{a+b}{2}\right|, \quad \|A^2\|$$

would be typed as

```
\[
\left|\frac{a+b}{2}\right|,
\quad \left\|A^2\right\|
\]
```

where `\quad` is a spacing command (see Sections 8.1 and B.9).

Additional delimiters are listed in Sections 7.5 and B.6.

Ellipses The *ellipsis* (...) in text is provided by the `\dots` command:

A...Z is typed as `A \dots Z`

In formulas, the ellipsis is printed either as *low* (or *on-the-line*) dots:

$F(x_1, \dots, x_n)$ is typed as `$F(x_{1}, \dots, x_{n})$`

or as centered dots:

$x_1 + \dots + x_n$ is typed as `$x_{1} + \dots + x_{n}$`

The command `\dots` typesets the correct ellipsis with the correct spacing in most cases. If it does not, see Section 7.4.3 on how to specify the appropriate ellipsis from the four types available.

Integrals The command for an integral is `\int`. The lower limit is specified as a subscript and the upper limit is specified as a superscript. For example, the formula $\int_0^\pi \sin x \, dx = 2$ is typed as

```
\int_{0}^{\pi} \sin x \, dx = 2
```

where `\,` is a spacing command (see Sections 8.1 and B.9).

Math accents The four most frequently used math accents are:

\bar{a} typed as `\bar{a}`

\hat{a} typed as `\hat{a}`

\tilde{a} typed as `\tilde{a}`

\vec{a} typed as `\vec{a}`

See Sections 7.7 and B.8 for complete lists.

Matrices You type the matrix

$$\begin{matrix} a + b + c & uv & x - y & 27 \\ a + b & u + v & z & 134 \end{matrix}$$

with the `\matrix` command

```
\[
\begin{matrix}
a + b + c & & uv & & x - y & & 27 \\
a + b & & u + v & & z & & 134
\end{matrix}
\]
```

The `matrix` environment separates adjacent matrix elements within a row with ampersands (&). Rows are *separated* by new line commands (`\\`). Do not end the last row with a new line command!

The `matrix` environment has to appear within a math environment, as in the example. As a rule, it is in a displayed math environment, since inline it appears too large. It can be used in the `align` environment discussed in Section 3.4.2.

The `matrix` environment does not provide delimiters. Several variants do, including `pmatrix` and `vmatrix`. For example,

$$\mathbf{A} = \left(\begin{array}{cc} a + b + c & uv \\ a + b & u + v \end{array} \right) \left| \begin{array}{c} 30 & 7 \\ 3 & 17 \end{array} \right|$$

is typed as follows:

```

\[
\mathbf{A} =
\begin{pmatrix}
a + b + c & uv \\
a + b & u + v
\end{pmatrix}
\begin{vmatrix}
30 & 7 \\
3 & 17
\end{vmatrix}
\]

```

As you can see, `pmatrix` typesets as a matrix between a pair of `\left(` and `\right)` commands, while `vmatrix` typesets as a matrix between a pair of `\left|` and `\right|` commands. See Section 9.7.1 for a listing of all the matrix variants.

Operators To typeset the sine function, $\sin x$, type `\sin x`.

Note that `\sin x` would be typeset as $\sin x$ because \LaTeX interprets this expression as the product of four variables.

\LaTeX calls `\sin` an *operator*. Sections 7.6.1 and B.7 list a number of operators. See Section 7.6.2 for user-defined operators. Some are just like `\sin`. Others produce a more complex display, for example,

$$\lim_{x \rightarrow 0} f(x) = 0$$

is typed as

```

\[
\lim_{x \to 0} f(x) = 0
\]

```

Large operators The command for *sum* is `\sum` and for *product* is `\prod`. The following examples,

$$\sum_{i=1}^n x_i^2 \quad \prod_{i=1}^n x_i^2$$

are typed as

```

\[
\sum_{i=1}^n x_{i}^2 \quad \prod_{i=1}^n x_{i}^2
\]

```

where `\qquad` is a spacing command (see Sections 8.1 and B.9) used to separate the two formulas, yielding twice the space produced by `\quad`.

Sums and products are examples of *large operators*. They are typeset bigger when displayed than inline. They are listed in Sections 7.6.4 and B.7.1.

Roots `\sqrt` produces a square root. For instance, $\sqrt{a + 2b}$ is typed as

```
\sqrt{a + 2b}
```

The n -th root, $\sqrt[n]{5}$, requires the use of an *optional argument*, which is specified using brackets (see Section 5.3.1): `\sqrt[n]{5}`.

Text You can include text in a formula with a `\text` command. For instance,

$$a = b, \quad \text{by assumption}$$

is typed as

```
\[
  a = b, \text{\qquad by assumption}
\]
```

Note the spacing command `\qquad` in the argument of `\text`. You could also type

```
\[
  a = b, \qquad \text{by assumption}
\]
```

because `\qquad` works in math as well as in text (see Sections 8.1 and B.9).

3.4 Displayed formulas

3.4.1 Equations

The `equation` environment creates a displayed math formula and automatically generates an equation number. The equation

$$(1) \quad \int_0^\pi \sin x \, dx = 2$$

is typed as

```
\begin{equation}\label{E:firstInt}
  \int_0^\pi \sin x \, dx = 2
\end{equation}
```

The equation number, which is automatically generated, depends on how many other numbered equations occur before the given equation.

To reference this formula without having to remember a number—which may change when you edit your document—give the equation a symbolic label by using the `\label` command and refer to the equation in your document by using the symbolic label, the argument of the `\label` command. In this example, I have called the first equation `firstInt` (first integral), and used the convention that the label of an equation starts with `E:`, so that the complete `\label` command is

```
\label{E:firstInt}
```

The number of this formula is referenced with the `\ref` command. Its page is referenced using the `\pageref` command. For example, to get

```
see (1) on page 27
```

type

```
see~(\ref{E:firstInt}) on page~\pageref{E:firstInt}
```

The `\eqref` command provides the reference number in parentheses. So the last example could be typed

```
see~\eqref{E:firstInt} on page~\pageref{E:firstInt}
```

The `\eqref` command is smart. Even if the equation number is referenced in emphasized or italicized text, the reference typesets upright (in roman type).

Note the use of the nonbreakable space (`~`) to ensure that when typeset the equation number is on the same line as the word `see`. (See the footnote on page 11.) You should always use a nonbreakable space to link a `\ref` command to the name of its part, for instance, equation, page, section, chapter. Use two nonbreakable spaces in

```
Sections~\ref{S:main} and~\ref{S:subsidiary}.
```

The main advantage of this cross-referencing system is that when you add, delete, or rearrange equations, \LaTeX automatically renumbers the equations and adjusts the references that appear in your typeset document. You can split a long article into two or move a section to the end, and \LaTeX takes care of the renumbering. This significantly reduces the amount of time you need to spend working on your document. It also reduces the potential for errors in the finished project.

Rule ■ Typeset twice

For renumbering to work, you have to typeset the source file twice.

The first run creates a list of references that need to be linked. The second creates the cross references and inserts the relevant text throughout the document (see Sections 18.2 and D.3.4). \LaTeX issues a warning if you forget. Such warnings do not interrupt the typesetting, you only see them in the log window—if the window is visible—and in the log file. It is a good idea to check for warnings periodically.

An equation is numbered whether or not there is a `\label` command attached to it. Of course, if there is no `\label` command, the number generated for the equation by \LaTeX cannot be referenced with the command `\ref` or `\eqref`.

The system described here is called *symbolic referencing*. The symbol for the number is the argument of the `\label` command, and that symbol can be referenced with `\ref`, `\eqref`, or `\pageref` commands. \LaTeX uses the same mechanism for all of the generated numbering systems: sections, subsections, subsubsections, equations, theorems, lemmas, and bibliographic references—except that for bibliographic references, \LaTeX uses the `\bibitem` command to define a bibliographic item and the `\cite` command to cite a bibliographic item (see Section 4.2.4 and Chapter 16).

What happens if you misspell a reference, e.g., typing `\ref{E:firstint}` instead of `\ref{E:firstInt}`? \LaTeX typesets `??`. There are two warnings in the log file:

```
LaTeX Warning: Reference 'E:firstint' on page 39
                undefined on input line 475.
```

for the typeset page and the other one close to the end:

```
LaTeX Warning: There were undefined references.
```

If a `\cite` is misspelled, you get `[?]` and similar warnings.

Equations can also be *tagged* by attaching a name to the formula with the `\tag` command. The tag replaces the equation number.

For example,

$$(Int) \quad \int_0^{\pi} \sin x \, dx = 2$$

is typed as

```
\begin{equation}
  \int_0^{\pi} \sin x \, dx = 2 \tag{Int}
\end{equation}
```

Tags (of the type discussed here) are *absolute*. This equation is *always* referred to as (Int). Equation numbers, on the other hand, are *relative*, they may change when equations are added, deleted, or rearranged.

3.4.2 Aligned formulas

L^AT_EX has many ways to typeset multiline formulas. We discuss three constructs in this section: *simple alignment*, *annotated alignment*, and *cases*. See Chapter 9 for many others.

For simple and annotated alignment we use the `align` environment. Each line in the `align` environment is a separate equation, which L^AT_EX automatically numbers.

Simple alignment

Simple alignment is used to align two or more formulas. To obtain the formulas

$$\begin{aligned} (2) \quad & r^2 = s^2 + t^2, \\ (3) \quad & 2u + 1 = v + w^\alpha, \\ (4) \quad & x = \frac{y + z}{\sqrt{s + 2u}}; \end{aligned}$$

type the following, using `\` as the *line separator* and `&` as the *alignment point*:

```
\begin{align}
r^{2} & \&= s^{2} + t^{2}, & \label{E:Pyth}\
2u + 1 & \&= v + w^{\alpha}, & \label{E:alpha}\
x & \&= \frac{y + z}{\sqrt{s + 2u}}; & \label{E:frac}
\end{align}
```

Note that you should not have a `\` to terminate the last line.

Figure 3.1 displays the source and the typeset versions of formulas (2)–(4), emphasizing the alignment points of the source and the typeset formula. Of course, in the source, the alignment points do not have to line up.

These formulas are numbered (2), (3), and (4) because they are preceded by one numbered equation earlier in this section.

The `align` environment can also be used to break a long formula into two or more parts. Since numbering both lines in such a case would be undesirable, you can prevent the numbering of the second line by using the `\notag` command in the second part of the formula.

For example,

$$\begin{aligned} (5) \quad h(x) &= \int \left(\frac{f(x) + g(x)}{1 + f^2(x)} + \frac{1 + f(x)g(x)}{\sqrt{1 - \sin x}} \right) dx \\ &= \int \frac{1 + f(x)}{1 + g(x)} dx - 2 \tan^{-1}(x - 2) \end{aligned}$$

is typed as follows:

```
\begin{align}
h(x) & \&= \int \left( \frac{f(x) + g(x)}{1 + f^{2}(x)} \right) dx \\ & \&= \int \frac{1 + f(x)}{1 + g(x)} dx - 2 \tan^{-1}(x - 2) \notag
\end{align}
```



```

r^{2} |&= s^{2} + t^{2},           \label{E:Pyth}\\
2u + 1 |&= v + w^{\alpha},       \label{E:alpha}\\
x |&= \frac{y + z}{\sqrt{s + 2u}}; \label{E:frac}

```

alignment points
of formulas

$$\begin{array}{r}
(2) \\
(3) \\
(4)
\end{array}
\left|
\begin{array}{l}
r^2 = s^2 + t^2, \\
2u + 1 = v + w^\alpha, \\
x = \frac{y + z}{\sqrt{s + 2u}};
\end{array}
\right.$$

Figure 3.1: Simple alignment: source and typeset.

```

+ \frac{1+ f(x)g(x)}{\sqrt{1 - \sin x}}
\right) \, dx \label{E:longInt}\\
&= \int \frac{1 + f(x)}{1 + g(x)} \, dx
- 2 \tan^{-1}(x-2) \notag
\end{align}

```

The rules for simple alignment are easy to remember.

Rule ■ Simple alignments

- Use the `align` environment.
 - Separate the lines with `\\`.
 - In each line, indicate the alignment point with `&`, one `&` per line. If the alignment point is adjacent to an `=`, `+`, and so on, place it *before* to ensure proper spacing.
 - Place a `\notag` command in each line that you do not wish numbered.
 - If no line should be numbered, use the `align*` environment.
 - Place a `\label` command in each numbered line you may want to reference with `\ref`, `\eqref`, or `\pageref`.
-

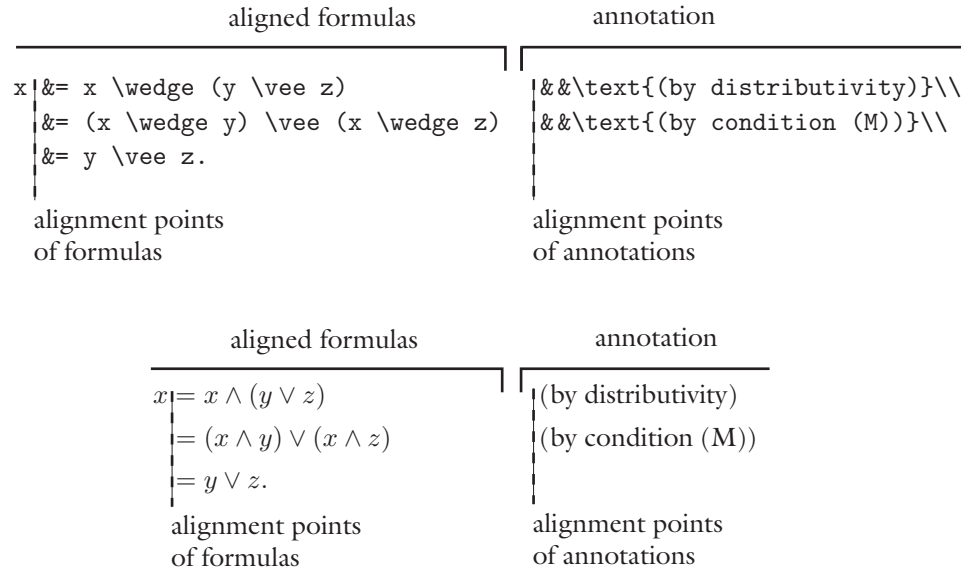


Figure 3.2: Annotated alignment: source and typeset.

Annotated alignment

Annotated alignment allows you to align formulas and their annotations, that is, explanatory text, separately (see Figure 3.2):

$$\begin{array}{ll}
 (6) & x = x \wedge (y \vee z) & \text{(by distributivity)} \\
 & = (x \wedge y) \vee (x \wedge z) & \text{(by condition (M))} \\
 & = y \vee z. &
 \end{array}$$

This example is typed as

```

\begin{align}
x \&= x \wedge (y \vee z)
&\&\text{(by distributivity)}\label{E:DoAlign} \\
&= (x \wedge y) \vee (x \wedge z)
&\&\text{(by condition (M))} \notag \\
&= y \vee z. \notag
\end{align}

```

The rules for annotated alignment are similar to the rules of simple alignment. In each line, in addition to the alignment point marked by $\&$, there is also a mark for the start of the annotation: $\&\&$.

3.4.3 Cases

The `cases` construct is a specialized matrix. It has to appear within a math environment such as the `equation` environment (see Section 3.4.1) or the `align` environment (see Section 3.4.2). Here is a typical example:

$$f(x) = \begin{cases} -x^2, & \text{if } x < 0; \\ \alpha + x, & \text{if } 0 \leq x \leq 1; \\ x^2, & \text{otherwise.} \end{cases}$$

is typed as follows:

```
\[
  f(x)=
  \begin{cases}
    -x^{2}, & & \&\text{if } \$x < 0\$;}\&\&
    \alpha + x, & & \&\text{if } \$0 \leq x \leq 1\$;}\&\&
    x^{2}, & & \&\text{otherwise.}
  \end{cases}
\]
```

Notice how you can put inline math, opened and closed with `$`, inside the argument of a `\text` command.

The rules for using the `cases` environment are the same as for matrices. Separate the lines with `\\` and indicate the annotation with `&`.

Your first article and presentation

4.1 *The anatomy of an article*

To begin, we use the sample article `intrart.tex` (in the `samples` folder) to examine the anatomy of an article. Copy it over to the work folder or type it, and save it in the work folder as we discuss the parts of an article.

Every \LaTeX article has two parts, the preamble and the body. The *preamble* of an article is everything from the first line of the source file down to the line

```
\begin{document}
```

For a schematic view of an article, see Figure 4.1.

The preamble contains instructions affecting the entire document. The *only* required command in the preamble is the `\documentclass` command. There are other commands (such as the `\usepackage` commands) that must be placed in the preamble if they are used, but these commands do not have to be present in every document.

Here is the preamble of the introductory sample article:

```
% Introductory sample article: intrart.tex

\documentclass{amsart}
\usepackage{amssymb,latexsym}
\usepackage{graphicx}
\newtheorem{theorem}{Theorem}
\newtheorem{lemma}{Lemma}
\newtheorem{definition}{Definition}
\newtheorem{notation}{Notation}
```

The preamble specifies the *document class* and then the L^AT_EX enhancements, or *packages*, used in the article. The preamble can also specify additional commands that are used throughout the document, such as proclamation definitions, user-defined commands, and so on.

`intrart.tex` specifies the `amsart` document class. This class defines the format used by the AMS journals—and many others—for articles. L^AT_EX then loads two pack-

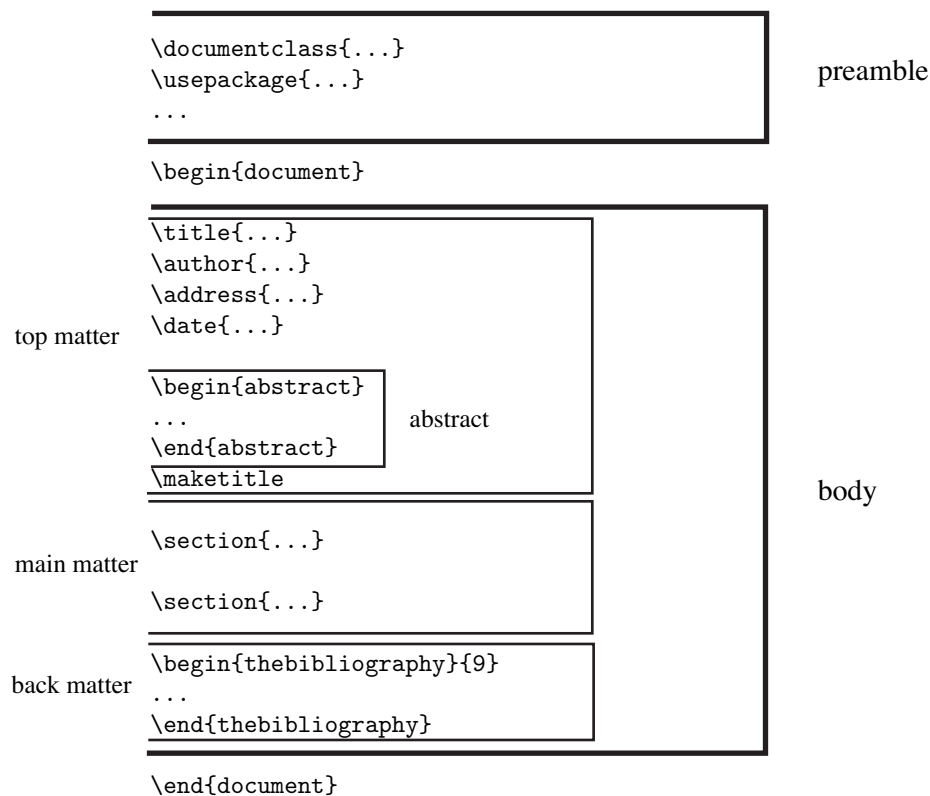


Figure 4.1: A schematic view of an article.

ages, `latexsym` and `amssymb`, that provide the names of some mathematical symbols. Finally, \LaTeX loads the `graphicx` package, which we need because of the illustration.

The preamble concludes with the *proclamations*. A proclamation is a theorem, lemma, definition, corollary, note, or other similar construct. The `intrart.tex` article defines four proclamations. The first of these,

```
\newtheorem{theorem}{Theorem}
```

defines the `theorem` environment, which then can be used in the body of the article, as explained in Section 4.2.3. The other three are similar. \LaTeX automatically numbers and formats proclamations.

The article proper, called the *body*, is the content of the `document` environment—it is between the lines

```
\begin{document}
```

and

```
\end{document}
```

as illustrated in Figure 4.1. The body of an article is split into several parts, starting with the *top matter* containing title page information and the abstract. The top matter follows the line

```
\begin{document}
```

and concludes with the line

```
\maketitle
```

Here is the top matter of the introductory sample article:

```
\title{A construction of complete-simple\\
distributive lattices}
```

```
\author{George~A. Menuhin}
```

```
\address{Computer Science Department\\
University of Winnebago\\
Winnebago, MN 53714}
```

```
\date{March 15, 2006}
```

```
\begin{abstract}
```

```
In this note, we prove that there exist
\emph{complete-simple distributive lattices,}
that is, complete distributive lattices
with only two complete congruences.
```

```
\end{abstract}
```

```
\maketitle
```

And here is the rest of the body of the introductory sample article with some commentary, exclusive of the bibliography:

```
\section{Introduction}\label{S:intro}
```

In this note, we prove the following result:

```
\begin{theorem}
```

There exists an infinite complete distributive lattice~ \mathbb{K} with only the two trivial complete congruence relations.

```
\end{theorem}
```

```
\section{The  $\Pi^*$  construction}\label{S:P*}
```

The following construction is crucial in the proof of our Theorem (see Figure~\ref{Fi:products}):

```
\begin{definition}\label{D:P*}
```

Let $D_{\{i\}}$, for $i \in I$, be complete distributive lattices satisfying condition~\textup{(J)}. Their Π^* product is defined as follows:

```
\[
```

$$\Pi^* (D_{\{i\}} \mid i \in I) = \Pi (D_{\{i\}}^{\{-\}} \mid i \in I) + 1;$$

```
\]
```

that is, $\Pi^* (D_{\{i\}} \mid i \in I)$ is $\Pi (D_{\{i\}}^{\{-\}} \mid i \in I)$ with a new unit element.

```
\end{definition}
```

```
\begin{notation}
```

If $i \in I$ and $d \in D_{\{i\}}^{\{-\}}$, then

```
\[
```

$$\langle \dots, 0, \dots, d, \dots, 0, \dots \rangle$$

```
\]
```

is the element of $\Pi^* (D_{\{i\}} \mid i \in I)$ whose i -th component is d and all the other components are 0 .

```
\end{notation}
```

See also Ernest~T. Moynahan~\cite{eM57a}.

Next we verify the following result:


```

\begin{theorem}\label{T:P*}
Let  $D_{\{i\}}$ ,  $i \in I$ , be complete distributive
lattices satisfying condition~\textup{(J)}.
Let  $\Theta$  be a complete congruence relation on
 $\Pi^* ( D_{\{i\}} \mid i \in I )$ .
If there exist  $i \in I$  and  $d \in D_{\{i\}}$  with
 $d < 1_{\{i\}}$  such that, for all  $d \leq c < 1_{\{i\}}$ ,
\begin{equation}\label{E:cong1}
\langle \dots, d, \dots, 0, \dots \rangle \equiv
\langle \dots, c, \dots, 0, \dots \rangle
\pmod{\Theta},
\end{equation}
then  $\Theta = \iota$ .
\end{theorem}

```

We include an illustration, `products.eps` or `products.pdf` (in your `samples` folder). We copy them over to the work folder and load the `graphicx` package. We name the illustration in the `figure` environment. The illustration must be in the graphic image file formats EPS or PDF (see Chapter 13.1.2). We left the argument of the `\caption` command empty—it normally contains the name or a description of the figure. The illustration is centered with the `\centering` command (see Section 6.3).

```

\begin{figure}[hbt]
\centering\includegraphics{products}
\caption{}\label{Fi:products}
\end{figure}

```

The figure environment `floats`, that is, \LaTeX decides where to place the typeset figure. We can influence \LaTeX 's choice (see Section 10.4.3).

Then we place a proof in a `proof` environment.

```

\begin{proof}
Since
\begin{equation}\label{E:cong2}
\langle \dots, d, \dots, 0, \dots \rangle \equiv
\langle \dots, c, \dots, 0, \dots \rangle
\pmod{\Theta},
\end{equation}
and  $\Theta$  is a complete congruence relation,
it follows from condition~(J) that
\begin{equation}\label{E:cong}
\langle \dots, d, \dots, 0, \dots \rangle \equiv
\bigvee ( \langle \dots, c, \dots, 0, \dots \rangle
\mid d \leq c < 1 ) \pmod{\Theta}.
\end{equation}

```

```
\end{equation}
```

Let $j \in I$, $j \neq i$, and let $a \in D_j^{-}$. Meeting both sides of the congruence `\eqref{E:cong2}` with $\langle \dots, a, \dots, 0, \dots \rangle$, we obtain that

```
\begin{equation}\label{E:comp}
  0 = \langle \dots, a, \dots, 0, \dots \rangle
      \text{\pod{\Theta}},
\end{equation}
```

Using the completeness of Θ and `\eqref{E:comp}`, we get:

```
\[
  0 \equiv \bigvee ( \langle \dots, a, \dots, 0,
                    \dots \rangle \mid a \in D_j^{-} ) = 1
\text{\pod{\Theta}},
```

```
\]
```

hence $\Theta = \iota$.

```
\end{proof}
```

At the end of the body, the *bibliographic entries* are typed between the lines

```
\begin{thebibliography}{9}
```

and

```
\end{thebibliography}
```

There are fewer than 10 references in this article, so we tell \LaTeX to make room for single-digit numbering by providing the argument 9 to the `thebibliography` environment. We use 99 if the number of references is between 10 and 99. The typeset bibliography is titled References.

The bibliography of `intrart.tex` is structured as follows:

```
\begin{thebibliography}{9}
```

```
\bibitem{sF90}
```

Soo-Key Foo,

`\emph{Lattice Constructions}`,

Ph.D. thesis,

University of Winnebago, Winnebago, MN, December, 1990.

```
\bibitem{gM68}
```

George~A. Menuhin,

```
\emph{Universal algebra}.
D.~Van Nostrand, Princeton, 1968.

\bibitem{eM57}
Ernest~T. Moynahan,
\emph{On a problem of M. Stone},
Acta Math. Acad. Sci. Hungar. \textbf{8} (1957),
455--460.

\bibitem{eM57a}
Ernest~T. Moynahan,
\emph{Ideals and congruence relations in
lattices}. II,
Magyar Tud. Akad. Mat. Fiz. Oszt. K\~{o}zl.
\textbf{9} (1957), 417--434.
```

```
\end{thebibliography}
```

The body and the article end when the document environment is closed with

```
\end{document}
```

4.1.1 *The typeset sample article*

On the next two pages, you find the typeset `intrart.tex`, the introductory sample article.

A CONSTRUCTION OF COMPLETE-SIMPLE DISTRIBUTIVE LATTICES

GEORGE A. MENUHIN

ABSTRACT. In this note, we prove that there exist *complete-simple distributive lattices*, that is, complete distributive lattices with only two complete congruences.

1. INTRODUCTION

In this note, we prove the following result:

Theorem 1. *There exists an infinite complete distributive lattice K with only the two trivial complete congruence relations.*

2. THE Π^* CONSTRUCTION

The following construction is crucial in the proof of our Theorem (see Figure 1):

Definition 1. *Let D_i , for $i \in I$, be complete distributive lattices satisfying condition (J). Their Π^* product is defined as follows:*

$$\Pi^*(D_i \mid i \in I) = \Pi(D_i^- \mid i \in I) + 1;$$

that is, $\Pi^*(D_i \mid i \in I)$ is $\Pi(D_i^- \mid i \in I)$ with a new unit element.

Notation 1. *If $i \in I$ and $d \in D_i^-$, then*

$$\langle \dots, 0, \dots, d, \dots, 0, \dots \rangle$$

is the element of $\Pi^*(D_i \mid i \in I)$ whose i -th component is d and all the other components are 0.

See also Ernest T. Moynahan [4].

Next we verify the following result:

Theorem 2. *Let D_i , $i \in I$, be complete distributive lattices satisfying condition (J). Let Θ be a complete congruence relation on $\Pi^*(D_i \mid i \in I)$. If there exist $i \in I$ and $d \in D_i$ with $d < 1_i$ such that, for all $d \leq c < 1_i$,*

$$(1) \quad \langle \dots, d, \dots, 0, \dots \rangle \equiv \langle \dots, c, \dots, 0, \dots \rangle \pmod{\Theta},$$

then $\Theta = \iota$.

Proof. Since

$$(2) \quad \langle \dots, d, \dots, 0, \dots \rangle \equiv \langle \dots, c, \dots, 0, \dots \rangle \pmod{\Theta},$$

and Θ is a complete congruence relation, it follows from condition (J) that

$$(3) \quad \langle \dots, d, \dots, 0, \dots \rangle \equiv \bigvee \{ \langle \dots, c, \dots, 0, \dots \rangle \mid d \leq c < 1 \} \pmod{\Theta}.$$

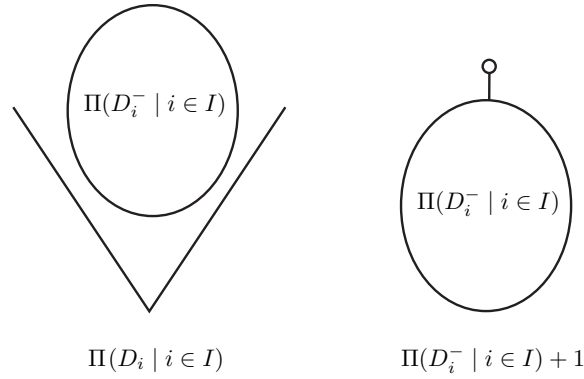


FIGURE 1

Let $j \in I$, $j \neq i$, and let $a \in D_j^-$. Meeting both sides of the congruence (2) with $\langle \dots, a, \dots, 0, \dots \rangle$, we obtain that

$$(4) \quad 0 = \langle \dots, a, \dots, 0, \dots \rangle \quad (\Theta),$$

Using the completeness of Θ and (4), we get:

$$0 \equiv \bigvee \langle \langle \dots, a, \dots, 0, \dots \rangle \mid a \in D_j^- \rangle = 1 \quad (\Theta),$$

hence $\Theta = \iota$. □

REFERENCES

- [1] Soo-Key Foo, *Lattice Constructions*, Ph.D. thesis, University of Winnebago, Winnebago, MN, December, 1990.
- [2] George A. Menuhin, *Universal algebra*. D. Van Nostrand, Princeton, 1968.
- [3] Ernest T. Moynahan, *On a problem of M. Stone*, Acta Math. Acad. Sci. Hungar. **8** (1957), 455–460.
- [4] Ernest T. Moynahan, *Ideals and congruence relations in lattices*. II, Magyar Tud. Akad. Mat. Fiz. Oszt. Közl. **9** (1957), 417–434.

COMPUTER SCIENCE DEPARTMENT, UNIVERSITY OF WINNEBAGO, WINNEBAGO, MN 53714

4.2 *An article template*

In this section, you create an article template. To start a new article, open the template and start writing!

Make a copy of `intrart.tex` and give the copy an appropriate name. I named mine `gg.tex` (it is in the `samples` folder). Remember the naming rule (page 4): The name should have no spaces, no special characters, and end with `.tex`. So the name `my template.tex` is not good, but `MyTemplate.tex` is fine.

4.2.1 *Editing the top matter*

Edit the top matter to contain the relevant information, e.g., title and address, for your template. Here are some simple rules to follow.

Rule ■ Top matter

1. `\thanks` places an unmarked footnote at the bottom of the first page, for instance to acknowledge research support. If it is not needed, comment it out.
2. Separate the lines of your address with `\\`. Do not put a `\\` at the end of the last line.
3. `\date{\today}` typesets today's date. If you do not want *any* date to appear, comment out the `\date` command. For a specific date, such as March 15, 2006, type `\date{March 15, 2006}`.
4. The `\title` command is the only required command. The others are optional.

Actually, if you do not give the `\maketitle` command, even the `\title` command is optional. On the other hand, if you do give the `\maketitle` command and omit the `\title` command, then you get the error message

```
! Undefined control sequence.
<argument> \shorttitle
```

```
1.27 \maketitle
```

Now delete all the content of the article, leaving you with the skeleton. Here is the edited `gg.tex` (it is in your `samples` folder):

```
% GG's article template: gg.tex

\documentclass{amsart}
\usepackage{amssymb,latexsym}
\usepackage{graphicx}
```

```

\newtheorem{theorem}{Theorem}
\newtheorem{lemma}{Lemma}
\newtheorem{definition}{Definition}
\newtheorem{notation}{Notation}

\begin{document}
\title{Title!}
\author{George Gr\{"a\}tzer}
\address{Department of Mathematics\
         University of Manitoba\
         Winnipeg, MB R3T 2N2\
         Canada}
\date{\today}

\begin{abstract}
To come!
\end{abstract}

\maketitle

\section{Introduction}\label{S:intro}

\begin{thebibliography}{9}

\end{thebibliography}

\end{document}

```

I also made a version for a joint article with another author: `gg2.tex` (see the `samples` folder). It adds the lines

```

\author{Second author}
\address{line1\
         line2\
         line3\
         line4}

```

before the `\date` command.

When I start writing an article, I open `gg.tex` or `gg2.tex`, save it under a new name, and edit the top matter. Here are two more rules about the top matter to keep in mind:

Rule ■ Top matter (continued)

5. If necessary, break the title into separate lines with `\\`. Do not put a `\\` at the end of the last line.
 6. Multiple authors get separate `\author` and `\address` commands.
-

4.2.2 Sectioning

An article, as a rule, is divided into sections. To start the section Introduction, type

```
\section{Introduction}\label{S:intro}
```

after the `\maketitle` command. `Introduction` typesets as the title of the section. I use the convention that `S:` starts the label for a section, so the label is `S:intro` (or something similar). The section's number is automatically assigned by \LaTeX . You can refer to this section number with `\ref{S:intro}`:

In Section~\ref{S:intro}, we introduce

The command `\section*` produces an unnumbered section.

Sections have subsections, and subsections have subsubsections. The corresponding commands are

```
\subsection \subsubsection
```

Their unnumbered variants are

```
\subsection* \subsubsection*
```

4.2.3 Invoking proclamations

In the preamble of the article `intrart.tex`, we defined the `theorem`, `lemma`, `definition`, and notation proclamations. These proclamations define environments.

For example, you type a theorem within a `theorem` environment. The body of the theorem, that is, the part of the source file that produces the theorem, is typed between the lines

```
\begin{theorem}\label{T:xxx}
```

and

```
\end{theorem}
```

where `T:xxx` is the label for the theorem. You should replace `xxx` with a label that is somewhat descriptive of the contents of your theorem. \LaTeX automatically assigns a number to the theorem, and the theorem can be referenced by using a command of the form `\ref{T:xxx}`.

4.2.4 Inserting references

The works to be listed are placed in the bibliography. Below are typical entries for the most frequently used types of references, an article in a journal, a book, a Ph.D. thesis, and a technical report. For more examples, see the bibliographic template file, `bibl.tpl`, in the `samples` folder.

```
\begin{thebibliography}{9}
  \bibitem{sF90}
    Soo-Key Foo,
    \emph{Lattice Constructions},
    Ph.D. thesis,
    University of Winnebago, Winnebago, MN,
    December, 1990.
  \bibitem{gM68}
    George~A. Menuhin,
    \emph{Universal algebra}.
    D.~Van Nostrand, Princeton, 1968.
  \bibitem{eM57}
    Ernest~T. Moynahan,
    \emph{On a problem of M. Stone},
    Acta Math. Acad. Sci. Hungar. \textbf{8} (1957),
    455--460.
  \bibitem{eM57a}
    Ernest~T. Moynahan,
    \emph{Ideals and congruence relations in
    lattices.} II,
    Magyar Tud. Akad. Mat. Fiz. Oszt. K\~{o}zl.
    \textbf{9} (1957), 417--434.
\end{thebibliography}
```

Each item listed in the bibliography can be referenced in the body of the article. You reference with the `\cite` command. The argument is the argument of the `\bibitem` command. So to reference Menuhin's article, type

```
\cite{gM68}
```

which typesets as [2] since Menuhin's article is the second in the list. So

```
┌
└ this result was first published in [2]
```

is typed as

```
this result was first published in~\cite{gM68}
```

How you write each label is up to you, subject only to the rule in Section 10.4.2, provided the labels are unique. I use the convention that the label for a `\bibitem` consists of the initials of the author and the year of publication. For example, a publication by Andrew B. Reich in 1987 would have the label `aR87` (a second publication by that author from that year would be `aR87a`). For joint publications, the label consists of the initials of the authors and the year of publication. For example, a publication by John Bradford and Andrew B. Reich in 1987 would have the label `BR87`.

You have to arrange the references in your document's `thebibliography` environment in the order you wish to see them. \LaTeX only takes care of the numbering and the citations in the text.

4.3 *On using \LaTeX*

Now that you are ready to type your first article, we give you some pointers on using \LaTeX .

4.3.1 *\LaTeX error messages*

You probably make a number of mistakes in your first article. These mistakes fall into the following categories:

1. Typographical errors, which \LaTeX blindly typesets
2. Errors in mathematical formulas or in the formatting of the text
3. Errors in your instructions to \LaTeX , that is, in commands and environments

Typographical errors can be corrected by viewing and spell checking the typeset article, finding the errors, and then editing the source file.

Mistakes in the second and third categories probably trigger errors during the typesetting process, such as the math errors in Section 3.2. Some of these mistakes may have to be corrected before your article can be completely typeset.

We now look at some examples of the third class of errors by deliberately introducing a number of mistakes into the source file of the article `intrart.tex` (in your `samples` folder, source file on pages 35–41, and shown typeset on pages 42–43), and examining the error messages that occur.

When \LaTeX displays a `?` prompt, you can either try to continue typesetting the document by pressing Return, or type `x` to stop typesetting immediately. See Section D.4 for other options.

Experiment 1 In `intrart.tex`, go to line 20 by using your editor's Go to Line command and remove the closing brace so that it reads

```
\begin{abstract
```

When you typeset `intrart.tex`, L^AT_EX reports a problem:

```
Runaway argument?
{abstract In this note, we prove that there exist
\emph {complete-sim\ETC.
! Paragraph ended before \begin was complete.
<to be read again>
                                \par
1.26
```

Line 26 of the file is the line after `\end{abstract}`. The error message informs you that the name of the environment that ends before line 26 is not completed before the end of the paragraph. Press Return to tell L^AT_EX to typeset the remainder of the article, leaving out the abstract.

`Runaway argument?` is an error message that comes up often. It usually means that the argument of a command is either longer than expected or it contains material that the argument cannot accept. Most often a closing brace solves the problem, as in the experiment.

Experiment 2 Now correct line 20, then go to line 25 and change it from

```
\end{abstract}
```

to

```
\end{abstrac}
```

and typeset the article again. L^AT_EX informs you of another error:

```
! LaTeX Error: \begin{abstract} on input line 20
ended by \end{abstrac}.
```

```
1.25 \end{abstrac}
```

This is perfect. L^AT_EX correctly analyzes the problem and tells you where to make the change.

You may continue typesetting the article by pressing Return. L^AT_EX then gives you the message:

```
! Missing } inserted.
<inserted text>
                                }
1.25 \end{abstrac}
```

The missing `}` inserted is the “special brace” `\end{abstract}` (more about this in Section 5.3.2). Press Return. L^AT_EX recovers from this error and the article is typeset correctly.

Experiment 3 Instead of correcting the error in line 25, comment it out with

```
% \end{abstrac}
```

and also comment out the four lines of the figure environment using block comment. Introduce an additional error in line 96. This line reads

```
and  $\Theta$  is a complete congruence relation,
```

Change Θ to $Teta$:

```
and  $Teta$  is a complete congruence relation,
```

Now, when you typeset the article, \LaTeX reports

```
! Undefined control sequence.
<recently read>\Teta
```

```
1.96 and  $Teta$ 
           $ is a complete congruence relation,
```

Pressing Return results in the message

```
! LaTeX Error: \begin{abstract} on input line 20
ended by \end{document}.
```

```
Type H <return> for immediate help.
...
```

```
1.150 \end{document}
```

These two mistakes are easy to identify: $Teta$ is a misspelling of Θ , and since $\end{abstract}$ is missing, \LaTeX is trying to match

```
\begin{abstract}
```

with

```
\end{document}
```

Now undo the changes you made to lines 25 and 96. Uncomment the figure.

Experiment 4 In line 42, delete the closing brace of the \label command:

```
\begin{definition}\label{D:P*
```

This results in a message for line 54, the blank line following the paragraph, that

```
! Paragraph ended before \label was complete.
```

This is easy to understand. You cannot begin a new paragraph within the argument of a `\label` command.

Undo the change to line 42.

Experiment 5 Add a blank line following line 58:

```
\langle \dots, 0, \dots, d, \dots, 0, \dots \rangle
```

This change results in the message

```
! Missing $ inserted.
```

```
<inserted text>
```

```
$
```

```
1.59
```

There can be no blank lines within a displayed math environment. L^AT_EX catches the mistake, but the message itself is misleading. Pressing Return does not help; you cannot recover from the error. Delete the blank line.

Experiment 6 Add a `$` somewhere in line 58 (such errors often occur when cutting and pasting formulas):

```
\langle $\dots, 0, \dots, d, \dots, 0, \dots \rangle
```

You get the message:

```
! Display math should end with $$.
```

```
<to be read again>
```

```
\protect
```

```
1.58 \langle $\dots
```

```
, 0, \dots, d, \dots, 0, \dots \rangle
```

Maybe this could be more to the point?

Error messages from L^AT_EX are not always helpful, but there is always some information that can be gleaned from them. Try to identify the structure, that is, the command or environment, that causes the error—read the section of this book that describes that command or environment. This should help you correct the error. Keep in mind that the error could be quite far from the line L^AT_EX indicates, but it is always on or before that line in the source file.

If you have difficulty isolating a problem, block comment all but the paragraph you suspect might have problems. If necessary, split a large paragraph into smaller pieces.

Tip Typeset often.

To some extent, you can avoid having to isolate problems by following this tip. For instance, if I were to typeset *First Steps into L^AT_EX* [29], with the closing brace of the first `\caption` command on line 480 of the source file missing, I would get the error message

```
! Text line contains an invalid character.
1.1227 ...pletely irreducible^^?
```

where the reference is to line 1227, about 700 lines removed from the actual error. However, if the only thing I did before typesetting was to insert that figure with its incorrect caption command, at least I would know where to look for errors. If you make a dozen corrections and then typeset, you may not know where to start.

4.3.2 Logical and visual design

The typeset version of `intrart.tex` (pp. 42–43) looks impressive. To produce such articles, you need to understand that there are two aspects to article design: *visual* and *logical*.

As an example, let us look at a theorem from `intrart.tex` (see the typeset form of the theorem on page 43). You tell L^AT_EX that you want to state a theorem by using a `theorem` environment:

```
\begin{theorem}\label{T:P*}
Let  $D_{i}$ ,  $i \in I$ , be complete distributive
lattices satisfying condition~\textup{(J)}.
Let  $\Theta$  be a complete congruence relation on
 $\Pi^{*} ( D_{i} \mid i \in I )$ .
If there exist  $i \in I$  and  $d \in D_{i}$  with
 $d < 1_{i}$  such that, for all  $d \leq c < 1_{i}$ ,
\begin{equation}\label{E:cong1}
\langle \dots, d, \dots, 0, \dots \rangle \equiv
\langle \dots, c, \dots, 0, \dots \rangle
\pmod{\Theta},
\end{equation}
then  $\Theta = \iota$ .
\end{theorem}
```

The logical part of the design is choosing to define a theorem by placing material inside a `theorem` environment. For the visual design, L^AT_EX makes hundreds of decisions. Could you have specified all of the spacing, font size changes, centering, numbering, and so on? Maybe, but would you *want* to? And would you want to repeat that process for every theorem in your document?

Even if you did, you would have spent a great deal of time and energy on the *visual design* of the theorem rather than on the *logical design* of your article. The idea

behind L^AT_EX is that you should concentrate on what you have to say and let L^AT_EX take care of the visual design.

This approach allows you to easily alter the visual design by changing the document class (or its options, see Sections 11.5, 12.1.2, and 18.1). Section 11.1 provides some examples. If you code the visual design into the article—hard coding it, as a programmer would say—such changes are much harder to accomplish, for you and for the journal publishing the article.

4.4 Converting an article to a presentation

To produce a document in L^AT_EX for use as a presentation, you have to output it as a PDF file. You make your presentation using a PDF viewer such as Adobe Reader or print the pages of the PDF file on transparencies and use a projector.

So a *presentation* is a PDF file. To display the presentation, connect your computer to a projector. Open the PDF file in Adobe Reader, put it in full screen mode. Then project the presentation a page at a time by pressing the space bar or the forward and back arrow keys.

In L^AT_EX, you use a presentation package—really, a document class—to prepare such a PDF file. We deal with presentations in detail in Chapter 14, but as a quick introduction, we convert `intrart.tex` into a presentation.

For the conversion, we use the presentation package Foil_TE_X, while in Chapter 14 we discuss the beamer package. To use the Foil_TE_X package, we have to learn only one new command, `\foilhead`.

Open `intrart.tex`, save it as `intropres.tex` in the work folder. We introduce some changes to the document to prepare it for the conversion. Once you are satisfied with the changes made, the `tex` file created for Foil_TE_X is typeset so as to produce the PDF file. For WinEdt, click on the PDF TeXify icon. For TeXShop, just click on Typeset. For other T_EX installations, check your user manual on how to create a PDF output.

4.4.1 Preliminary changes

Make the following changes in the preamble, top matter, and abstract.

1. Change the first line to


```
% Introductory presentation:intropres.tex
```
2. Change the documentclass to `foils`.
3. Add the line


```
\usepackage{amsmath}
```

 after the documentclass line. We have to do this because Foil_TE_X does not automatically load the AMS math package.

4. Delete the definitions of theorem, lemma, and definition. `FoilTeX` redefines these.

5. Copy the address into the `\author` command:

```
\author{George~A. Menuhin\\
        Computer Science Department\\
        University of Winnebago\\
        Winnebago, MN 53714}
```

and delete the `\address` command. This may seem strange, but it is necessary because `FoilTeX` is based on a legacy document class that does not have an `\address` command (see Chapter 12).

6. Move the abstract after the `\maketitle` command, as was customary in legacy document classes.

7. Add the `[scale=2]` option to the `\includegraphics` command, so the command becomes

```
\centering\includegraphics[scale=2]{products}
```

`FoilTeX` uses fonts in 20 point size, twice the usual size. So it is appropriate that we scale up the illustration to 200%.

So the new version is

```
% Introductory presentation:intropres.tex

\documentclass{foils}
\usepackage{amsmath}
\usepackage{amssymb,latexsym}
\usepackage{graphicx}

\begin{document}
\title{A construction of complete-simple\\
        distributive lattices}
\author{George~A. Menuhin\\
        Computer Science Department\\
        University of Winnebago\\
        Winnebago, MN 53714}
\date{March 15, 2006}

\maketitle
\begin{abstract}
    In this presentation, we prove that there exist
```



```

\emph{complete-simple distributive lattices,}
that is, complete distributive lattices
with only two complete congruences.
\end{abstract}

```

Declarations in the body

In your L^AT_EX editor, perform four search and replace operations in the body of the article. Change all of the following:

1. {theorem} to {Theorem}
2. {lemma} to {Lemma}
3. {definition} to {Definition}
4. {proof} to {Proof}

FoⁱL_TE_X defines and uses the capitalized versions.

Sectioning

Comment out all the \section commands. FoⁱL_TE_X uses the \foilhead command to break the material into pages and also as a substitute for sectioning.

4.4.2 Making the pages

We cut the presentation into pages (transparencies or foils) by inserting as many page breaking commands of FoⁱL_TE_X, \foilhead{}, as seems appropriate. The argument of the command becomes the “title” for the page. If the argument is empty, the page has no title.

Add the \foilhead{The result} command after the abstract. This ends the title page and adds the title The result to the next page.

See the intropres.tex document for all the other \foilhead{} commands we have added.

4.4.3 Fine tuning

We have eliminated the equation numbering, because it would make the equations too wide. Also, in a presentation, references to another page are not recommended. We made some additional changes to accommodate that we have fewer characters per line. Compare the documents intrart.tex and intropres.tex to see all the changes. Note how in the PDF file the fonts are automatically changed to sans serif, because sans serif text is easier to read when projected. The font size is 20pt, twice the size of the font in the article.

Of course, `intropres.tex` is not the most elegant presentation. But I hope it helps you to make your first presentation. On pages 57 and 58, we show the first two pages of this presentation.

There are, of course, a number of useful commands in `FoilTEX` in addition to the one we used, `\foilhead`. We did not even do justice to this one command. It has an optional argument to enlarge or shrink the space between the header and the body of the foil. So

```
\foilhead[-.5in]{A diagram}
```

shrinks that space by half an inch. This is especially useful with large diagrams.

For numerous other features of `FoilTEX`, see the user manual [33].

A construction of complete-simple distributive lattices

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Computer Science Department
University of Winnebago
Winnebago, MN 53714

March 15, 2006

Abstract

In this presentation, we prove that there exist *complete-simple distributive lattices*, that is, complete distributive lattices with only two complete congruences.

The result

In this presentation, we prove the following result:

Theorem 1. *There exists an infinite complete distributive lattice K with only the two trivial complete congruence relations.*

Installation

In case you do not already have a \LaTeX installation, in Sections A.1 and A.2, we describe how to install \LaTeX on your computer, a PC or a Mac. The installation is much easier if you obtain \TeX Live 2007 (or later) from the \TeX Users Group, TUG (see Section E.2). It contains both the \TeX implementations we discuss.

No installation is given for UNIX computers. The attraction of UNIX to its users is the incredibly large number of options, from the UNIX dialect, to the shell, the editor, and so on. A typical UNIX user downloads the code and compiles the system. This is obviously beyond the scope of this book. Nevertheless, \TeX Live 2007 (or later) from the \TeX Users Group supplies the compiled (binaries) of \LaTeX for a number of UNIX variants.

First read Chapter 1, so that in this Appendix you recognize the terminology we introduce there. I will assume that you become sufficiently familiar with your \LaTeX distribution to be able to perform the editing cycle with the sample documents.

A.1 *L^AT_EX on a PC*

On a PC, most mathematicians use MiKTeX and the editor WinEdt. So it seems appropriate that we start there.

A.1.1 *Installing MiKTeX*

If you made a donation to MiKTeX or if you have the T_EX Live 2007 (or later) from the T_EX Users Group, then you have a CD or DVD with the MiKTeX installer. Installation then is in one step and very fast. In case you do not have this CD or DVD, we show how to install from the Internet. To begin, go to the MiKTeX home page:

<http://miktex.org>

and under the Download/Install click on the version you want to install.¹ You are directed to the MiKTeX download page, where you click on Download MiKTeX Net Installer. This takes you to a list of the download sites, called “mirrors”. Choose one geographically close to you and click Download next to your pick. You are asked whether to Run or Save the installer application. Choose Save to save and now you have the setup application on your computer.

Run setup and the MiKTeX Setup Wizard should start automatically. Then click Next and choose the task, Download only. Click Next again to choose the size of the download and choose Complete MiKTeX. Again you have to choose a download site, and click Next a few more times, then Start, and the download starts. When it is complete, almost 35,000 files later, click Close. Now you have the files you need in the next step.

The next task is installation. Run setup again, and up comes the Wizard. Click Next, and the task Install MiKTeX is selected for you. Click Next, make sure you select Complete MiKTeX. Click Next a few more times, select the default paper size, click Start, and the installation starts. When it is finished, click Close.

A.1.2 *Installing WinEdt*

You can download WinEdt from its Web site and use it for 30 days before you pay the license fee. We now install WinEdt from the CD you are sent after you pay the license fee. Go to License and Registration at

<http://www.winedt.com>

Put the WinEdt installer CD in the DVD drive. The WinEdt Setup Wizard starts automatically. After accepting the licence, click Next a few times until WinEdt is installed and then click Finish.

After installation, the
WinEdt Configuration Wizard

¹We follow the instructions for MiKTeX 2.5. Hopefully, this will also assist you with later versions.

starts automatically. Click on the `File Associations` tab and click on `Modify file type associations...` under `Current User`, which is down the right side of the window, and then click `OK`. This gives all `TEX` files a lion icon and automatically associates them with `WinEdt` so that double clicking a `TEX` file automatically opens it in `WinEdt`. Clicking `OK` to close the Wizard.

`WinEdt`'s claim to fame is its incredible customizability. Once you become familiar with the basic operations, you can make `WinEdt` behave the way you like.

A.1.3 *The editing cycle*

In Section 1.2 you created the `work` folder for your work files. Start `WinEdt` by double clicking the `WinEdt` icon and open the file `note1.tex` in `work`, see the top half of Figure A.1. Observe:

- In the right-hand corner, under the `X` button, the close application button, there is a small black `x`. All windows of `WinEdt` have such an `x`, this is the *close window* button.
- There are two rows of icons. The seventh from the right in the first row, a darkened lion's head, is the `TeXify` button, use it to typeset your `LATEX` file. If you are not sure what an icon represents, let the cursor hover over it, and a brief description appears.
- A blue arrow in the left margin points at the line where the cursor is.

Click on the `TeXify` icon. `MiKTeX` typesets `note1.tex` and produces another file, `note1.dvi`. The new file is displayed by the application `Yap`, which was automatically installed for you with `MiKTeX`. Rearrange the `WinEdt` and `Yap` windows. You should get an arrangement similar to the bottom half of Figure A.1.

A.1.4 *Making a mistake*

`WinEdt` tells you if there is a mistake in your source file. To see what happens, click on the `WinEdt` window, and add a `\` in line 11 of `note1.tex`, so that `personally` reads `\personally`. This makes `\personally` a command, which is a mistake (see Chapter 2). Click on the `TeXify` icon. We get the `TeXify ...` window, as in the top part of Figure A.2. At the `?` prompt, type `x` for “exit” and press `Return`.² You now see three windows, as shown in the bottom half of Figure A.2. The `Yap` window is mostly covered up. There is a new window, `note1.log`, the log window, in which the information from the `TeXify ...` window is recorded. In the `WinEdt` window, the blue arrow line pointer on the left indicates the offending line, and the mistake, `\personally`, is highlighted in red. Correct the mistake by deleting `\`, click on `TeXify`, and you are back in business.

²The user, recorded on Figure A.2, typed `s` for “scroll mode”. `LATEX` then completes the typesetting without stopping for errors (see Section D.4).

```

WinEdt - [C:\Documents and Settings\George\My Documents\work\note1.tex]
File Edit Search Insert Document Project Tools Macros Accessories Options Window Help

note1.tex
% Sample file: note1.tex
\documentclass{sample}

\begin{document}
It is of some concern to me that
the terminology used in multi-section
math courses is not uniform.

In several sections of the course on
matrix theory, the term
``hamiltonian-reduced'' is used.
I, personally, would rather call these
``hyper-simple.'' I invite others
to comment on this problem.

Of special concern to me is the terminology in the course
by Prof.~Rudi Hochschwabauer.
Since his field is new, there is no accepted
terminology. It is imperative
that we arrive at a satisfactory solution.
\end{document}

```

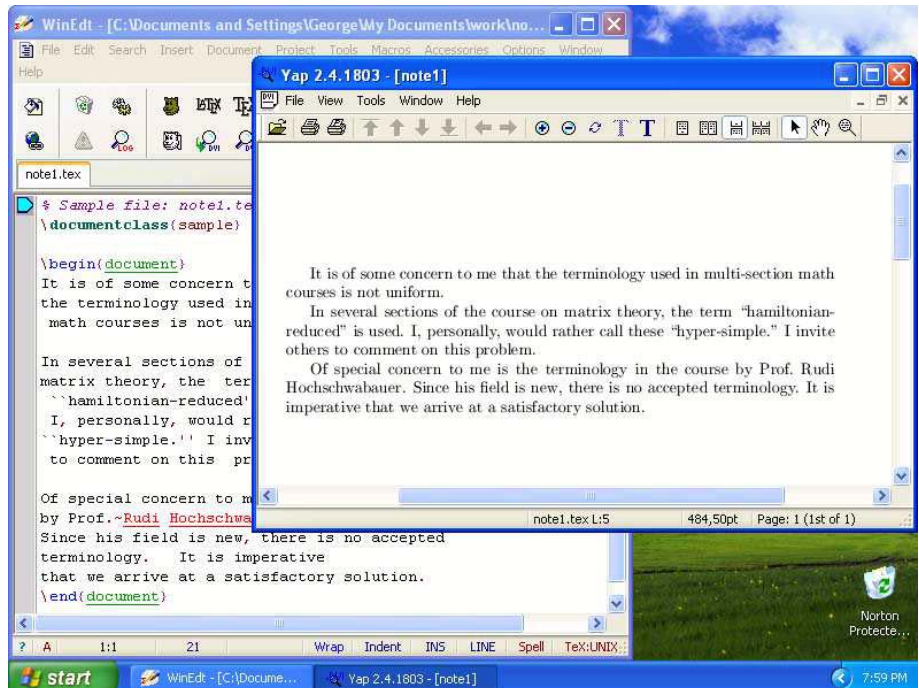


Figure A.1: note1.tex opened in WinEdt and typeset.

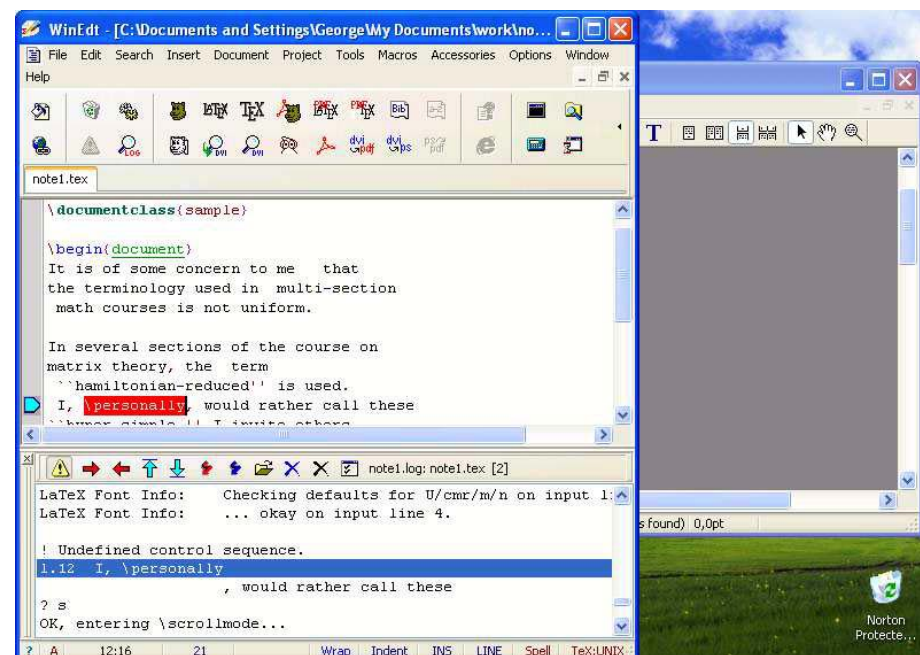
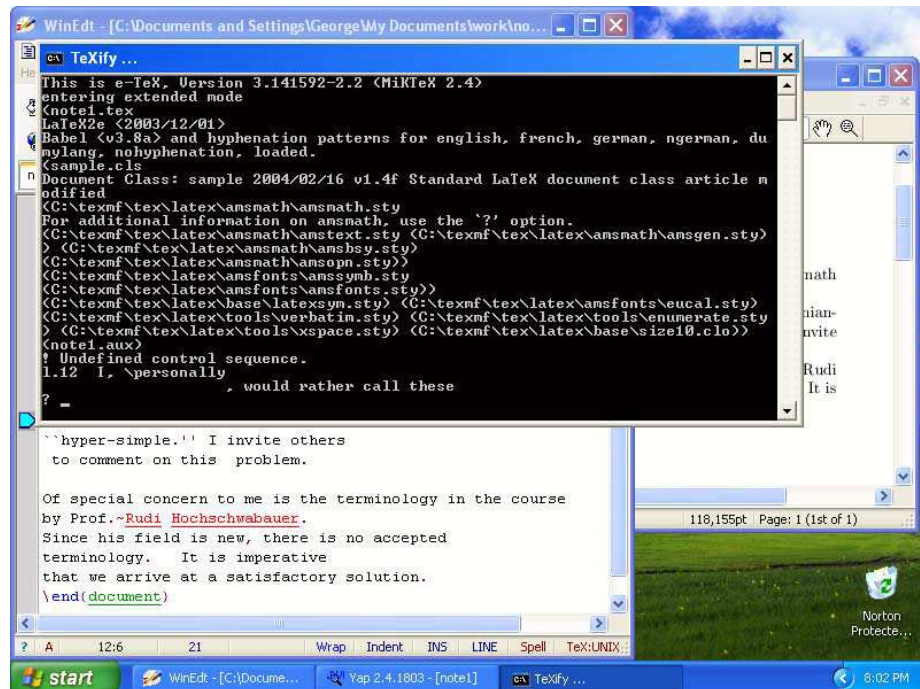


Figure A.2: The mistake identified and localized (showing the log window).

A.1.5 *Three productivity tools*

Now we see how the three productivity tools introduced in Section 1.4 are implemented in WinEdt and MiKTeX.

Synchronization This is known as *inverse search* in WinEdt and MiKTeX. To set it up, open Yap, for example, by Texifying the document `note1.tex`. Choose the menu item `View>Options>Inverse DVI Search`. A list now displays the editors detected. Select WinEdt, click Apply, and click OK. You are done.

- To jump from the typeset file in Yap to the source file in WinEdt, double click a word in the typeset file.
- To jump from the source file to the typeset file, click on the DVI Search icon, the magnifying glass with the green leaf attached to the handle. You then jump to the typeset file, where a marker indicates the beginning of the typeset version of the source line the cursor is on.

Block comment Select a number of lines in a source document and choose the menu option `Edit>Move/Fill>Insert comment`. Block uncomment is done with `Edit>Move/Fill>Remove comment`.

Go to line This is done with `Search>Go to Line...`

The icons and menu options all have keyboard equivalents. For instance, `Go to line` is `Ctrl+G` and `TeXify` is `Ctrl+Shift` and then press `x`.

A.1.6 *An important folder*

When using MiKTeX, where do you put new style files and packages?

You can always place these files in your working folder. This is the simplest, but they will not be available when working with files outside that folder.

If you want these files accessible everywhere (from all folders), then make a new folder in the LocalTeXMF folder tree, say

```
C:\LocalTeXMF\MyStyles
```

and place these files there. In order for MiKTeX to find these files, you now need to update the MiKTeX File Name Database. Do this:

```
All Programs>MiKTeX>MiKTeX Options>Refresh FNDB
```

or access it directly via the drop down menus from within WinEdt:

```
Accessories>MiKTeX Options
```

The best way to install new packages from CTAN is via the Package Manager, which is accessed via

All Programs>MikTeX>Package Manager

The Package Manager downloads the files from a CTAN mirror of your choice, then installs all files in their correct folders and updates MikTeX's filename database.

It is a good idea to run the MikTeX Update Wizard on a regular basis to keep your system up to date:

All Programs>MikTeX>MikTeX Update Wizard

A.2 *L^AT_EX on a Mac*

A.2.1 *Installations*

For the Mac, we install MacTeX,³ which consists of the TUG's T_EX Live and Richard Koch's TeXShop. If you have T_EX Live (see Section E.2), put the DVD in your computer's DVD drive and follow the simple instructions. In a few minutes you are done. Otherwise, go to

<http://www.tug.org/mactex/>

and in the Downloading section, click on MacTeX-2007. After downloading about 700 MBs, you get the MacTeX-2007 "disk image" that contains the mactex installer package. The disk image should open and the application MacTeX-2007.mpkg should start automatically. A few more clicks—as in all Mac installations—and you are done.

The spelling checker

Finally, get the spell checker cocoAspell by Anton Leuski by going to

<http://people.ict.usc.edu/~leuski/cocoaspell/home.html>

and clicking on the download link, cocoAspell. This downloads the disk image cocoAspell.dmg, containing the installation package cocoAspell.mpkg. Follow the same process as above to mount this. Then double click on the installer package and follow the instructions.

In the Apple menu, choose System Preferences . . . , where you find a new one, Spelling. Double click on it, and choose a dictionary. I use the dictionary English(United States). You should also select the filters you need. They are explained on the page you obtain by clicking on the Filter button. I selected Texinfo and TeX/LaTeX. You may have to restart the computer for the spelling checker to work.

To invoke the spelling checker, select a word and press Command+Shift and :. It suggests a correct spelling. You can also add words to the dictionary.

To learn more about the dictionaries, read the documents in

[/Library/Application Support/cocoAspell/ aspell6-en-6.0-0/doc/](/Library/Application\ Support/cocoAspell/aspell6-en-6.0-0/doc/)

³We follow the instructions for MacTeX-2007. Hopefully, this will also assist you with later versions.

A.2.2 Working with TeXShop

Custom settings

In due course, you can fully customize TeXShop as an advanced user. But to begin, there are just a few things to do. In the TeXShop menu choose Preferences... to open the TeXShop Preferences. To set the default font for the source files in TeXShop, click on the Document tab. Under Document Font click Set..., which brings up the Font window. Choose a font and size for the source files that is easy on your eyes. I use Courier and 12. Close the Font window.

Make sure that under Editor all items except Auto Complete are selected.

Now click the Preview tab and in the Preview Window Magnification enter a number for the magnification to be used for viewing the typeset version—I use 150. Once you type in the number, press Set. For Default Mouse Mode, choose Select Text. For Default Page Style, choose Multi-Page.

Under After Window Resize, choose Fixed Magnification. Then click on OK. Close the TeXShop Preferences window.

When you become more familiar with TeXShop, you may want to revisit these settings.

Changing a document for TeXShop

If

- you use the `graphicx` package, see `intrart.tex` in the `samples` folder as an example, and
- your document contains illustrations that have been saved as EPS graphics and included with the `\includegraphics` command,

then add the line

```
\usepackage{epstopdf}
```

in the preamble below the line

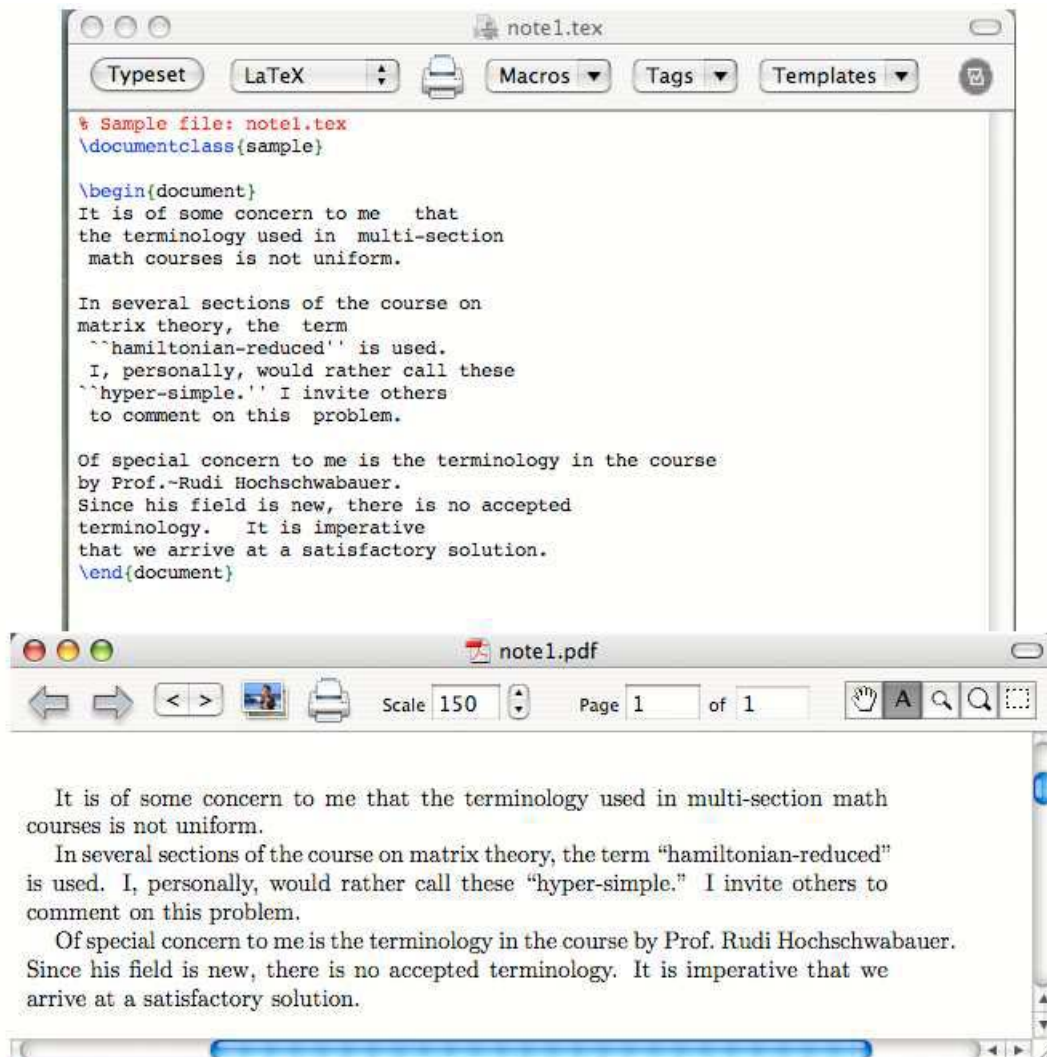
```
\usepackage{graphicx}
```

If you have many illustrations, it is preferable to open all the illustrations with TeXShop or Preview and save them in PDF format. Also, make sure that the extensions are not given in the `\includegraphics` commands, that is,

```
\usepackage{graphicx}
\includegraphics{products.eps}
```

is changed to

```
\usepackage{graphicx}
\includegraphics{products}
```

Figure A.3: The document `note1.tex`: the source and the typeset version.

A.2.3 *The editing cycle*

In your Document folder, you created the work folder (see page 4). We are going to work with the document `note1.tex` in the work folder.

To start TeXShop, double click on `TeXShop.app` in the Applications folder, select the menu `File>Open . . .`, and navigate to the folder

```
Documents/work/note1.tex
```

Open the document.

In the upper left corner of the source window, click the Typeset button. A second window opens, the *preview window*, showing `note1.pdf`, the typeset version of `note1.tex`. Unlike WinEdt, discussed in Section A.1, which produces a file called `note1.dvi`, TeXShop produces a PDF file, `note1.pdf`.

Figure A.3 shows the two windows. At the top, you see TeXShop's seven menus. For this introduction we ignore all but two menu options. You should use the Help menu to learn more and the `Macros Help` in the Help window along with the `Macro Editor` (open it with `Macros>Open Macro Editor . . .`) to become more productive.

A.2.4 *Making a mistake*

TeXShop tells you if there is a mistake in your source file. Open `note1.tex` again and introduce a silly error, say, in the line `\documentclass{amsart}`, delete the closing brace, so it reads `\documentclass{amsart`. A new window—the third!—pops up, called `note1 console`, see Figure A.4. This is the log window (see Section 1.3). Click on the button `Goto Error` and the cursor is placed in the source document pretty close to the error. Now you can correct the error and typeset again.

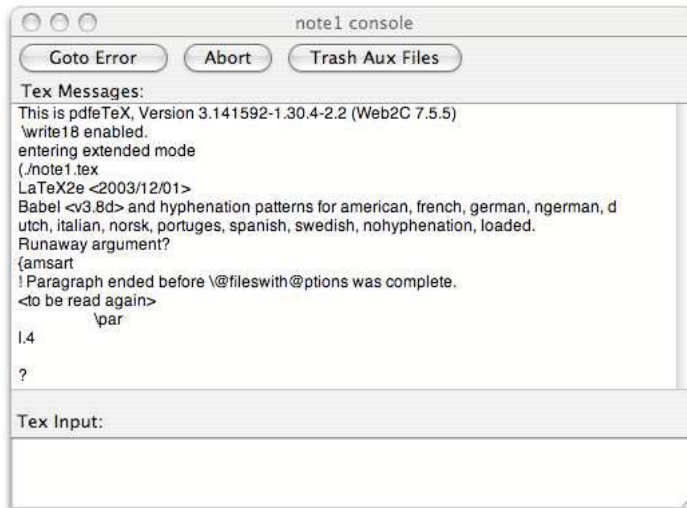
A.2.5 *Three productivity tools*

Now we see how the three productivity tools introduced in Section 1.4 are implemented in TeXShop.

Synchronization Command-click on a word in the source window. The preview window shows the corresponding typeset phrase circled in red. Similarly, command-click on a word in the preview window and the corresponding source phrase is highlighted in yellow—it helps to click on text with no \LaTeX commands close by.

Block comment Select a number of lines in a source document, and choose the menu option `Format>Comment`. All the lines, the whole block, are commented out. The reverse is done with `Format>Uncomment`.

Go to line This is done with `Edit>Line Number . . .`

Figure A.4: The `note1.tex` console (log window).

Buttons and menu options all have keyboard equivalents. For instance, Block comment is Command + { and Go to line is Command + L.

A.2.6 *An important folder*

Create the `texmf` folder in the Library folder of your home folder—**not** the other Library folder, which is in the same folder as Applications. In `texmf`, create the `tex` folder, wherein you create the `latex` folder. Put all your personal (see Section 15.3) and additional `sty` files here.

B

*Math symbol tables****B.1 Hebrew and Greek letters******Hebrew letters***

Type	Typeset
<code>\aleph</code>	ℵ
<code>\beth</code>	ℶ
<code>\daleth</code>	ℷ
<code>\gimel</code>	ℸ

Greek letters***Lowercase***

Type	Typeset	Type	Typeset	Type	Typeset
<code>\alpha</code>	α	<code>\iota</code>	ι	<code>\sigma</code>	σ
<code>\beta</code>	β	<code>\kappa</code>	κ	<code>\tau</code>	τ
<code>\gamma</code>	γ	<code>\lambda</code>	λ	<code>\upsilon</code>	υ
<code>\delta</code>	δ	<code>\mu</code>	μ	<code>\phi</code>	ϕ
<code>\epsilon</code>	ϵ	<code>\nu</code>	ν	<code>\chi</code>	χ
<code>\zeta</code>	ζ	<code>\xi</code>	ξ	<code>\psi</code>	ψ
<code>\eta</code>	η	<code>\pi</code>	π	<code>\omega</code>	ω
<code>\theta</code>	θ	<code>\rho</code>	ρ		
<code>\varepsilon</code>	ε	<code>\varpi</code>	ϖ	<code>\varsigma</code>	ς
<code>\vartheta</code>	ϑ	<code>\varrho</code>	ϱ	<code>\varphi</code>	φ
	<code>\digamma</code>	F	<code>\varkappa</code>	\varkappa	

Uppercase

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

B.2 Binary relations

Type	Typeset	Type	Typeset
<	<	>	>
=	=	:	:
\in	\in	\ni or \owns	\ni
\leq or \le	\leq	\geq or \ge	\geq
\ll	\ll	\gg	\gg
\prec	\prec	\succ	\succ
\preceq	\preceq	\succeq	\succeq
\sim	\sim	\approx	\approx
\simeq	\simeq	\cong	\cong
\equiv	\equiv	\doteq	\doteq
\subset	\subset	\supset	\supset
\subseteq	\subseteq	\supseteq	\supseteq
\sqsubseteq	\sqsubseteq	\sqsupseteq	\sqsupseteq
\smile	\smile	\frown	\frown
\perp	\perp	\models	\models
\mid	\mid	\parallel	\parallel
\vdash	\vdash	\dashv	\dashv
\propto	\propto	\asymp	\asymp
\bowtie	\bowtie		
\sqsubset	\sqsubset	\sqsupset	\sqsupset
\Join	\Join		

Note the \colon command used in $f: x \rightarrow x^2$, typed as

```
f \colon x \to x^2
```

More binary relations

Type	Typeset	Type	Typeset
<code>\leqq</code>	\leqq	<code>\geqq</code>	\geqq
<code>\leqslant</code>	\leqslant	<code>\geqslant</code>	\geqslant
<code>\eqslantless</code>	\eqslantless	<code>\eqslantgtr</code>	\eqslantgtr
<code>\lesssim</code>	\lesssim	<code>\gtrsim</code>	\gtrsim
<code>\lessapprox</code>	\lessapprox	<code>\gtrapprox</code>	\gtrapprox
<code>\approxeq</code>	\approxeq		
<code>\lessdot</code>	\lessdot	<code>\gtrdot</code>	\gtrdot
<code>\lll</code>	\lll	<code>\ggg</code>	\ggg
<code>\lessgtr</code>	\lessgtr	<code>\gtrless</code>	\gtrless
<code>\lesseqgtr</code>	\lesseqgtr	<code>\gtreqless</code>	\gtreqless
<code>\lesseqqgtr</code>	\lesseqqgtr	<code>\gtreqqless</code>	\gtreqqless
<code>\doteqdot</code>	\doteqdot	<code>\eqcirc</code>	\eqcirc
<code>\circeq</code>	\circeq	<code>\triangleq</code>	\triangleq
<code>\risingdotseq</code>	\risingdotseq	<code>\fallingdotseq</code>	\fallingdotseq
<code>\backsim</code>	\backsim	<code>\thicksim</code>	\thicksim
<code>\backsimeq</code>	\backsimeq	<code>\thickapprox</code>	\thickapprox
<code>\preccurlyeq</code>	\preccurlyeq	<code>\succcurlyeq</code>	\succcurlyeq
<code>\curlyeqprec</code>	\curlyeqprec	<code>\curlyeqsucc</code>	\curlyeqsucc
<code>\precsim</code>	\precsim	<code>\succsim</code>	\succsim
<code>\precapprox</code>	\precapprox	<code>\succapprox</code>	\succapprox
<code>\subteqq</code>	\subteqq	<code>\supseteqq</code>	\supseteqq
<code>\Subset</code>	\Subset	<code>\Supset</code>	\Supset
<code>\vartriangleleft</code>	\vartriangleleft	<code>\vartriangleright</code>	\vartriangleright
<code>\trianglelefteq</code>	\trianglelefteq	<code>\trianglerighteq</code>	\trianglerighteq
<code>\vDash</code>	\vDash	<code>\Vdash</code>	\Vdash
<code>\Vvdash</code>	\Vvdash		
<code>\smallsmile</code>	\smallsmile	<code>\smallfrown</code>	\smallfrown
<code>\shortmid</code>	\shortmid	<code>\shortparallel</code>	\shortparallel
<code>\bumpeq</code>	\bumpeq	<code>\Bumpeq</code>	\Bumpeq
<code>\between</code>	\between	<code>\pitchfork</code>	\pitchfork
<code>\varpropto</code>	\varpropto	<code>\backepsilon</code>	\backepsilon
<code>\blacktriangleleft</code>	\blacktriangleleft	<code>\blacktriangleright</code>	\blacktriangleright
<code>\therefore</code>	\therefore	<code>\because</code>	\because

Negated binary relations

Type	Typeset	Type	Typeset
<code>\neq</code> or <code>\ne</code>	\neq	<code>\notin</code>	\notin
<code>\nless</code>	\nless	<code>\ngtr</code>	\ngtr
<code>\nleq</code>	\nleq	<code>\ngeq</code>	\ngeq
<code>\nleqslant</code>	\nleqslant	<code>\ngeqslant</code>	\ngeqslant
<code>\nleqq</code>	\nleqq	<code>\ngeqq</code>	\ngeqq
<code>\lneq</code>	\lneq	<code>\gneq</code>	\gneq
<code>\lneqq</code>	\lneqq	<code>\gneqq</code>	\gneqq
<code>\lvertneqq</code>	\lvertneqq	<code>\gvertneqq</code>	\gvertneqq
<code>\lnsim</code>	\lnsim	<code>\gnsim</code>	\gnsim
<code>\lnapprox</code>	\lnapprox	<code>\gnapprox</code>	\gnapprox
<code>\nprec</code>	\nprec	<code>\nsucc</code>	\nsucc
<code>\npreceq</code>	\npreceq	<code>\nsucceq</code>	\nsucceq
<code>\nprecneqq</code>	\nprecneqq	<code>\succneqq</code>	\succneqq
<code>\nprecnsim</code>	\nprecnsim	<code>\succnsim</code>	\succnsim
<code>\nprecnapprox</code>	\nprecnapprox	<code>\succnapprox</code>	\succnapprox
<code>\nsim</code>	\nsim	<code>\ncong</code>	\ncong
<code>\nshortmid</code>	\nshortmid	<code>\nshortparallel</code>	\nshortparallel
<code>\nmid</code>	\nmid	<code>\nparallel</code>	\nparallel
<code>\nvDash</code>	\nvDash	<code>\nVDash</code>	\nVDash
<code>\nVdash</code>	\nVdash	<code>\nVDash</code>	\nVDash
<code>\ntriangleleft</code>	\ntriangleleft	<code>\ntriangleright</code>	\ntriangleright
<code>\ntrianglelefteq</code>	\ntrianglelefteq	<code>\ntrianglerighteq</code>	\ntrianglerighteq
<code>\nsubseteq</code>	\nsubseteq	<code>\nsupseteq</code>	\nsupseteq
<code>\nsubseteqq</code>	\nsubseteqq	<code>\nsupseteqq</code>	\nsupseteqq
<code>\subsetneq</code>	\subsetneq	<code>\supsetneq</code>	\supsetneq
<code>\varsubsetneq</code>	\varsubsetneq	<code>\varsupsetneq</code>	\varsupsetneq
<code>\subsetneqq</code>	\subsetneqq	<code>\supsetneqq</code>	\supsetneqq
<code>\varsubsetneqq</code>	\varsubsetneqq	<code>\varsupsetneqq</code>	\varsupsetneqq

B.3 Binary operations

Type	Typeset	Type	Typeset
<code>+</code>	$+$	<code>-</code>	$-$
<code>\pm</code>	\pm	<code>\mp</code>	\mp
<code>\times</code>	\times	<code>\cdot</code>	\cdot
<code>\circ</code>	\circ	<code>\bigcirc</code>	\bigcirc
<code>\div</code>	\div	<code>\bmod</code>	\bmod
<code>\cap</code>	\cap	<code>\cup</code>	\cup
<code>\sqcap</code>	\sqcap	<code>\sqcup</code>	\sqcup
<code>\wedge</code> or <code>\land</code>	\wedge	<code>\vee</code> or <code>\lor</code>	\vee
<code>\triangleleft</code>	\triangleleft	<code>\triangleright</code>	\triangleright
<code>\bigtriangleup</code>	\bigtriangleup	<code>\bigtriangledown</code>	\bigtriangledown
<code>\oplus</code>	\oplus	<code>\ominus</code>	\ominus
<code>\otimes</code>	\otimes	<code>\oslash</code>	\oslash
<code>\odot</code>	\odot	<code>\bullet</code>	\bullet
<code>\dagger</code>	\dagger	<code>\ddagger</code>	\ddagger
<code>\setminus</code>	\setminus	<code>\smallsetminus</code>	\setminus
<code>\wr</code>	\wr	<code>\amalg</code>	\amalg
<code>\ast</code>	\ast	<code>\star</code>	\star
<code>\diamond</code>	\diamond		
<code>\lhd</code>	\lhd	<code>\rhd</code>	\rhd
<code>\unlhd</code>	\unlhd	<code>\unrhd</code>	\unrhd
<code>\dotplus</code>	\dotplus	<code>\centerdot</code>	\cdot
<code>\ltimes</code>	\ltimes	<code>\rtimes</code>	\rtimes
<code>\leftthreetimes</code>	\leftthreetimes	<code>\rightthreetimes</code>	\rightthreetimes
<code>\circleddash</code>	\circleddash	<code>\uplus</code>	\uplus
<code>\barwedge</code>	\barwedge	<code>\doublebarwedge</code>	$\bar{\bar{\wedge}}$
<code>\curlywedge</code>	\curlywedge	<code>\curlyvee</code>	\curlyvee
<code>\veebar</code>	\veebar	<code>\intercal</code>	\intercal
<code>\doublecap</code> or <code>\Cap</code>	\doublecap	<code>\doublecup</code> or <code>\Cup</code>	\doublecup
<code>\circledast</code>	\circledast	<code>\circledcirc</code>	\circledcirc
<code>\boxminus</code>	\boxminus	<code>\boxtimes</code>	\boxtimes
<code>\boxdot</code>	\boxdot	<code>\boxplus</code>	\boxplus
<code>\divideontimes</code>	\divideontimes	<code>\vartriangle</code>	\vartriangle
<code>\And</code>	$\&$		

B.4 Arrows

Type	Typeset	Type	Typeset
<code>\leftarrow</code>	\leftarrow	<code>\rightarrow</code> or <code>\to</code>	\rightarrow
<code>\longleftarrow</code>	\longleftarrow	<code>\longrightarrow</code>	\longrightarrow
<code>\Leftarrow</code>	\Leftarrow	<code>\Rightarrow</code>	\Rightarrow
<code>\Longleftarrow</code>	\Longleftarrow	<code>\Longrightarrow</code>	\Longrightarrow
<code>\leftrightarrow</code>	\leftrightarrow	<code>\longlefttrightarrow</code>	\longlefttrightarrow
<code>\Leftrightarrow</code>	\Leftrightarrow	<code>\Longlefttrightarrow</code>	\Longlefttrightarrow
<code>\uparrow</code>	\uparrow	<code>\downarrow</code>	\downarrow
<code>\Uparrow</code>	\Uparrow	<code>\Downarrow</code>	\Downarrow
<code>\updownarrow</code>	\updownarrow	<code>\Updownarrow</code>	\Updownarrow
<code>\nearrow</code>	\nearrow	<code>\searrow</code>	\searrow
<code>\swarrow</code>	\swarrow	<code>\nwarrow</code>	\nwarrow
<code>\iff</code>	\iff	<code>\mapstochar</code>	\mapstochar
<code>\mapsto</code>	\mapsto	<code>\longmapsto</code>	\longmapsto
<code>\hookrightarrow</code>	\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow
<code>\leftharpoonup</code>	\leftharpoonup	<code>\rightharpoonup</code>	\rightharpoonup
<code>\leftharpoondown</code>	\leftharpoondown	<code>\rightharpoondown</code>	\rightharpoondown
<code>\leadsto</code>	\leadsto		
<code>\leftleftarrows</code>	\leftleftarrows	<code>\rightrightarrows</code>	\rightrightarrows
<code>\leftrightarrows</code>	\leftrightarrows	<code>\rightleftarrows</code>	\rightleftarrows
<code>\Lleftarrow</code>	\Lleftarrow	<code>\Rrightarrow</code>	\Rrightarrow
<code>\twoheadleftarrow</code>	\twoheadleftarrow	<code>\twoheadrightarrow</code>	\twoheadrightarrow
<code>\leftarrowtail</code>	\leftarrowtail	<code>\rightarrowtail</code>	\rightarrowtail
<code>\looparrowleft</code>	\looparrowleft	<code>\looparrowright</code>	\looparrowright
<code>\upuparrows</code>	\upuparrows	<code>\downdownarrows</code>	\downdownarrows
<code>\upharpoonleft</code>	\upharpoonleft	<code>\upharpoonright</code>	\upharpoonright
<code>\downharpoonleft</code>	\downharpoonleft	<code>\downharpoonright</code>	\downharpoonright
<code>\leftrightsquigarrow</code>	\leftrightsquigarrow	<code>\rightsquigarrow</code>	\rightsquigarrow
<code>\multimap</code>	\multimap		
<code>\nleftarrow</code>	\nleftarrow	<code>\nrightarrow</code>	\nrightarrow
<code>\nLeftarrow</code>	\nLeftarrow	<code>\nRightarrow</code>	\nRightarrow
<code>\nleftrightarrow</code>	\nleftrightarrow	<code>\nLeftrightarrow</code>	\nLeftrightarrow
<code>\dashleftarrow</code>	\dashleftarrow	<code>\dashrightarrow</code>	\dashrightarrow
<code>\curvearrowleft</code>	\curvearrowleft	<code>\curvearrowright</code>	\curvearrowright
<code>\circlearrowleft</code>	\circlearrowleft	<code>\circlearrowright</code>	\circlearrowright
<code>\leftrightharpoons</code>	\leftrightharpoons	<code>\rightleftharpoons</code>	\rightleftharpoons
<code>\Lsh</code>	\Lsh	<code>\Rsh</code>	\Rsh

B.5 Miscellaneous symbols

Type	Typeset	Type	Typeset
<code>\hbar</code>	\hbar	<code>\ell</code>	ℓ
<code>\imath</code>	i	<code>\jmath</code>	j
<code>\wp</code>	\wp	<code>\partial</code>	∂
<code>\Im</code>	\Im	<code>\Re</code>	\Re
<code>\infty</code>	∞	<code>\prime</code>	$'$
<code>\emptyset</code>	\emptyset	<code>\varnothing</code>	\emptyset
<code>\forall</code>	\forall	<code>\exists</code>	\exists
<code>\smallint</code>	\int	<code>\triangle</code>	\triangle
<code>\top</code>	\top	<code>\bot</code>	\perp
<code>\P</code>	\P	<code>\S</code>	\S
<code>\dag</code>	\dagger	<code>\ddag</code>	\ddagger
<code>\flat</code>	\flat	<code>\natural</code>	\natural
<code>\sharp</code>	\sharp	<code>\angle</code>	\angle
<code>\clubsuit</code>	\clubsuit	<code>\diamondsuit</code>	\diamond
<code>\heartsuit</code>	\heartsuit	<code>\spadesuit</code>	\spadesuit
<code>\surd</code>	\surd	<code>\nabla</code>	∇
<code>\pounds</code>	\pounds	<code>\neg</code> or <code>\lnot</code>	\neg
<code>\Box</code>	\square	<code>\Diamond</code>	\diamond
<code>\mho</code>	\mho		
<code>\hslash</code>	\hbar	<code>\complement</code>	\complement
<code>\backprime</code>	\backprime	<code>\nexists</code>	\nexists
<code>\Bbbk</code>	\mathbb{k}		
<code>\diagup</code>	\diagup	<code>\diagdown</code>	\diagdown
<code>\blacktriangle</code>	\blacktriangle	<code>\blacktriangledown</code>	\blacktriangledown
<code>\triangledown</code>	\triangledown	<code>\eth</code>	\eth
<code>\square</code>	\square	<code>\blacksquare</code>	\blacksquare
<code>\lozenge</code>	\lozenge	<code>\blacklozenge</code>	\blacklozenge
<code>\measuredangle</code>	\measuredangle	<code>\sphericalangle</code>	\sphericalangle
<code>\circledS</code>	\circledS	<code>\bigstar</code>	\bigstar
<code>\Finv</code>	\Finv	<code>\Game</code>	\Game

B.6 Delimiters

Name	Type	Typeset
left parenthesis	((
right parenthesis))
left bracket	[or \lbrack	[
right bracket] or \rbrack]
left brace	\{ or \lbrace	{
right brace	\} or \rbrace	}
backslash	\backslash	\
forward slash	/	/
left angle bracket	\langle	<
right angle bracket	\rangle	>
vertical line	or \vert	
double vertical line	\ or \Vert	
left floor	\lfloor	⌊
right floor	\rfloor	⌋
left ceiling	\lceil	⌈
right ceiling	\rceil	⌋
upward	\uparrow	↑
double upward	\Uparrow	⇑
downward	\downarrow	↓
double downward	\Downarrow	⇓
up-and-down	\updownarrow	↕
double up-and-down	\Updownarrow	⇕
upper-left corner	\ulcorner	⌜
upper-right corner	\urcorner	⌝
lower-left corner	\llcorner	⌞
lower-right corner	\lrcorner	⌟

B.7 Operators

“Pure” operators, with no limits

Type	Typeset	Type	Typeset	Type	Typeset	Type	Typeset
<code>\arccos</code>	arccos	<code>\cot</code>	cot	<code>\hom</code>	hom	<code>\sin</code>	sin
<code>\arcsin</code>	arcsin	<code>\coth</code>	coth	<code>\ker</code>	ker	<code>\sinh</code>	sinh
<code>\arctan</code>	arctan	<code>\csc</code>	csc	<code>\lg</code>	lg	<code>\tan</code>	tan
<code>\arg</code>	arg	<code>\deg</code>	deg	<code>\ln</code>	ln	<code>\tanh</code>	tanh
<code>\cos</code>	cos	<code>\dim</code>	dim	<code>\log</code>	log		
<code>\cosh</code>	cosh	<code>\exp</code>	exp	<code>\sec</code>	sec		

Operators with limits

Type	Typeset	Type	Typeset
<code>\det</code>	det	<code>\limsup</code>	lim sup
<code>\gcd</code>	gcd	<code>\max</code>	max
<code>\inf</code>	inf	<code>\min</code>	min
<code>\lim</code>	lim	<code>\Pr</code>	Pr
<code>\liminf</code>	lim inf	<code>\sup</code>	sup
<code>\injlim</code>	injlim	<code>\projlim</code>	projlim
<code>\varliminf</code>	$\underline{\lim}$	<code>\varlimsup</code>	$\overline{\lim}$
<code>\varinjlim</code>	\lim_{\rightarrow}	<code>\varprojlim</code>	\lim_{\leftarrow}

B.7.1 Large operators

Type	Inline	Displayed
<code>\int_{a}^b</code>	\int_a^b	\int_a^b
<code>\oint_{a}^b</code>	\oint_a^b	\oint_a^b
<code>\iint_{a}^b</code>	\iint_a^b	\iint_a^b
<code>\iiint_{a}^b</code>	\iiint_a^b	\iiint_a^b
<code>\iiiiint_{a}^b</code>	\iiiiint_a^b	\iiiiint_a^b
<code>\idotsint_{a}^b</code>	$\int \cdots \int_a^b$	$\int \cdots \int_a^b$
<code>\prod_{i=1}^n</code>	$\prod_{i=1}^n$	$\prod_{i=1}^n$
<code>\coprod_{i=1}^n</code>	$\coprod_{i=1}^n$	$\coprod_{i=1}^n$
<code>\bigcap_{i=1}^n</code>	$\bigcap_{i=1}^n$	$\bigcap_{i=1}^n$
<code>\bigcup_{i=1}^n</code>	$\bigcup_{i=1}^n$	$\bigcup_{i=1}^n$
<code>\bigwedge_{i=1}^n</code>	$\bigwedge_{i=1}^n$	$\bigwedge_{i=1}^n$
<code>\bigvee_{i=1}^n</code>	$\bigvee_{i=1}^n$	$\bigvee_{i=1}^n$
<code>\bigsqcup_{i=1}^n</code>	$\bigsqcup_{i=1}^n$	$\bigsqcup_{i=1}^n$
<code>\biguplus_{i=1}^n</code>	$\biguplus_{i=1}^n$	$\biguplus_{i=1}^n$
<code>\bigotimes_{i=1}^n</code>	$\bigotimes_{i=1}^n$	$\bigotimes_{i=1}^n$
<code>\bigoplus_{i=1}^n</code>	$\bigoplus_{i=1}^n$	$\bigoplus_{i=1}^n$
<code>\bigodot_{i=1}^n</code>	$\bigodot_{i=1}^n$	$\bigodot_{i=1}^n$
<code>\sum_{i=1}^n</code>	$\sum_{i=1}^n$	$\sum_{i=1}^n$

B.8 Math accents and fonts

Math accents

		amsxtra	
Type	Typeset	Type	Typeset
<code>\acute{a}</code>	á		
<code>\bar{a}</code>	ā		
<code>\breve{a}</code>	ă	<code>\spbreve</code>	˘
<code>\check{a}</code>	ǎ	<code>\spcheck</code>	ˇ
<code>\dot{a}</code>	ȁ	<code>\spdot</code>	·
<code>\ddot{a}</code>	ä	<code>\spddot</code>	¨
<code>\dddotted{a}</code>	ȃ	<code>\spdddotted</code>	⋯
<code>\grave{a}</code>	à		
<code>\hat{a}</code>	â		
<code>\widehat{a}</code>	Ⓐ	<code>\sphat</code>	⤿
<code>\mathring{a}</code>	ą		
<code>\tilde{a}</code>	ã		
<code>\widetilde{a}</code>	˜a	<code>\sptilde</code>	˜
<code>\vec{a}</code>	→a		

Math fonts

Type	Typeset
<code>\LATEX</code>	
<code>\mathbf{A}</code>	A
<code>\mathcal{A}</code>	\mathcal{A}
<code>\mathit{A}</code>	<i>A</i>
<code>\mathnormal{A}</code>	<i>A</i>
<code>\mathrm{A}</code>	A
<code>\mathsf{A}</code>	A
<code>\mathtt{A}</code>	A
<code>\boldsymbol{\alpha}</code>	α
<code>\mathbb{A}</code>	\mathbb{A}
<code>\mathfrak{A}</code>	\mathfrak{A}
<code>\mathscr{a}</code>	\mathscr{A}

`\mathscr` requires the `eucal` package with the `mathscr` option

B.9 Math spacing commands

Name	Width	Short	Long
1 mu (math unit)	ı	<code>\mspace{1mu}</code>	
<code>thinspace</code>	ıı	<code>\,</code>	<code>\thinspace</code>
<code>medspace</code>	ııı	<code>\:</code>	<code>\medspace</code>
<code>thickspace</code>	ıııı	<code>\;</code>	<code>\thickspace</code>
interword space	ııııı	<code>\ı</code>	
1 em	ıııııı		<code>\quad</code>
2 em	ıııııııı		<code>\qquad</code>
Negative space			
1 mu	ı		<code>\mspace{-1mu}</code>
<code>thinspace</code>	ıı	<code>\!</code>	<code>\negthinspace</code>
<code>medspace</code>	ııı		<code>\negmedspace</code>
<code>thickspace</code>	ıııı		<code>\negthickspace</code>

Text symbol tables

C.1 Some European characters

Name	Type	Typeset	Type	Typeset
a-ring	\aa	å	\AA	Å
aesc	\ae	æ	\AE	Æ
ethel	\oe	œ	\OE	Œ
eszett	\ss	ß	\SS	SS
inverted question mark	?‘	¿		
inverted exclamation mark	!‘	¡		
slashed L	\l	ł	\L	Ł
slashed O	\o	ø	\O	Ø

C.2 Text accents

Name	Type	Typeset	Name	Type	Typeset
acute	\' {o}	ó	macron	\={o}	ō
breve	\u {o}	ö	overdot	\. {g}	ḡ
caron/haček	\v {o}	ř	ring	\r {u}	û
cedilla	\c {c}	ç	tie	\t {oo}	ôo
circumflex	\^ {o}	ô	tilde	\~ {n}	ñ
dieresis/umlaut	\" {u}	ü	underdot	\d {m}	ṁ
double acute	\H {o}	ő	underbar	\b {o}	ō
grave	\' {o}	ò			
dotless i	\i	ı	dotless j	\j	ĵ
	\' {\i}	í		\v {\j}	ĵ

C.3 Text font commands

C.3.1 Text font family commands

Command with Argument	Command Declaration	Switches to the font family
\textnormal{...}	{\normalfont ...}	document
\emph{...}	{\em ...}	<i>emphasis</i>
\textrm{...}	{\rmfamily ...}	roman
\textsf{...}	{\sffamily ...}	sans serif
\texttt{...}	{\ttfamily ...}	typewriter style
\textup{...}	{\upshape ...}	upright shape
\textit{...}	{\itshape ...}	<i>italic shape</i>
\textsl{...}	{\slshape ...}	<i>slanted shape</i>
\textsc{...}	{\scshape ...}	SMALL CAPITALS
\textbf{...}	{\bfseries ...}	bold
\textmd{...}	{\mdseries ...}	normal weight and width

C.3.2 Text font size changes

Command	L ^A T _E X sample text	AMS sample text
<code>\Tiny</code>	[not available]	sample text
<code>\tiny</code>	sample text	sample text
<code>\SMALL</code> or <code>\scriptsize</code>	sample text	sample text
<code>\Small</code> or <code>\footnotesize</code>	sample text	sample text
<code>\small</code>	sample text	sample text
<code>\normalsize</code>	sample text	sample text
<code>\large</code>	sample text	sample text
<code>\Large</code>	sample text	sample text
<code>\LARGE</code>	sample text	sample text
<code>\huge</code>	sample text	sample text
<code>\Huge</code>	sample text	sample text

C.4 Additional text symbols

Name	Type	Typeset
ampersand	<code>\&</code>	&
asterisk bullet	<code>\textasteriskcentered</code>	*
backslash	<code>\textbackslash</code>	\
bar (caesura)	<code>\textbar</code>	
brace left	<code>\{</code>	{
brace right	<code>\}</code>	}
bullet	<code>\textbullet</code>	•
circled a	<code>\textcircled{a}</code>	Ⓐ
circumflex	<code>\textasciicircum</code>	^
copyright	<code>\copyright</code>	©
dagger	<code>\dag</code>	†
double dagger (diesis)	<code>\ddag</code>	‡
dollar	<code>\\$</code>	\$
double quotation left	<code>\textquotedblleft</code> or ‘‘	“
double quotation right	<code>\textquotedblright</code> or ’’	”
em dash	<code>\textemdash</code> or ---	—
en dash	<code>\textendash</code> or --	–
exclamation down	<code>\textexclamdown</code> or !‘	¡
greater than	<code>\textgreater</code>	>
less than	<code>\textless</code>	<
lowline	<code>_</code>	-
midpoint	<code>\textperiodcentered</code>	·
octothorp	<code>\#</code>	#
percent	<code>\%</code>	%
pilcrow (paragraph)	<code>\P</code>	¶
question down	<code>\textquestiondown</code> or ?‘	¿
registered trademark	<code>\textregistered</code>	®
section	<code>\S</code>	§

Additional text symbols, *continued*

Name	Type	Typeset
single quote left	<code>\textquoteleft</code> or ‘	‘
single quote right	<code>\textquoteright</code> or ’	’
sterling	<code>\pounds</code>	£
superscript	<code>a</code>	^a
tilde	<code>\textasciitilde</code>	~
trademark	<code>\texttrademark</code>	™
visible space	<code>\textvisiblespace</code>	␣

For the `\textsubscript` command, see Section 12.3.

C.5 Additional text symbols with T1 encoding***An accent***

Name	Type	Typeset
Ogonek	<code>\k{e}</code>	ę

European characters

Name	Type	Typeset	Type	Typeset
Eth	<code>\dh</code>	ð	<code>\DH</code>	Ð
Dyet	<code>\dj</code>	đ	<code>\DJ</code>	Đ
Eng	<code>\ng</code>	ŋ	<code>\NG</code>	Ŋ
Thorn	<code>\th</code>	þ	<code>\TH</code>	Þ

Quotation marks

Name	Type	Typeset	Type	Typeset
Single Guillemet	<code>\guilsinglleft</code>	<	<code>\guilsinglright</code>	>
Double Guillemet	<code>\guillemotleft</code>	«	<code>\guillemotright</code>	»
Single Quotation	<code>\quotesinglbase</code>	,	<code>\textquoteright</code>	’
Double Quotation	<code>\quotedblbase</code>	„	<code>\textquotedbl</code>	“

C.6 Text spacing commands

Name	Width	Short command	Long command
Positive Space			
Normal	varies	␣	
Intersentence	varies	\@.␣	
Interword	varies	\␣	
Italic Corr.	varies	\!/␣	
Tie	varies	~	
Thinspace	␣	\,	\thinspace
Medspace	␣	\:	\medspace
Thickspace	␣	\;	\thickspace
1 em	␣		\quad
2 em	␣		\qquad
Negative Space			
Thinspace	␣	\!	\negthinspace
Medspace	␣		\negmedspace
Thickspace	␣		\negthickspace

Index

Italic numbers indicate figures or tables, *bold* numbers indicate definitions.
Special symbols are placed at the end of the Index.

A

- `a4paper` (doc. class opt.), 298, 306
- `a5paper` (doc. class opt.), 306
- `\AA` (Å), 81, 515
- `\aa` (å), 81, 515
- abbreviations
 - in bibliographic entries, 436–437
 - defining, 436
 - periods in, 66–67
 - using small caps for, 91, 480
 - using ties (˘) with, 66
- Abrahams, Paul W., 553, 557
- absolute
 - names for equations, 201
 - units, 12, 15, 89, 93, 95, 96, 105, 107, 111, 308, 403
- `abstract` (text env.), 36, 68, **251**, 285
 - in `beamer` document class, 326
 - in `report` document class, 303
 - placement of, 251, 285
- `abstract` (bibl. com.), 425
- `\abstractname` (redef. name), 375
- abstracts, 36, **251**, 326
 - in AMS document classes, 285
 - in presentations, 53–55
 - in `report` document class, 303
 - separate page for, 249, 299
- accents
 - European, 15, 79, **79–80**, 519
 - hyphenation of words with, 82
 - in bibliographies, 427
 - in `hyperref` titles, 322
 - math, **25**, **176–178**, 183, 185, 301, 377, 483
 - double, **177**
 - text, 9, 15, 69, 79, **79–80**, 516, 519
- `accents` (pack.), 178
- acronyms, using small caps for, 91, 480
- acute (´ acute text accent), 79, 516
- `\acute` (á math accent), 177, 512
- `\addcontentsline` (table of contents com.)
 - and lists of figures and tables, 476
 - arguments of, 473, 476
- adding lines
 - to lists of figures and tables, 476
 - to tables of contents, 473–474
- addition, 22, 63, 157
- `\address` (top matter com.), 54, 296, 326
 - in letters, 309
 - optional arguments of, 277
 - rules for using, 277
 - with multiple authors, 281
- `address` (BIBTEX database field), 424, 425
- addresses
 - in letters, 309
 - of authors in articles, 44, 277, 281, 296
- `\addtocontents` (table of contents com.)
 - and lists of figures and tables, 476
 - arguments of, 474, 476
- `\addtocounter` (counter incr. com.), 402
- `\addtolength` (counter setting com.), 405
- adjusted
 - columns, 210, **231–242**
 - formulas, 210, **231–242**
 - flush left and right, 214

- adjusting
 - interline spacing, **95**, 98–99
 - placement of root with `\sqrt`, 162
- Adobe
 - Acrobat Professional, 318, 319, 321, 325, 483
 - converting from Postscript to PDF, 319
 - placing hyperlinks in documents, 319
 - Portable Document Format (PDF), *see* *under* PDF
 - PostScript (PS), *see* PS
 - Reader, 53, 321, 325, 358, 486
- Adobe Systems, 317–319, 557
- `\AE Aesc` (\mathring{A}), *81*, *515*
- `\ae aesc` (\mathring{a}), *81*, *515*
- `\afterpage` (delay com.), 312
- `afterpage` (pack.), 312
- afterwords, of books, 467
- `\aleph` (\aleph Hebrew char.), *501*
- `\alert` (beamer text style com.), 337
- `align` (math align. env.), 30–31, 33, 208, 209, 210, **219–224**, 230, 483, 524
 - annotated, 209
 - page breaks in, 242
- `align*` (math align. env.), 31, 221, 226
- `alignat` (math align. env.), 208, 210, **224–226**
 - argument of, 226
- aligned
 - formulas, **30–32**, 207–211, 219–226, 230–232, 242, 298, 524
 - text in, 226–227
 - math environments, 242
 - `align`, 30–32, 208, 210, **219–224**, 230, 242
 - `alignat`, 208, 210, **224–226**
 - and `\verb` commands, 148
 - `eqnarray`, 222
 - `flalign`, 208, 210, **221**
 - inserting lines of text in, 226
 - intercolumn space in, 209
 - subsidiary math environments, 227–231
 - `aligned`, 211, 227–230
 - `alignedat`, 227–230
 - `split`, 208, 211, **230–231**, 298
- `aligned` (subsidiary math align. env.), 211, 227–230
 - and `\allowdisplaybreaks` commands, 243
- `alignedat` (subsidiary math align. env.), 227–230
 - and `\allowdisplaybreaks` commands, 243
- alignment
 - of columns in `tabular` environments, 135, 136, 313
 - of formulas, *see also under* adjusted, 219–231
 - annotated, 32, 209
 - commands for, 214
 - flush left and right, 209
 - multiline, 30–33, **217–219**
 - simple, *31*, 30–31
 - of large symbols, 229–230
 - of text, **8**, 68, 106, **124**, 134, 227, 407
 - centering, 8, 14, 54, 124, **124**, 134, 137, 227, 327, 414
 - command declarations for, **124**, 137
 - flush left, 8, 14, 124
 - flush right, 8, 14, 106, 124
 - with `trivlist` environments, 414
 - of text boxes, vertical, 111
 - point
 - for annotations (`&&`), 32
 - for subformulas (`&`), 30, 31, 33, 216, 218, 221
 - within text boxes, 107, 111
- `allowdisplaybreaks` (display break com.), **242**
 - and subsidiary math environments, 243
 - optional argument of, 243
- `alltt` (disp. text env.), 159, 311
- `alltt` (pack.), 147, 311, 534
- `\Alph` (uppercase letter counter style com.), *401*
- `\alph` (lowercase letter counter style com.), *401*
- `\alpha` (α Greek char.), *502*
- `alpha` (L^AT_EX style), 428
- alphabets (counter styles), *401*
- alphabets, math, *196*, **195–196**
 - blackboard bold, 181, **197**, 390, *512*
 - calligraphic, 185, **197**, 301, 390, *512*
 - Euler Fraktur, 180, 182, **197**, 301, 302, 390, *512*
 - Euler Script, **301**, 302, 390, *512*
 - Greek, 197
 - symbol, **197–199**
- alphanumeric keys, 8–9
- `\amalg` (II math op.), *506*
- American Standard Code for Information Interchange, *see* ASCII
- ampersand (`&`)
 - as alignment point
 - for annotations, 32, 33
 - for subformulas, 30, 31, 216, 218, 221
 - as column separator, 25, 135, 220, 221
 - text symbol, *77*, *81*, *518*
- AMS (American Mathematical Society), xxix, 525, 543
 - AMSF_on_ts, *see* AMSF_on_ts
 - article templates, 294–297
 - bibliographies

- database files, 437
 - fields, 425
 - sample files, 437, **437–438**
 - styles, **266, 421, 421**, 426, 437–438
- distribution, 271, **300–302**, 380, 436, 437, 521, 528, 553
- document classes, *see* document classes
- environments, *see* displayed math environments, subsidiary math environments, *and* text environments
- front matter, *see* front matter
- packages, *see* packages
- sample files, *see under* sample files
- subject classifications, 279
- technical support provided by, 542
- top matter, *see also under* top matter
 - AMS specific information, 279–281
 - article information, 273–275
 - author information, 275–279
 - commands, **273–285**, 296
 - examples of, 282–285
 - rules for, 275–279
 - with multiple authors, 281
- Web site, 280, 542
- \AmS (\AmS logo com.), 80
- AMS package distribution, 271, **300–302**, 325, 380, 417, 436, 437, 521, 528, 553
- \AmS-L\TeX , 523, 524
 - history of, 521–525
 - version 1.0, 524
 - version 1.1, 524
 - two-letter font commands, **94**
 - version 1.2, 524
 - version 2.0, 524
- \AmS-T\TeX , **522**, 524
 - history of, 521–525
- \amsalpha (BIB \TeX style), 428
- \amsart (doc. class), 36, 82, 125, 249–251, 254, **271–302**, 465, 469, 525, 529, 536
 - and numbered lists, 118
 - front matter of, 285
 - sample article, 125, 129, 131, 230, 266, 273, **285–293**, 294, 371, 376, 383, **392–398**, 421, 437, **437–443**, 535, 536
 - top matter of, 251
- \amsart.tpl (sample file), 294
- \amsbook (doc. class), xxxii, 253, 376, 465, **466–473**, 525, 529
 - for exercises, 476
- \amsbsy (pack.), 301, 302, 528
- \amsd (pack.), 301
- AMSFonTS, 300, **301–302**, 525, 528
 - document class options for, 300
 - PostScript versions of, 300, 301, 524, 525, 533
 - technical support for, 542
 - updates to, 533
- \amsfonts (pack.), **301–302**, 528
 - options, 301
- \amsgen (pack.), 301, 302
- \amslatex (L \TeX distr. directory), 311, 312, 540
- \amsmath (pack.), xxvi, 53, 231, **300**, 301, 302, 403, 524, 525, 528, 533
 - document class options affecting, 299
 - options, 299
- \amsmath.sty (AMS distr. file), 387
- \amsidx (pack.), 302
- \AMSname (hyperref redef. name), 323
- \amsopn (pack.), 301, 302
- \amsplain (BIB \TeX style), 421, 437, 439, 441
- \amsplain.bst (BIB \TeX style file), **421, 421**, 426, 437, 439, 446
- \amsproc (doc. class), 273, 376, 529
- \amsproc.template (AMS sample template file), 297
- \amsrefs , 447
 - creating typeset bibliography, 447
- \amssymb (pack.), 37, 180, 294, 300, 301, 374, 528
- \amstext (pack.), 301, 302
- \amsthm (pack.), 302, 525
- \amsxtra (pack.), 176, 177, 300, 301
- \And (& math op.), 506
- \and , top matter command, 304, 306
- \and , in bibliographies, 426
- \angle (\angle math sym.), 508
- annotations
 - alignment of, 32, 32
 - alignment point for (&&), 32
 - of formulas, 225
- \apalike (pack.), 437
- apostrophe (’), 11, 62
 - key, 23, 194
- appendices, 255, 467
 - numbering of, 255, 467
- \appendix (struct. com.), 255, 467
- \appendixname (redef. name), 376
 - and hyperref package, 323
- \approx (\approx binary rel.), 503
- \approxeq (\approx binary rel.), 504
- \arabic (numeric counter style com.), 401, 401, 411
- \arccos (arccos math op.), 172, 510
- \arcsin (arcsin math op.), 172, 510
- \arctan (arctan math op.), 172, 510
- \arg (arg math op.), 172, 510

- arguments
 - and tokens, 529
 - empty (`{ }`), 39, 55, 70, 159, 179, 188, 189, 194, 204, 279, 309
 - errors in, *see* error messages
 - long, **73**
 - movable, 74, 475
 - negative, 102, 162
 - of commands, *see also under* specific commands, 327, 335, 349, 350, 355
 - of commutative diagram symbols, 240
 - of environments, *see also under* specific environments
 - of top matter commands, *see also* top matter, 272, 273, 279, 281, 284
 - of user-defined commands, 370–373
 - multiple, 370, 371
 - optional, 374
 - short, 373–374
 - of user-defined environments
 - optional, 380, 382, 384
 - short, 385
 - optional, 15, 71, 98, 100, 112, 113, 115, 125, 162, 179, 233, 242, 250
 - multiple, 70
 - of commands, 120, 122, 123, 127, 200, 201, 264, 266, 276–279, 348, 400, 402, 407, 409, 410, 414, 475
 - of environments, **69**, 125, 128, 132, 135, 229, 243, 260, 384, 486
 - of sectioning commands, 253, 473
 - of structural commands, 255, 466
 - of top matter commands, 273–281
 - use square brackets (`[]`), 15, 27, **69–70**, 123, 132, 135, 285
 - required, 111, 112, 179, 194, 272, 273, 535
 - multiple, 19, 70, 137, 192, 194, 268, 311, 379, 404–406
 - of commands, 19, **69**, 137, 192, 194, 257, 268, 280, 404, 473, 478, 516
 - of environments, **69**, 135, 136, 224, 226, 236, 237, 263–264, 266, 309, **383–385**, 476
 - use braces (`{ }`), 8, 14, 19, **69**, 70, 530
 - short, **73**
 - single character, 69
 - spacing within, 19, 85, 107, 154, 163, 181, 192, 462
 - specifying zero in, 114
- arithmetic
 - operations, 22–23, 157–159
 - with counters, 312, **402–403**
 - with length commands, 312, **405**
 - `array` (subsid. math env.), 208, 210, 229, 232, **236–238**, 312, 313, 523, 551, 552
 - arguments of, 236, 237
 - `array` (pack.), 312
 - arrays, 25–26, 236–238
 - `\arraystretch` (table com.), 139
 - adjusting vertical spacing with, 139
 - arrow keys, 53
 - arrows, math, 179, 187, 240, 507
 - as delimiters, 167, **168**, 509
 - ARTICLE (bibl. entry type), 424, 428
 - `article` (doc. class), 249, 251, 273, 302, 303, **303–308**, 376, 525, 529
 - anatomy of, 35–43
 - bibliographies in, 263, 265
 - sectioning commands provided by, 254
 - articles
 - bibliographic entries in, **40–41**
 - bibliographies in, 47–48, **261–267**, 423, 436, **437–438**, 446
 - creating templates for, 44–45, 294–297
 - in $\text{BIB}\text{T}\text{E}\text{X}$ database files, 428–429, 436
 - sectioning of, 46, **252–255**
 - top matter information, 44–46
 - AMS specific, 273–285
 - AMS subject classifications, 279
 - author addresses, 44, 277, 281, 296
 - author names, 46, 276, 296
 - contributor, 276
 - current addresses, 277, 281
 - dedications, 275
 - e-mail addresses, 278, 281, 296
 - Internet addresses, 278, 281, 296
 - keywords, 280, 297
 - research support, 44, 279, 281, 296, 304
 - title, 44, 273, 297
 - ASCII (American Standard Code for Information Interchange), *see also* plain text, 9
 - `\ast` (`*` math op.), 506
 - asterisk (`*` text symbol), 81, 518
 - `\asymp` (\asymp binary rel.), 503
 - at sign (`@`)
 - in $\text{BIB}\text{T}\text{E}\text{X}$ database (bib) files, 424
 - in `\index` commands, 455, 456
 - `\author` (top matter com.), 37, 54, 249, 304, 306, 331, 469
 - multiple authors in, 46, 304
 - optional arguments of, 276, 331
 - author ($\text{BIB}\text{T}\text{E}\text{X}$ database field), 424
 - authors
 - information about, 46
 - in AMS top matter, 275–279, 281
 - multiple, 46
 - in AMS documents, 281
 - in bibliographies, 426
 - in documents, 304

- names of
 - in articles, 46, 276, 296
 - in running heads, 276
- automatic
 - loading of packages, 53
 - numbering, 28, 30, 37, 46, 119, 125, 231, 252
 - renumbering, 28, 536
- `\autoref` (hyperref cross-ref. com.), 320, 320, 322
 - names supported by, 323
- `aux` (aux. files), 440–443, 474, 487, **526**
 - symbolic references recorded in, 531
- auxiliary files, 475, 486, *see also* `aux`, `bbl`, `bib`, `blg`, `bst`, `glo`, `idx`, `ilg`, `ind`, `lof`, `log`, `lot`, `out`, *and* `toc`, 531
 - names of, 531
 - polishing, 486–487
- B**
- `\b` (`_` underscore text accent), 79, 516
- `b5paper` (doc. class opt.), 306
- `babel` (L^AT_EX distr. directory), 311
- `babel` (pack.), 312, 547–548
 - options, 548
- `babybeamer1.pdf` (sample file), 333–335
- `babybeamer2.tex` (sample file), 334
- `babybeamer3.tex` (sample file), 338
- `babybeamer4.tex` (sample file), 343
- `babybeamer5.tex` (sample file), 341
- `babybeamer6.tex` (sample file), 343
- `babybeamer6block.tex` (sample file), 343
- `babybeamer7.tex` (sample file), 343, 345–347
- `babybeamer8.tex` (sample file), 347
- `babybeamer9.tex` (sample file), 349
- `babybeamer10.tex` (sample file), 359
- back matter, 249, **261–268**, 467
 - bibliographies in, 249
 - index in, 450
 - numbering of chapters in, 467
- `\backepsilon` (\exists binary rel.), 504
- `\backmatter` (struct. com.), 467
- `\backprime` (\backslash math sym.), 508
- `backref` (pack.), 320
- `backref` (opt. of `hyperref` pack.), 321
- `\backsimeq` (\simeq binary rel.), 504
- `\backsimeq` (\simeq binary rel.), 504
- `\backslash` (\backslash math delimiter), 167, 509
- `\backslash` (\backslash text symbol), 81, 518
- badness, 530
- balancing
 - braces, 72, 77
 - errors with, 72–73
 - in `\index` commands, 462
 - inline math delimiters, 153
 - math delimiters, 168, 217
- `\bar` (\bar{x} math accent), 25, 177, 177, 185, 512
- bar, vertical ($|$ text symbol), 81, 518
- `\barwedge` ($\bar{\wedge}$ math sym.), 506
- base (L^AT_EX distr. directory), **310**, 311, 540
 - packages in, 310
- base names (of files), 531
- baseline, of text, 95, 108
 - adjusting with `setspace`, 99
- `\baselineskip` (length com.), **95**, 101
- `\baselinestretch` (length com.), 99
- `\Bbbk` (\mathbb{k} math sym.), 508
- `bbl` (proc. bibl. files), **441**, 443, 446, 447
- `beamer` (doc. class), *see also under* presentations, 325–359
 - abstracts in, 326
 - color in, 348
 - commands
 - `\beamergetobutton`, 344
 - `\breakhere`, 351
 - `\color`, 339, 349
 - `\colorbox`, 349
 - `\fcolorbox`, 349
 - `\frametitle`, 327, 328, 344
 - `\hyperlink`, 344
 - `\institute`, 326
 - `\note`, 355
 - `\only`, 333–335, **337–339**, 343
 - `\onslide`, 333, 335, **337–339**, 342, 343
 - `\pause`, 333, **333**, 334, 337
 - `\setbeamercolor`, 350
 - `\setbeamertheme`, 355
 - `\tableofcontents`, 328
 - `\textcolor`, 349
 - `\usecolortheme`, 357
 - `\usefonttheme`, 357
 - `\usetheme`, 328, 356
 - documentation for, 325, 358
 - installation of, 326
 - options
 - `handout`, 358
 - `notes=only`, 355
 - `notes=show`, 355
 - `trans`, 355, 358
 - `xcolor=dvipsnam`, 349
 - preamble in, 326–327
 - sections in, 328
 - sidebars, 331
 - sidebars in, 328
 - table of contents in, 328
 - themes, 328, **356–357**
 - top matter in, 326–327
- `\beamergetobutton` (beamer com.), 344
- `beamerstructure.tex` (sample file), 352, 354
- `\because` (\because binary rel.), 504
- `\begin` (start of env.), 67, **68**, 72
- Berkeley (beamer theme), 328, 331, 332, 356

- Berry, Karl, 544, 553, 557
font-naming scheme, 544
- `\beta` (β Greek char.), 502
- `\beth` (\beth Hebrew char.), 501
- `\between` (\between binary rel.), 504
- Bezos, Javier, 178, 523
- `\bf` (obs. L^AT_EX 2.09 font com.), 94, 95
- `\bfseries` (font weight com. dec.), 71, 73, 90, 93, 94, 95, 123, 516
- `bfseries` (font weight env.), 123
- `bib` (BIB_TE_X database files), 421, 423–437, 440
accents in, 427
AMS, 436, 437–438
commas (,) in, 424, 425, 445
comments in, 443
cross-referencing within, 432–433
delimited with parentheses ((), 424
delimiters in, 424
double quote (") in, 424, 445, 446
en dashes (–) in, 427
entries
abbreviations in, 436–437
capitalization in, 427
Jr. in, 426
multiple authors in, 426
von in, 426
entry types, 423–437
case-sensitivity of, 425
start with @, 424
equals signs (=) in, 424
fields in, 425, 431–434, 436
adding your own, 425
case-sensitivity of, 425
optional, 425, 428–436
required, 425, 428–436
rules for typing, 426–437
termination of, 445
used by AMS bibliography styles, 425
location of, 439
number ranges in, 427
numbers in, 424
periods (.) in, 426
portability of, 426
samples of, 423, 437, 446
ties (unbreakable spaces) in, 427
- `\bibcite` (aux. file com.), 443, 531
- `\bibdata` (aux. file com.), 441
- `\bibitem` (bibl. com.), 29, 47, 263
commas in, 266
labels for, 263
optional argument of, 266
spaces in, 266
- `bibl.tpl` (sample file), 47
- `biblatex` (pack.), 447
- bibliographies, 29, 36, *see also under* BIB_TE_X, 47–48, 261–267
AMS support for, 436, 437–438
appear in back matter, 249
citing references from, 29, 47, 264, 439, 441
as hyperlinks in PDF files, 321
with BIB_TE_X, 439
commands for, 437, 439
conventions, for labels, 48
defining, 29, 40–41, 48, 66, 261–267, 375, 407, 423–437, 442
document class options affecting, 308, 308
entries made in auxiliary files for, 441, 443, 531
examples of, 40–41, 43, 47, 261–263, 421–423
in articles, *see also* bibliographies, sample files for, 40–41, 423, 436, 446
multiple, in a document, 267
numbering of, 48, 264
portability of, 426, 428
processed files, *see* bbl
sample files for, 423, 437, 437–438, 446
styles, 421, 422, 437
AMS, 266, 421, 426, 437, 439
templates, 261
with `amsrefs`, 447
- `\bibliography` (bibl. com.), 69, 437, 439
- `\bibliographystyle` (bibl. com.), 437, 439
- `\bibname` (redef. name), 267, 376
- `\bibstyle` (aux. file com.), 441
- BIB_TE_X, 421–447
AMS support for, 436
citing references with, 439
commands, 436, 439
in auxiliary files, 441
database files, *see* bib
log files, *see* bbl
processed bibliography files, *see* bbl
running, 437–446
sample files for, 423, 437, 437–438
style files, *see* bst
styles, 421, 422, 426, 437, 439
- BIB_TE_X 1.0 (Patashnik), 559
- BIB_TE_Xing (Patashnik), 446
- `\Big` (math delim. size com.), 168
- `\big` (math delim. size com.), 168
- `\bigcap` (\bigcap large math op.), 175, 511
- `\bigcirc` (\bigcirc math op.), 506
- `\bigcup` (\bigcup large math op.), 175, 511
- `\Bigg` (math delim. size com.), 168
- `\bigg` (math delim. size com.), 168
- `\Biggl` (math delim. size com.), 169
- `\biggl` (math delim. size com.), 169, 184

- `\biggm` (math delim., as binary rel. size com.), 170
- `\Biggr` (math delim. size com.), 169
- `\biggr` (math delim. size com.), 169, 184
- `\Bigl` (math delim. size com.), 169
- `\bigl` (math delim. size com.), 169
- `\bigm` (math delim., as binary rel. size com.), 170
- `\bigodot` (\bigcirc large math op.), 175, 511
- `\bigoplus` (\bigoplus large math op.), 175, 511
- `\bigotimes` (\bigotimes large math op.), 175, 511
- `\Bigr` (math delim. size com.), 169
- `\bigr` (math delim. size com.), 169
- `\bigskip` (spacing com.), 104
- `\bigsqcup` (\bigcup large math op.), 175, 511
- `\bigstar` (\star math sym.), 508
- `\bigtriangledown` (∇ math op.), 506
- `\bigtriangleup` (\triangle math op.), 506
- `\biguplus` (\biguplus large math op.), 175, 511
- `\bigvee` (\bigvee large math op.), 175, 511
- `\bigwedge` (\bigwedge large math op.), 175, 511
- binary operations, 188, 195, 506
 - + and – rule, 191, 213, 216
 - adding white space around, 155
 - and alignment of displayed formulas, 218
 - and breaking displayed formulas, 213, 216, 217
 - created with `\overset`, 193
 - created with `\underset`, 183
 - defining, 195
 - and subformulas, 216
 - for congruences, 173
- binary relations, 170, 181, 188, 189, 191, 503, 504
 - adding white space around, 155
 - and alignment of displayed formulas, 218
 - and breaking displayed formulas, 217
 - created with `\overset`, 183, 193
 - defining, 195
 - delimiters as, 170
 - math delimiters as, 170
 - negated, 181, 194, 505
- `\binom` (math com.), 23, 159
- binomial coefficients, 23, 159–160
 - in inline and displayed math environments, 160
- bitmap fonts, 543
- Black, Alison, 553, 557
- blackboard bold (math alphabet), 181, 197, 390
- `\blacklozenge` (\blacklozenge math sym.), 508
- `\blacksquare` (\blacksquare math sym.), 508
- `\blacktriangle` (\blacktriangle math sym.), 508
- `\blacktriangledown` (\blacktriangledown math sym.), 508
- `\blacktriangleleft` (\blacktriangleleft binary rel.), 504
- `\blacktriangleright` (\blacktriangleright binary rel.), 504
- blank
 - lines
 - in displayed math environments, 51, 153, 157, 215
 - in inline math environments, 153
 - in text environments, 118
 - in top matter commands, 273
 - in `verbatim` environments, 146
 - terminating paragraphs with, 11, 64, 99, 118, 144
 - math delimiters, 168, 182
 - math symbol for commutative diagrams (\circledast), 240
- `blg` (L^AT_EX log files), 441, 442
- `block` (`beamer` env.), 343
- block comment, *see* comments
- Blue Sky Research, 525, 543
- blue spaces, *see also* tie, unbreakable spaces, nonbreakable spaces, 76
- `bm` (pack.), 312
- `Bmatrix` (subsid. math env.), 235
- `bmatrix` (subsid. math env.), 235
- `\bmod` (mod math op.), 173, 174, 506
- body
 - of books, 467
 - of documents, 11, 36, 37, 41, 68, 164, 248–268
 - of environments, 68
 - of page, 268
 - of presentations, 327
 - of `theorem` environment, 46
- bold
 - font weight, 14, 89, 90, 93, 94, 95, 123, 163, 184, 196, 196, 197, 301, 390, 516
 - math symbols, 197–199, 301, 312
- `\boldsymbol` (math font weight com.), 184, 197, 198, 301, 512
- BOOK (bibl. entry type), 424, 429–430
- book (doc. class), xxxii, 253, 376, 465, 466–473, 474, 524, 525, 529
- BOOKLET (bibl. entry type), 424, 435
- `bookmarks=true` (opt. of `hyperref` pack.), 320
- bookmarks, in PDF documents, 321
- books
 - bodies of, 467
 - document classes for, 253, 465, 466–473, 474, 476, 524, 525, 529
 - options of, 468
 - final preparation of, 482–487
 - in L^AT_EX database files, 429–430
 - logical design of, 479–481
 - numbering of structures in, 466
 - sectioning of, 466–467, 479

- books (*continued*)
 - structure of, 467
 - top matter of, 251
 - writing with L^AT_EX, 465–487
- booktabs (pack.), 140
- booktitle (BIB_TE_X database field), 425, 433
- \bot (\perp math sym.), 508
- bottoms, of text boxes, 405
- \bowtie (\bowtie binary rel.), 503
- \Box (\square math sym.), 508
- \boxdot (\boxdot math op.), 506
- boxes, 107–115
 - and length commands, 405
 - around formulas, 205–206
 - commands for measuring, 406
 - invisible, *see* struts
 - multiline, 107
 - paragraph, 110–112
 - solid, 113–114, *see also* struts
 - text, 107–115
 - alignment of contents in, 107, 111
 - behave as single characters, 107
 - commands for, xxvi, 27, 33, 83, 99, **107**, 107–115, 138, 140, 154, 162–163, 181, 206, 241, 301
 - environments for, 107, 109, 112, 383, 384
 - fine tuning placement of, 115
 - framed, **109–110**
 - measurements of, 405
 - single line, 107–109, 163
 - vertical alignment of, 111, 115
 - vertical alignment of, 111
- \boxminus (\boxminus math op.), 506
- \boxplus (\boxplus math op.), 506
- \boxtimes (\boxtimes math op.), 506
- Braams, Johannes, xxxiii, 523, 547, 557, 559
- braces
 - must be balanced, 72, 77, 87, 166, 462
 - special, 18, 49, 72, 73, 152, 153, 157
 - cannot overlap, 72–73
 - environments act as, 72
 - stretchable horizontal, 178–179
- braces, curly ($\{ \}$), 8, 14, 19, 23, 69–71, 158, 159, 180, 181, 188–190, 204, 216, 217, 279, 285, 366, 379
 - and command declarations, 367
 - as math delimiters, 167, 509
 - define scope, 71–73
 - in BIB_TE_X entries, 424, 426, 427, 436
 - in \index commands, 462
 - in text ($\{ \}$), 77, 81, 518, 530
 - unbalanced, 21, 77
 - with \def, 378
- brackets, square ($[]$), 8, 62
 - as math delimiters, **24**, 167, 509
 - breaking formula lines within, 217
 - enclose optional arguments, **15**, 27, **69–70**, 123, 132, 135, 166, 331
 - with \newcommand, 370
- \breakhere (beamer com.), 351
- breaking
 - formulas, *see under* formulas
 - lines, *see under* lines
 - pages, *see under* pages
 - paragraphs, *see under* paragraphs
- breve (\breve text accent), 79, 516
- \breve (\breve math accent), 177, 512
- Bringhurst, Robert, 67, 553, 557
- browsers, *see under* Internet
- bst (BIB_TE_X style files), **421**, 421, 422, 426, 437, 439
 - determine use of fields, 425
 - form of citations created by, 428
 - location of, 439
- \bullet (\bullet math op.), 506
- bullet (\bullet text sym.), 81, 518
- bulleted lists, 119
- \Bumpeq (\bumpeq binary rel.), 504
- \bumpeq (\bumpeq binary rel.), 504
- Butcher, Judith, 553, 557
- \bysame (bibl. com.), **266**, 375, 391, 442, 443
- C**
- \c (\c cedilla text accent), 79, 516
- © (copyright text sym.), 81, 518
- ca1c (pack.), 312, 403, 406
- calligraphic (math alphabet), 185, **197**, 301, 390, 512
- \Cap (\Cap math op.), 506
- \cap (\cap math op.), 506
- capitalization, in bibliographic databases, 266
- \caption, 39, 52
 - in figures, 259
 - in tables, 259
 - optional argument of, 476
- captions, 134, 476
 - in figures, 259
 - in lists, **120**, 476
 - in tables, 259
 - multiple, 259
- caret ($\^$), 77
- Carlisle, David, xxxiii, 123, 136, 257, 259, 320, 368, 523, 559
- caron ($\ˇ$ text accent), 79, 516
- case-sensitivity
 - of BIB_TE_X fields and entry types, 425
 - of command names, 14, **69**
 - of environment names, **69**

- of `\label` arguments, 257
 - of sort keys in `\index` commands, 462
- `cases` (subsid. math env.), 33, 208, 210, **239**
 - page breaks in, 242
- `\ccname` (redef. name), 376
- `CD` (subsid. math env.), 240–242
- `\cdot` (math op.), 23, **158**, 506
- `\cdots` (centered ellipsis), **160**, 186
- cedilla (ç text accent), 79, 516
- ceiling math delimiters, 167, 509
- `center` (text align. env.), **8**, 106, **124**, 134, 227, 407
 - breaking lines in, 124
 - \LaTeX definition of, 414
- `\centerdot` (math op.), 506
- centered ellipses, **24**, 160
- `\centering` (alignment com. declaration), 54, **124**, 227, 327
- centering text, 8, 14, 124
 - in columns in `tabular` environments, 135
 - in presentations, 54, 327
 - in tables, 134, 137
- `centertags` (doc. class opt.), **298**
- centimeter (cm abs. unit), 12, 15, 105, 107, 111, 403
- `\cfrac` (math com.), **200**
- `\chapter` (struct. com.), 253, 255, 304, **466**
 - arguments of, 466
 - numbering of
 - equations in, 466
 - in front and back matter, 467
- `chapter` (counter), 399, 399
- `chapter` (BIB \TeX database field), 425
- `\chaptername` (redef. name), 376
 - and `hyperref` package, 323
- chapters
 - document class options to set start pages for, 468
 - grouping into parts, 466
 - in BIB \TeX database files, 436
 - in books, 466
 - numbering of, in front and back matter, 467
- characters, *see also* glyphs
 - accented, 9, 15, 62, 69, **79–80**, 82, **176–178**, 183, 322, 416, 427
 - European, 15, **79–80**, 515–516
 - following `verbatim` environments, 146
 - Greek, 181, 389–390, 502
 - Hebrew, 501
 - invalid, 9, 63
 - line ending, *see* line ending characters
 - math, 17, 63
 - special, **9**, **63**, **76–78**
 - accessing with `\symbol`, 77, 311
 - in `\index` commands, 457
 - treating text boxes as, 107
- `\check` (ẋ math accent), 177, 512
- checkers, spelling, 48, 495
- Chen, Pehong, 449, 463, 557
- `\chi` (χ Greek char.), 502
- `\circ` (o math op.), 506
- `\circeq` (≐ binary rel.), 504
- `\circlearrowleft` (↺ math arrow), 507
- `\circlearrowright` (↻ math arrow), 507
- `\circledast` (⊛ math op.), 506
- `\circledcirc` (⊙ math op.), 506
- `\circleddash` (⊖ math op.), 506
- `\circledS` (⊚ math sym.), 508
- circumflex (˘)
 - text accent, 79, 516
 - text symbol, 81, 518
- `\citation` (aux. file com.), 441
- citations, bibliographic, 29, 47, 255, **263**, **439**, 441
 - created by BIB \TeX styles, 428, **439**
 - hyperlinks in PDF files, 321
 - showing in margins, 257
- `\cite` (bibliographic com.), 29, 47, 255, **263**, 441
 - multiple citations, 264
 - optional argument of, 264
 - showing contents, in margin, 313
 - showing labels in margins, 257
 - spaces in, 264
 - with BIB \TeX , 439
- classes, document, *see* document classes
- classification of math symbols, **188–189**, 195
- `\cleardoublepage` (page breaking com.), 101
- `cleardoublepage.sty` (sample file), 101
- `\clearpage` (page breaking com.), **101**, **261**
- clients
 - e-mail, 65
 - FTP, 538
- `\cline` (table com.), 137, 137–138, 138
- `cls` (doc. class files), 250, 375, 410
- `\clubsuit` (♣ math sym.), 508
- CM (Computer Modern) fonts, *see* Computer Modern fonts
- cm (centimeter abs. unit), 12, 15, 105, 107, 111, 403
- `cmr10.tfm` (T \TeX font metric file), 529
- coefficients, binomial, *see* binomial coefficients
- collections, in BIB \TeX database files, 431–432
- `\colon` (: math com.), 63, **191**
- colophons, of books, 467
- `\color` (beamer com.), 339, 349
- color, in presentations, 348–350
- `\colorbox` (beamer com.), 349
- `colorlinks` (opt. of `hyperref` pack.), 320, 321
- `column` (beamer env.), 348

- columns
 - double
 - document class options for, 299, 307
 - figures spanning, 259
 - footnotes in, 313
 - tables spanning, 259
 - in presentations, 347–348
 - math
 - adjusted, 231–242
 - adjusting with `flalign` environment, 221
 - in aligned formulas, 219–231
 - specifying in `matrix` subsidiary environments, 233
 - multiple, **101**, 313, 523
 - separator (&), 25, 135, 220, 221
 - width of, in `tabular` environments, 136
- columns (beamer env.), 348
- combining
 - document class options, 308
 - encapsulators in `\index` commands, 455
- command declarations, **73**, **90**, **124**, 137, 227
 - affecting multiple paragraphs, 90
 - do not take arguments, 73
 - for fonts, *see* font command declarations
 - scope of, **90**, **367–368**, 382
 - using in user-defined commands, 90, **367–368**
- command files, *see also* `sty` files and packages, 250, **366**, **386–392**
 - commands in, 386
 - terminating, 392
- commands, 67–74
 - *-ed form, 46, **69**, 98, 101, 103, 105, 129, 130, 148, 173, 195, 196, 242, 253, 322, 373, 382, 385, 439, 467, 473
 - arguments of, *see under* arguments or specific commands, 327
 - as tokens, 529
 - defining, *see* user-defined commands
 - delimited, *see* delimited commands
 - for boxes, *see under* boxes
 - for dates and times, *see* time commands
 - for expanding values, **80**, 87, 113, 400
 - for figures, *see under* figures or floats
 - for filling horizontal space, **106**, 113, 126, 186, 233, 235, 414
 - for floats, *see under* floats
 - for fonts, *see* font commands
 - for graphics, *see under* graphics
 - for indexing, *see under* indexing
 - for presentations, *see under* presentations, `beamer`, and `FoilTeX`
 - for tables, *see under* tables or floats
 - fragile, 74
 - protecting, **74**, 252, 253, 466, 475
 - generalized, *see* user-defined commands
 - global, *see under* scope
 - in preamble, *see under* preamble
 - length, *see* length commands
 - local, *see under* scope
 - logical design using, 52–53
 - long, 73
 - math, *see* math commands
 - names of, 68
 - case-sensitivity of, 14, **69**
 - primitive, *see* primitive commands
 - providing, 375
 - redefining, 374–375
 - scope of, *see under* scope
 - sectioning, *see* structural commands
 - short, **73**, 90, 273, 284
 - defining, 373–374
 - spacing, *see* spacing commands
 - start with `\`, 8, 14, **68**
 - structural, *see* structural commands
 - terminating, 19, **69**, **154**
 - `TeX`, *see under* `TeX`
 - text style, *see* text style commands
 - to avoid using, 94, 481
 - top matter, *see under* top matter
 - types of, 73–74
 - user-defined, *see* user-defined commands
- commas (,), 9, 62
 - and italic correction, 92
 - in `\bibitem` commands, 266
 - in `BIBTeX` databases, 424, 425, 445
 - use in formulas, 155
- comment (comment env.), **86–87**, 313, 387, 523
 - locating errors with, 87
 - nesting, 86
- comments, **10**, 85–87
 - block comment, **6**, 50, 51, 86, 478, 494, 498
 - keyboard equivalents, 499
 - block uncommand, **6**, 494, 498
 - creating with % characters, 6, 21, 85, 86, 141, 294
 - creating with `comment` environments, **86–87**
 - finding errors using, 6, 19, 86, 366, 387
 - in `BIBTeX` database files, 86, 443
 - inserted using `kill` command, 141
 - marginal, **112–113**, 484
 - in double-sided documents, 112
 - in equations, 112
 - in multiline math environments, 112
 - space between, 404
 - width of paragraph box for, 113

- removing end-of-line characters with, 84, 85, 458
- commutative diagrams, **240–242**, 301
- `comp.text.tex` (newsgroup), 542
- `\complement` (\complement math sym.), 508
- components
 - building formulas from, 164–166
 - of formulas, 22–27, 157–166
 - of pages, 268
- Comprehensive T_EX Archive Network, *see* CTAN
- computer, *see* Mac, PC, and UNIX
- Computer Modern (CM) fonts, 89, **89**, 93, 544, 545
 - bold extended, 89
 - ligatures in, 79
 - math bold italic, 196
 - math italic, 196
 - PostScript versions of, 523, 525, **543**
 - roman, 89, 196, 529
 - sans serif, 89
 - typewriter, 78, 78, 89
- conference proceedings, in BIBT_EX database files, 424, 430–432
- `\cong` (\cong binary rel.), 503
- congruences, 24, 173
 - as binary operations, 173
- consecutive numbering, of proclamations, 127–128
- contents, table of, *see under* tables
- `\contentsline` (toc file com.), 473
- `\contentsname` (redef. name), 376
- context, affects style of emphasized text, 91
- continued fractions, 200
- `\contrib` (top matter com.), 276
- `\contrib` (L^AT_EX distr. directory), 540
- controls, float, 134, **260–261**
- conventions for labels
 - in bibliographies, 48
 - of equations, 28
 - of sections, 46
- converting files
 - from DVI to PostScript, 318
 - from PostScript to PDF, 319
 - from articles to presentations, **53**, 326
- `\coprod` (\coprod large math op.), 175, 511
- `\copyright` (\copyright copyright), 81, 518
- corner math delimiters (\llcorner , \lrcorner , \ulcorner , \urcorner), 167, 509
- corollaries, *see* proclamations
- correction, italic, *see* italic correction
- `\cos` (cos math op.), 172, 510
- `\cosh` (cosh math op.), 172, 510
- `\cot` (cot math op.), 172, 510
- `\coth` (coth math op.), 172, 510
- counters, 123, 233, 377, **399–403**
 - and `\include` commands, 400
 - and `\label` commands, 402
 - and proclamations, 399
 - arithmetic with, 312, **402–403**
 - defined in preamble, 400
 - defining, 400
 - incrementing, 402
 - L^AT_EX, 399
 - linking with other counters, 400, 401
 - names of, 128
 - store numbers, 399
 - styles for, 87, 123, 382, 401, **400–401**, 411
 - values of, 87, 400
 - printing, **80**, 113, **400**
 - setting, 399–400, 402
 - with `list` environments, 411
- Courier, in L^AT_EX documents, 544
- cross-referencing, 47–48, **255–258**, **267**, 322
 - among multiple documents, 313
 - and automatic renumbering, 28, 536
 - entries made in auxiliary files for, 443, 531
 - in indexes, 457
 - in proof environment titles, 132
 - inside presentations, 328
 - labels for, 28, 31, 46, 50–51, 202, 215, 231, 252, **255**, 259, 267, 402
 - of equations, **28**, 27–29, 31, 156, 202, 203, 219, 256
 - groups of, 218–219
 - in multiline math environments, 215
 - of list items, 119, 123
 - of tables, 134
 - page numbers, 28, 31, 202, **258**, 267, 484, 531
 - with `varioref` package, 313
 - section numbers, 28, 31, 46, 123, 132, 134, 156, 202, 215, 252, **255**, 301, 531
 - using ties (\sim) with, 28, **66**, 257
 - within BIBT_EX databases, 432–433
- `\crossref` (BIBT_EX database field), 425
- `\csc` (csc math op.), 172, 510
- CTAN (Comprehensive T_EX Archive Network), 310, 537, **538–540**, 542, 544, 546, 553
 - catalogue, 539
 - L^AT_EX distribution on, 539
 - mirrors of, 540
 - packages on, 464, 540
 - URLs for, 538
- `\Cup` (\cup math op.), 506
- `\cup` (\cup math op.), 506
- `\curlyeqprec` (\curlyeqprec binary rel.), 504
- `\curlyeqsucc` (\curlyeqsucc binary rel.), 504
- `\curlyvee` (\vee math op.), 506
- `\curlywedge` (\wedge math op.), 506

- `\curraddr` (top matter com.), 278
 - rules for using, 277
 - `\curvearrowleft` (\curvearrowleft math arrow), 507
 - `\curvearrowright` (\curvearrowright math arrow), 507
 - customizing
 - article templates, 44–45
 - for AMS document classes, 294–297
 - preambles of, 44, 294
 - top matter of, 44, 294
 - indentation of text, 103
 - L^AT_EX, 363–417
 - dangers of, 415–417
 - lists
 - and counters, 411
 - defining new, 406–415
 - theorem styles, 131
 - `cyrillic` (L^AT_EX distr. directory), 311
 - `cyrillic` (pack.), 312
- D**
- `\d` (, underdot text accent), 79, 516
 - `\dag` († dagger)
 - math symbol, 508
 - text symbol, 81, 518
 - `\dagger` († math op.), 506
 - `\daleth` (ⴈ Hebrew char.), 501
 - Dante (German T_EX user group), 541
 - dashes, 62
 - em dash (—), **14, 75, 81, 518**
 - en dash (–), **14, 75, 81, 518**
 - in B^IB_T_EX databases, 427
 - `\dashleftarrow` (\dashleftarrow math arrow), 507
 - `\dashrightarrow` (\dashrightarrow math arrow), 507
 - `\dashv` (\dashv binary rel.), 503
 - databases, B^IB_T_EX, *see also* bib, 421, **423–437**, 440
 - `\date` (top matter com.), 37, 44, 80, 87, 249, 275, 304, 469
 - with `letter` document class, 309
 - `\datename` (redef. name), 376
 - dates
 - commands for, *see also* `\date` and time commands, 14, 37, 44, 70, **80**, 275, 548
 - L^AT_EX release, 86, 251, 532
 - of packages, 533
 - `\day` (time com.), 80
 - `\dbinom` (display-style binomial com.), 160
 - `dcolumn` (pack.), 136, 313
 - `\ddag` (‡ dagger)
 - math symbol, 508
 - text symbol, 81, 518
 - `\ddagger` (‡ math op.), 506
 - `\ddddot` (\ddddot{x} math accent), 177, 512
 - `\ddot{x}` (\ddot{x} math accent), 177, 512
 - `\ddot{y}` (\ddot{y} math accent), 177, 512
 - `\ddots` (\ddots diagonal ellipsis), 161, 235
 - decimals, alignment on, 136, 313
 - declarations, command, *see* command declarations
 - `\DeclareMathOperator` (op. def. com.), 173, 195, 196, 198, 250, 301
 - `\DeclareMathOperator*` (op. with limits def. com.), 173, 195
 - declaring, types of math symbols, 195
 - `\dedicatory` (top matter com.), 275
 - `\def` (T_EX com.), 416
 - defining commands with, 378
 - overwriting previously defined commands with, 378
 - definition (procl. style), **129**, 129–131
 - definitions, *see* proclamations
 - `\deg` (deg math op.), 172, 510
 - `delarray` (pack.), 313
 - delimited commands, 378–380
 - invoking, 378
 - delimiters
 - for displayed math environments, 18
 - for inline math environments, 18, 74, 152–153
 - for `\verb` commands, 147
 - in B^IB_T_EX database files, 424
 - math, *see* math delimiters
 - `\Delta` (Δ Greek char.), 502
 - `\delta` (δ Greek char.), 502
 - depth
 - of tables of contents, 403
 - of text boxes, 108, 111, 405, 405
 - `\depth` (length com.), 108, **108**, 111
 - `description` (text list env.), 118, 120–121
 - design
 - logical, 52–53
 - of books, 479–481
 - of document classes, 522
 - visual, 52–53, 268–270, 358
 - `\det` (det math op.), 172, 510
 - device independent files, *see* DVI files
 - `\dfrac` ($\dfrac{x}{y}$), 158, **186**, 200
 - `\DH` (Eth Eur. char.), 519
 - `\dh` (eth Eur. char.), 519
 - `\diagdown` (\diagdown math sym.), 508
 - diagonal ellipses, 235
 - diagrams, commutative, *see* commutative diagrams
 - `\diagup` (\diagup math sym.), 508
 - `\Diamond` (\Diamond math sym.), 508
 - `\diamond` (\diamond math op.), 506
 - `\diamondsuit` (\diamondsuit math sym.), 508

- dieresis, *see* umlaut
- diesis (‡)
 - math symbol, 506, 508
 - text symbol, 81, 518
- `\digamma` (*F* Greek char.), 502
- `\dim` (dim math op.), 172, 510
- dimensions, *see also* measurements
 - units for measuring, 12, 15, 89, 93, 95, 96, 105, 107, 111, 190, 308, 403, 513
 - with length commands, 404
- directories, *see under* AMS and \LaTeX
 - distributions
- `\displaybreak` (display break com.), 242, 243
 - optional argument of, 243
- displayed formulas, *see* displayed math environments
- displayed fractions, *see under* fractions
- displayed math environments, 17, 25, 27–33, **152**
 - `\[` (start math mode), 18, **152**
 - Visual Guide to*, **207, 208**
 - `\]` (end math mode), 18, **152**
 - act as special braces, 152
 - `align`, 30–31, 33, 208, 210, **219–224**, 230, 242
 - `align*`, 31, 221, 226
 - `alignat`, 208, 210, **224–226**
 - blank lines in, 51
 - breaking pages in, **242–243**
 - `displaymath`, 152, 153, 156, 157, 231
 - `eqnarray`, 222
 - equation, 27, 33, **156–157**, 201, 231, 328
 - `equation*`, 157, **157**, 201, 231, 328
 - `flalign`, 208, 210, **221**
 - font size in, 199
 - `gather`, 208, 210, **211–212**, 219, 242
 - `gather*`, 211
 - in direct succession, 482
 - inline-style binomials in, 160
 - `multiline`, 208, 210, **212–214**
 - `multiline*`, 213–214
 - subequations, **203**, 204, 219, 401
- displayed text environments, 117, 143–147
 - `alltt`, 159, 311
 - blank lines in, 118
 - `multicols`, 101, 523
 - proof, 39
 - quotation, **144**
 - quote, **143**
 - tabbing, **141–143**, 551, 552
 - `tabular`, 78, **133–140**, 237, 259, 312, 313, 523, 551, 552
 - theorem, 37, 46, 52, 125, 128, 343, 384
 - verbatim, **145–147**, 148, 313
 - verse, **144–145**
 - `xcb`, 476
- `displaymath` (disp. math env.), 152, 153, 156, 157, 231
- `\displaystyle` (math font size com.), **199**, 204
- dissertations, in \BibTeX database files, **433–434**
- distributions
 - AMS packages, 271, **300–302**, 325, 380, 417, 436, 437, 521, 528, 553
 - \LaTeX , 78, 86, 257, 303–308, **310–313**, 489, 525, 528, **529**, 532, 534, 539, 540, 547, 553
 - PSNFSS, 544–545
 - \TeX , 528
- `\div` (\div math op.), **158**, 506
- `\divideontimes` (\otimes math op.), 506
- division, 22, 63, 158, 191, 506
- `\DJ` (Dyet Eur. char.), 519
- `\dj` (dyet Eur. char.), 519
- doc (\LaTeX distr. directory), 311
- document (text env.), 11, **37**, 41, 68, 164, 248
- document class options
 - 9pt, **297**
 - 10pt, **104, 297, 306**
 - 11pt, **297, 306**
 - 12pt, **93, 297, 306**
 - a4paper, 298, 306
 - a5paper, 306
 - are passed on to packages, 250
 - b5paper, 306
 - centertags, **298**
 - combining, 308
 - draft, 13, 96, 249, 300, **306**
 - executivepaper, 306
 - final, 300, 306
 - fleqn, **298**, 307
 - for AMSFonts, 300
 - for bibliographies, **308**, 308
 - for double-column documents, 299, 307
 - for double-sided printing, 299, 307, 468
 - for font sizes, 297, 306
 - for page orientation, 307
 - for position of equation numbers, 298, 307
 - for start of chapters, 468
 - for title pages, 299, 307, 468
 - handout, 358
 - landscape, 307
 - legalpaper, 85, 298, 306
 - leqno, **298**, 307
 - letterpaper, 298, 306
 - noamsfonts, 300
 - nomath, **300**
 - notitlepage, **299**, 307, 468
 - onecolumn, 299, 307
 - oneside, **299**, 307, 468

- document class options (*continued*)
 - openany, 468
 - openbib, **308**, 308
 - openright, 468
 - psamsfonts, 300
 - reqno, **298**, 307
 - tbtags, **298**
 - titlepage, 249, **299**, 307, 468
 - trans, 358
 - twocolumn, 85, 101, 259, **299**, 307, 308, 313
 - twoside, 85, 249, **299**, 307, 308, 468
- document classes, 53, 82, 125, 376, 528, 529
 - amsart, 36, 82, 118, 125, 249–251, 254, **271–302**, 465, 469, 525, 529, 536
 - amsbook, xxxii, 253, 465, 468, 469, 476, 525, 529
 - amsproc, 273, 529
 - anatomy of, 35–43
 - article, 35–43, 249, 251, 254, 263, 265, 273, 302, 303, **303–308**, 525, 529
 - beamer, 325–359
 - book, xxxii, 253, 465, 469, 474, 524, 525, 529
 - changing, 536
 - c_ls files, 250, 375, 410
 - design of, 522
 - determine
 - placement of equation numbers, 298, 307
 - position of equations, 298, 307
 - spacing, 102
 - foils, 53
 - for books, 253, 465, **466–473**, 474, 476, 524, 525, 529
 - options of, 468
 - for presentations, *see under* Foil_TE_X and beamer
 - legacy, 54, 118, 249, 254, 263, 273, 302, 305, **303–313**, 529
 - letter, 308–310, 529
 - options of, *see* document class options
 - proc, 529
 - proc-1, 272
 - report, 253, 303, **303–308**, 529
 - sample, 10
 - sample.c_ls, 11
 - slides, 303, 529
- document font families, 8, 14, 90, **89–90**, **93**, **123**, 163, 301, 390, 412, 516, 544
 - normal, 90
 - roman, **89**, 544
 - sans serif, **89**, 544
 - typewriter style, **89**, 544
- document parameters, for page design, 552
- documentation
 - for AMS document classes and packages, 552
 - for beamer document class, 325, 358
 - for L_AT_EX, 311, 552
 - packages, 312
 - for New Font Selection Scheme (NFSS), 553
- \documentclass (preamble com.), 4, 13, 35, 36, 53, **70**, 85, 180, 249, 294, 326, 355
 - and \NeedsTeXFormat command, 250
- documents
 - body of, 11, 36, 37, 41, 68, 164, **248–268**
 - cross-referencing among multiple, 313
 - design of, 268–270
 - L_AT_EX, 247–270
 - on the Internet, 317–323
 - using AMS document classes in, 271
 - legacy, 319
 - master, 477–479
 - preamble of, 249–251
 - printing and viewing, 5, 318, 530
 - readability of, 93, 358
 - splitting into multiple files, 476–479
- dollar sign (\$), *see also* \$ and \\$, **9**
 - as inline math delimiter, 17, 18, 33, 74, 152, **152**, 518
 - as text symbol, 77, 81
- Doob, Michael, 110, 528, 557
- \dot (*x* math accent), 177, 512
- \doteq (\doteq binary rel.), 503, 504
- \dotfill (space fill com.), 106
- dotless i and j (i and j), **79**, 79, 516
- \dotplus (\dotplus math op.), 506
- \dots (... math ellipsis com.), 24, 78, 160–161, 186
- dots, filling lines with, 106
- \dotsc (... math com.), 161
- \dotsc (... math com.), 161
- \dotsi (... math com.), 161
- \dotsm (... math com.), 161
- \dotso (... math com.), 161
- double accents, in math, **177**
- double acute (ˆ text accent), 79, 516
- double dagger (\ddagger)
 - math symbol, 506, 508
 - text symbol, 81, 518
- double guillemet, 519
- double quote ("), 9, *see also* quotation marks, **75**, 81, 518
 - in \index commands, 457
 - in Bib_TE_X database fields, **424**, 445, **446**
 - key, 9, 63, 75
- double spacing, 99

- double subscripts and superscripts, font size of, 199
 - double vertical lines in CD environments, 241
 - double-column
 - documents
 - and footnotes, 313
 - document class options for, 85, 299, 307
 - figures and tables, 259
 - double-sided printing
 - and marginal comments, 112
 - document class options for, 85, 299, 307, 468
 - `\doublebarwedge` ($\overline{\wedge}$ math op.), 506
 - `\doublecap` (\overcap math op.), 506
 - `\doublecup` (\overcup math op.), 506
 - `\doublespacing` (`setspace` com.), 99
 - `\Downarrow` (\Downarrow)
 - math arrow, 507, 509
 - math delimiter, 167
 - `\downarrow` (\downarrow)
 - math arrow, 507
 - math delimiter, 167, 509
 - `\downdownarrows` (\Downarrow math arrow), 507
 - Downes, Michael, 447, 523, 524
 - `\downharpoonleft` (\Downarrow math arrow), 507
 - `\downharpoonright` (\Downarrow math arrow), 507
 - draft (doc. class opt.), 13, 96, 249, 300, **306**
 - drivers
 - printer, 312, 320, 526, **530**, 539
 - video (DVI viewer), 526, 530
 - Duchier, Denys, 523
 - Dupré, Lyn, 85, 553, 557
 - DVI files, 526, 530, 539
 - converting to PostScript, 318
 - printing, 530
 - viewing, 526, 530
 - `dvipdf` (opt. of `hyperref` pack.), 320
 - `dvipdfm` (opt. of `hyperref` pack.), 320
 - `dvipdfmx` (opt. of `hyperref` pack.), 320
 - `dvips` (opt. of `hyperref` pack.), 320
 - `dvipsnam` (opt. of `xcolor` pack.), 349
 - `dvipsone` (opt. of `hyperref` pack.), 320
 - `dviwindo` (opt. of `hyperref` pack.), 320
 - `dyet` (Eur. char), 519
- E**
- e-mail, *see* `\email`
 - e-mail clients, 65
 - editing cycle, 4–6
 - Mac, 498
 - PC, 491
 - edition (BIB \TeX database field), 425
 - editor (BIB \TeX database field), 425
 - editors, text, xxvi, 4, 5, 9, 18, 48, 55, 63, 84, 88, 365, 490, 526
 - Eijkhout, Victor, 553, 557
 - electronic mail address, *see* `\email`
 - `\ell` (ℓ math sym.), 508
 - ellipses (...)
 - centered (`\cdots`), **24**, **160**
 - diagonal, 235
 - in math, **24**, **160–161**, 233
 - in text, **78**
 - vertical, 235
 - `\em` (font shape com. dec.), 90, 91, 92, 123, 367, 382, 516
 - `em` (font shape env.), 123
 - `em` (rel. unit), 403, 513
 - `em dash` (`—`), **14**, **75**, 81, 83, 518
 - EM fonts, *see* European Modern fonts
 - `\email` (top matter com.), 278, 281–283, 295, 296
 - rules for using, 278
 - `\emph` (font shape com.), 8, 14, 68, 90, **91**, 337, 516
 - emphasized (font shape), 8, 14, 28, 68, 90, **91**, 92, **123**, 125, 156, 367, 382, 516
 - and italic correction, 92
 - context dependence of, 91
 - empty (page style), 268
 - empty group (`{ }`), 39, 55, 70, 159, 179, 188, 189, 194, 204, 279, 309
 - `\emptyset` (\emptyset math sym.), 508
 - `en dash` (`–`), **14**, 81, 83, 518
 - in BIB \TeX databases, 427
 - Encapsulated PostScript (EPS), *see* EPS
 - `\enclname` (redef. name), 376
 - encodings, font, *see* font encodings
 - `\end` (end of env.), 67, **68**, 72
 - errors with, 72, 146, 478
 - end-of-line characters, *see* line ending characters
 - `\endinput` (input ending com.), 392, **478**
 - eng (Eur. char), 519
 - `\enlargethispage` (spacing com.), **101**, 484, 487
 - `\enlargethispage*` (spacing com.), 101
 - `\ensurermath` (math mode com.), **369**, 370, 375
 - Enter key, *see* Return key
 - entries
 - bibliographic, *see under* `bib`
 - glossary, *see under* glossaries
 - index, *see under* indexing
 - `enumerate` (list text env.), 313, 382
 - `enumerate` (pack.), 123, 313, 382, 387
 - `enumi` (counter), 123, 399
 - `enumii` (counter), 399
 - `enumiii` (counter), 399
 - `enumiv` (counter), 399

- environments, 8, 14, 18, **67–74**
 - *-ed forms, 157, 201, 211, 213, 215, 231, 259
 - act as braces, 72
 - arguments of, *see under* arguments or specific environments
 - `\` in, 124, 145
 - begin with `\begin`, **68**, 72
 - body of, 68
 - case-sensitivity of names of, **69**
 - end with `\end`, **68**, 72
 - font size, 123
 - for presentations, *see under* beamer and FoilTeX
 - for proclamations, *see* proclamations
 - for tables, *see* tables
 - indenting contents of, in source file, 155
 - legacy, 123, 143–145, 407
 - list, *see* list text environments
 - logical design using, 535
 - typesetting environment names, 535
 - math, *see under* inline and displayed math environments, subsidiary math environments, *and* displayed text environments
 - modifying, 380–383
 - `\newline` in, 98
 - operating, *see under* PC, Mac, *and* UNIX
 - short, 385
 - subsidiary math, *see* subsidiary math environments
 - text, *see* displayed text environments, list text environments, *and* text environments
 - user-defined, *see* user-defined environments, *see* user-defined environments
 - visual design using
 - typesetting environment names, 535
- EPS (Encapsulated PostScript)
 - files, 476, 483, 496
 - format, 39, **259**, 483, 552
- `\epsilon` (ϵ Greek char.), 502
- `\eqcirc` (\equiv binary rel.), 504
- `\eqnarray` (math align. env.), 222
- `\eqref` (cross-ref. com.), **28**, 29, 31, 156, 202, 203, 215, 219, 255, 256, 263, 328, 370
- `\eqslantgtr` (\gtrsim binary rel.), 504
- `\eqslantless` (\lesssim binary rel.), 504
- equals ($=$)
 - binary relation, 63, 503
 - in BibTeX database fields, 424
 - key, 8
- equation (counter), **399**, 399
- equation (disp. math env.), 27, 33, **156–157**, 201, 231, 328
 - blank lines in, 157
- `equation*` (disp. math env.), 157, **157**, 201, 231, 328
- `\equationname` (hyperref redef. name), 323
- equations, 27–29
 - document class options for placement of numbers, 298, 307
 - grouping, 203–204
 - in multiline math environments, 215
 - in presentations, 328
 - labels for, **28**, 256
 - marginal comments in, 112
 - numbering of, **27–29**, 55, **156–157**, 201, 211, 213, 215
 - groups, 218–219
 - in chapters of books, 466
 - preventing, 30, 31, 157, 201, 211, 213, 215, 218, 231
 - variants, **203**, 218
 - within sections, 156, 250
 - position of, 298, 307
 - systems of, 225–226
 - tagging, 29, **201–204**, 211, 213, 215, 218, 230, 231
- `\equiv` (\equiv)
 - binary relation, 503
 - math operator, 24, 174, 182, 371, 379
- error messages, 5, *see also* warning messages, 48–52, 534
 - Argument of `\xxx` has an extra `}`, 146
 - Bad math environment delimiter, 132, 153, 475
 - `\begin{document}` ended by `\end{xxx}`, 87, 146
 - `\begin{split}` not allowed here, 231
 - `\begin{xxx}` on input line `xx` ended by `\end{yyy}`, 49, 50, 72
 - Can be used only in preamble, 250
 - Command `\xxx` already defined, 367, 376, 381
 - Display math should end with `$$`, 51
 - Double superscript, 158
 - Environment `xxx` undefined, 381
 - Extra alignment tag has been changed to `\cr`, 237
 - Extra `}`, or forgotten `\xxx`, 73, 223
 - File '`xxx`' not found, 534
 - I was expecting a '`,`' or a '`)`', 445, 446

- Illegal character in array arg, 237
 - Illegal unit of measure (pt inserted), 114
 - Incomplete `\iffalse`; all text was ignored after line `xx`, 309
 - Invalid use of `\xxx`, 162
 - line numbers in, 6, 9, 153, 154
 - Misplaced `\xxx`, 135, 227, 233
 - Missing `\begin{document}`, 126
 - Missing control sequence inserted, 404
 - Missing \$ inserted, 20, 51, 147, 153, 154, 157, 233
 - Missing number, treated as zero, 98, 111
 - Missing `\right.` inserted, 217
 - Missing `}` inserted, 21, 49, 223
 - No counter ‘`xxx`’ defined, 400
 - Paragraph ended before `\xxx` was complete, 49, 50, 114, 126, 237, 373, 379, 462
 - recorded in log file, **526**
 - Runaway argument?, 49, 126, 237, 284, 379, 462
 - showing paragraph breaks in, 99
 - Something’s wrong--perhaps a missing `\item`, 120, 263
 - `\tag` won’t work here, 215
 - Text line contains an invalid character, 9, 52, 64
 - Too many `}`’s, 21, 72, 285
 - Undefined control sequence, 44, 50, 71, 282, 284, 367
 - Underfull `\hbox`, **97**, 530
 - Use of `\xxx` doesn’t match its definition, 379
 - `\verb` command ended by end of line, 148
 - with `LATEX`, 443–446
 - in log (blg) files, 442
 - You’re missing a field name, 444
 - eszett (ß, SS), *81*, 515, 548
 - `\eta` (η Greek char.), 502
 - `\eth` (\eth math sym.), 508
 - eth (Eur. char), 519
 - eucal (pack.), 301, 302, 386, 512
 - options, **301**, 390, 512
 - eufrak (pack.), 302
 - Euler Fraktur (math alphabet), 180, **197**, 301, 302, 390, 512
 - Euler Script (math alphabet), **301**, 302, 390, 512
 - European
 - accents, 15, **79–80**
 - characters, 15, **79–80**, 515–516, 519
 - quotation marks, 519
 - European Modern (EM) fonts, 524
 - ex (rel. unit), 403
 - examples
 - of bibliographies, **40–41**, **43**, 47, **261–263**, **421–423**
 - of indexes, 450–452
 - of nonbreakable spaces (`~` spacing com.), 76
 - of top matter commands, 282–285
 - `\except` (table of contents com.), 473
 - exclamation marks (!), 9, 62
 - as float control, **260**, 486
 - in `\index` commands, 453, 454, 457
 - Spanish (*¡*), *81*, 515, 518
 - terminating sentences with, 64–67
 - executivepaper (doc. class opt.), 306
 - exercises, 476
 - in books, 476
 - within a section, 476
 - `\exists` (\exists math sym.), 508
 - exiting, from interactive mode, 491, 534
 - `\exp` (exp math op.), *172*, 510
 - expanding values of counters, 80, **400**
 - exscale (pack.), 301, 311
 - extensibility of `LATEX` and `TEX`, 525
- ## F
- Fairbairns, Robin, 523
 - `\fallingdotseq` (\fallingdotseq binary rel.), 504
 - fancyhdr (pack.), 270, 537, 540
 - FAQ (Frequently Asked Questions), 539, 542
 - `\fboxrule` (length com.), 110
 - `\fboxsep` (length com.), 110
 - `\fcolorbox` (beamer com.), 349
 - fd (font def. file), **544**, 545, 546
 - Fear, Simon, 140
 - fields, bibliographic, *see under* bib
 - figure (counter), 399
 - figure (float env.), 39, **259–260**, 327
 - optional arguments of, 260, 486
 - placement of, 484, 486
 - figure* (float env.), 259
 - `\figurename` (redef. name), **375**, 376
 - and `hyperref` package, 323
 - figures, **259–260**
 - captions in, 476
 - fragile commands in, 74
 - commands for, **259**, 476, **479**
 - double-column, 259
 - forcing typesetting of, 101
 - lists of, *see also under* lists, 475–476
 - adding a line to, 476
 - fragile commands in, 74

- figures (*continued*)
 - numbering of, 258, 259
 - old-style, 62
 - placement of, **260**, 484, 486
- file formats, for graphics
 - EPS, 39, **259**, 483, 496, 552
 - PDF, 39, **259**, 326
- file transfer protocol, *see* FTP
- `fileerr` (pack.), 313
- files
 - MakeIndex* log, *see* `ilg`
 - auxiliary, *see* `aux`
 - L^AT_EX databases, *see* `bib`
 - L^AT_EX log, *see* `blg`
 - L^AT_EX style, *see* `bst`
 - class (`cls`), *see under* document classes
 - command, *see* command files
 - converting from articles to presentations, **53**, 326
 - documents composed of multiple, 476–479
 - DVI, *see* DVI files
 - Encapsulated PostScript, *see* EPS
 - font definition, *see* `fd`
 - font metric, *see also* `tfm`, *see under* font metrics
 - glossary, *see* `glo`
 - `hyperref` bookmarks, *see out*
 - hyphenation pattern, *see under* hyphenation
 - including in other files, 386, **478**
 - index entry, *see* `idx`
 - list
 - of figures, *see* `lof`
 - of tables, *see* `lot`
 - listing those used by a document, 387
 - log, *see* log files
 - naming of, 44
 - with `\graphicspath` command, 479
 - organization of, 476–479
 - package source, *see under* packages
 - portability of, 9
 - Portable Document Format, *see* PDF, *see* PDF
 - PostScript (PS), *see under* PostScript
 - processed bibliography, *see* `bb1`
 - processed index, *see* `ind`
 - sample, *see* sample files
 - source, *see* source files
 - start on new page with `\include` command, 478
 - style, *see* `sty`
 - tables of contents, *see* `toc`
 - terminating, 392, **478**
- filling horizontal space, **106**, 113, 126, 186, 233, 235, 414
- `final` (doc. class opt.), 300, 306
- final preparation, of books, 482–487
- fine tuning
 - of mathematical formulas, 190–192
 - placement of root with `\sqrt`, 162
 - placement of text boxes, 115
- `\Finv` (\lrcorner math sym.), 508
- fixed-size math delimiters, 168
- `fixltx2e.dtx`, 311
- `fixltx2e.ins`, 311
- `fixltx2e.sty`, 311, 312
- `flalign` (math align. env.), 208, 210, **221**
- `\flat` (\flat math sym.), 508
- `fleqn` (doc. class opt.), **298**, 307
- floats, *see also* tables and figures, 258–261
 - commands, 259, 260
 - controls, 134, **260–261**
 - environments, 133, **258–261**
 - figure, 39, **259–260**, 260, 327
 - figure*, 259
 - locating, 484, 486
 - table, 134, **258**, 260
 - table*, 259
 - forcing typesetting of, 101
 - specifying placement of, **260**, 484
- floor math delimiters, 167, 509
- flush left
 - alignment of formulas, 209, 210, 212, 214, 221, 307
 - column alignment, 231–232, 236
 - columns in `tabular` environments, 135
 - setting equations, 298, 307
- flush right
 - alignment of formulas, 209, 210, 212, 214, 221
 - alignment of text, 106
 - column alignment, 231–232, 236
 - columns in `tabular` environments, 135
 - setting equations, 298, 307
- `flushleft` (text align. env.), **8**, **124**, 407
 - breaking lines in, 124
- `flushright` (text align. env.), **8**, 68, **124**, 407
 - breaking lines in, 124
- `\fnsymbol` (footnote counter style com.), 87
- `\foilhead` (Foil_T_EX com.), 53, 55
 - optional argument of, 56
- `foils` (doc. class), 53
- Foil_T_EX, 53
 - commands for, 55
- folders, 3
 - samples, *see* samples
 - structure of, 477–479
 - work, *see* work
- font command declarations, *see also* font commands, 90

- for shape
 - `\em`, 90, 91, 92, 123, 516
 - `\itshape`, 90, **91**, 92, 94, 123, 412, 516
 - `\normalfont`, **90**, 90, 123, 163, 516, 545
 - `\rmfamily`, 90, 123, 516
 - `\scshape`, 90, **91**, 123, 516
 - `\sffamily`, 90, 94, 123, 516
 - `\slshape`, 90, **91**, 92, 94, 95, 123, 516
 - `\ttfamily`, 90, 123, 142, 516
 - `\upshape`, 90, **91**, 123, 382, 412, 516
- for weight
 - `\bfseries`, **71**, 73, 90, **93**, 94, 95, 123, 516
 - `\mdseries`, 90, **93**, 516
- font commands, *see also* font command
 - declarations
 - and italic correction, 90, 92
 - and *MakeIndex*, 90
 - for selecting fonts using family names, 544
 - for series
 - `\textmd`, 90, **93**, 516
 - for shape
 - `\emph`, 14, 68, 90, **91**, 337, 516
 - `\textit`, 90, **91**, 337, 516
 - `\textnormal`, **90**, 90, 163, 516
 - `\textrm`, 90, 301, 516
 - `\textsc`, 90, **91**, 516
 - `\textsf`, 90, 516
 - `\textsl`, 90, **91**, 516
 - `\texttt`, 14, 76, 90, 516
 - `\textup`, 90, **91**, 516
 - `\upn`, 156
 - for size
 - `\footnotesize`, 93, **94**, 517
 - `\Huge`, **93**, 93, 517
 - `\huge`, **93**, 93, 517
 - `\LARGE`, **93**, 93, 517
 - `\Large`, **93**, 93, 94, 517
 - `\large`, **93**, 93, 517
 - `\larger`, **94**
 - `\normalsize`, **93**, 93, 517
 - `\scriptsize`, **93**, 93, 517
 - `\SMALL`, **93**, 93, 517
 - `\Small`, **93**, 93, 517
 - `\small`, **93**, 93, 517
 - `\Tiny`, **93**, 93, 517
 - `\tiny`, **93**, 93, 517
 - for weight
 - `\textbf`, 14, 73, 90, **93**, 163, 301, 337, 516
- low-level, 95
- math, *see* math font commands
 - obsolete, **94**
 - orthogonality of, **94**
 - two-letter (obs. \LaTeX 2.09), and italic correction, 95
 - using in math environments, 163
- font encodings, **78**, 78
 - koi8-u, 548
 - LY1, 545, 546
 - OT1, 544
 - T1, 82, 519, 547
- font environments
 - for series
 - `\bfseries`, 123
 - for shape
 - `em`, 123
 - `itshape`, 123
 - `rmfamily`, 123
 - `scshape`, 123
 - `sffamily`, 123
 - `slshape`, 123
 - `ttfamily`, 123
 - `upshape`, 123
 - for weight
 - `\bfseries`, 123
- font families, document, *see* document font families
- font metrics files, 318, **529**, 544, 545
- font series, 89, **93**
 - command declarations for, *see* command declarations
 - commands for, *see under* font commands
 - environments for, *see under* font environments
- font shapes
 - command declarations for, *see under* font command declarations
 - commands for, *see under* font commands
 - environments for, *see under* font environments
 - sans serif, 89
 - serif, 89
- font substitution, 94, 318, 484
 - warning messages, 94
- font weight, 89
 - command declarations for, *see under* font command declarations
 - commands for, *see under* font commands
 - environments for, *see under* font environments
- font width, 89
- `fontenc` (pack.), **545**, 547, 548
- `\fontfamily` (font selection com.), 544

- fonts
 - AMSFonTS, 300, **301–302**, 525, 528
 - document class options for, 300
 - obtaining, 540
 - PostScript versions of, 300, 301, 524, 525, 533
 - technical support for, 542
 - updates to, 533
 - bitmap, 543
 - blackboard bold, 181, **197**, 390
 - bold math, 184, **196**, 196, **197**, 512
 - calligraphic, 185, **197**, 301, 390, 512
 - commands, *see under* font commands *and* font command declarations
 - Computer Modern, *see* Computer Modern
 - Courier (typewriter shape), 317, 496, 544
 - encodings, *see* font encodings
 - Euler Fraktur, 180, **197**, 301, 302, 390, 512
 - Euler Script, **301**, 302, 390, 512
 - European Modern (EM), *see* European Modern fonts
 - for text in math mode, 163
 - Helvetica, 89, 544
 - including in PDF files, 318
 - including in PostScript files, 317
 - Lucida Bright, 543, 546
 - math, 195–197
 - size of, 199
 - monospaced, 88
 - names of
 - L^AT_EX 2.09, 313
 - PSNFSS (Berry scheme), 544
 - PostScript, *see under* PostScript
 - proportional, 88
 - proprietary
 - using in PDF files, 318
 - using in PostScript files, 317
 - samples, 313
 - selecting, 88–95
 - with `\fontfamily` command, 544
 - with `\selectfont` command, 95, 544
 - shapes, *see* font shapes
 - size of, 55, 89, 93, **93–94**, 123, 517
 - document class options for, 297, 306
 - sources for, 546
 - substitution of, 94, 318, 484
 - Times, 89, 544–545
 - typewriter style, 88
 - weight, *see* font weight
 - width, *see* font width
- `fontsmpl` (pack.), 313
- `fonttbl.tex` (sample file), 78, 134
- footers, page, 268–270
- `\footnote`, 87
- footnote (counter), 399
- footnotes, 87–88
 - and double-column documents, 313
 - fragile commands in, 74
 - in `minipage` environments, 112
 - indicated by symbols, 87
 - on title pages, 87
 - unmarked, 44, 279
- `\footnotesize`, 93, **94**, 517
- `\forall` (math sym.), 508
- forcing
 - floats to typeset, 101
 - indentation, 99
- formats
 - L^AT_EX, 529
 - T_EX
 - creating with `initex`, 528
 - files read by `virtex`, 528
 - Plain T_EX, 528
- formats, file, *see* file formats
- formatting of documents, determined by
 - document classes, 61
- `formula.tex` (sample file), 164–166
- formulas, 18
 - adjusted, 210, **231–242**
 - flush left and right, 214
 - aligning, **30–32**, 209–210, **219–231**, 242, 298, 524
 - multiline, 217–218
 - rules for, 217–218, 221
 - text in, 226–227
 - annotating, 225
 - boxed, *see under* boxes
 - breaking into multiple lines, 30–31, **217–218**
 - displayed, 483
 - rules for, 217
 - commas in, 155
 - components of, 22–27, 157–162
 - building using, 164–166
 - displayed, *see* displayed math environments
 - gallery, 180–186
 - grouping, 210, **211–212**
 - inline, *see* inline math environments
 - multiline, **30–32**
 - splitting, 212–214
 - numbering, *see under* equation specifying fonts for, 163
- foundries, type, 544, 546
- `\frac` ($\frac{x}{y}$), 19, 21, 23, 70, **158**, 186, 200
- fractions, 19, 21, 23, 70, **158**, 186
 - continued, 200
 - displayed, **158**, 186
 - generalized, 204–205
 - inline, 158

- fragile commands, 74
 - protecting, **74**, 252, 253, 466, 475
- frame (beamer env.), 327, 328, 344
- \framebox, 109
- frames, *see also under* presentations, **327**, 358
 - environments of, 327
 - outline (table of contents), 328
 - titles, 327, 358
- \frametitle (beamer com.), 327, 328, 344
- \frenchspacing (spacing com.), 67
- Frequently Asked Questions (FAQ), 539, 542
- front matter, 467
 - numbering of chapters in, 467
 - of AMS documents, 285
 - of books, **473–475**
- \frontmatter (struct. com.), 467
- \frown (\curvearrowright binary rel.), 503
- ftnright (pack.), 313
- FTP (File Transfer Protocol), 538

- G**
- \Game (\oslash math sym.), 508
- \Gamma (Γ Greek char.), 502
- \gamma (γ Greek char.), 502
- gather (disp. math env.), 208, 210, **211–212**, 219, 483
 - page breaks in, 242
 - rules for, 211
- gather* (disp. math env.), 211
- gathered (subsid. math env.), 211, 227–230
 - and \allowdisplaybreaks commands, 243
- \gcd (gcd math op.), 172, 510
- \ge (\geq binary rel.), 503
- generalized
 - commands, *see* user-defined commands
 - fractions, 204–205
- \genfrac (math com.), **204–205**
- geometry (pack.), 270
- \geq (\geq binary rel.), 503
- \geqq (\geqq binary rel.), 504
- \geqslant (\geqslant binary rel.), 504
- german (opt. of babel pack.), 548
- german.tex (sample file), 548
- \gg (\gg binary rel.), 503
- gg.tex (sample file), 44–48
- gg2.tex (sample file), 45–46
- ggamsart.tpl (template file), 297
- \ggg (\ggg binary rel.), 504
- \gimel (ׁ Hebrew char.), 501
- glo (glossary files), 464, 531
- global commands, *see under* scope
- glossaries, 464
 - as a custom list environment, 414
 - auxiliary file (glo), 464, 531
 - defining, 464, 531
- \glossary (glossary com.), 464, 531
- glue, **378**, 407, **530**, 530
 - horizontal, 530
 - parameters of, 530
 - vertical, *see also under* vertical spacing, 530
- glyphs, *see also* characters
 - measuring, 530
- \gnapprox (\gtrapprox neg. binary rel.), 505
- \gneq (\gtrneq neg. binary rel.), 505
- \gneqq (\gtrneqq neg. binary rel.), 505
- \gnsim (\gtrsim neg. binary rel.), 505
- go to line productivity tool, *see* jump to a line
- Google, 464, 538
- Goossens, Michel, xxxiii, 558, 559
- graphics
 - commands for, 54, 259, **259**, 260, 327, 341, 479, 496
 - file extensions in, 496
 - in presentations, 342
 - formats
 - EPS, 39, **259**, 483, 496, 552
 - PDF, 39, 259, 326
 - including in documents, 259–260
 - scaling, 259
- graphics (L^AT_EX distr. directory), 311, 539
- graphics (pack.), 312
- \graphicspath (graphics com.), 477
- graphicx (pack.), 37, 39, 250, 259–260, 300, 523, 552
- grave ($\grave{}$ grave text accent), 62, 79, 516
- \grave ($\grave{}$ math accent), 177, 512
- greater than ($>$)
 - as binary relation, 503
 - text symbol, 81, 518
- Greek letters, 181, 389–390, 502
- Greenwade, George D., 99
- grouping
 - chapters into parts, 466
 - equations, 203–204
 - formulas, 210, **211–212**
 - symbols with math delimiters, 169
- groups
 - of equations, 203–204
 - cross-referencing, 218–219
 - labels for, 204
 - numbering, 218–219
 - of tokens, 530
- \gtrapprox (\gtrapprox binary rel.), 504
- \gtrdot (\gtrdot binary rel.), 504
- \gtreqless (\gtreqless binary rel.), 504
- \gtreqqlless (\gtreqqlless binary rel.), 504
- \gtrless (\gtrless binary rel.), 504

- `\gtrsim` (\gtrsim binary rel.), 504
 - guillemets, 519
 - `\guillemotleft` (Eur. quot. mark), 519
 - `\guillemotright` (Eur. quot. mark), 519
 - `\guilsingleft` (Eur. quot. mark), 519
 - `\guilsingright` (Eur. quot. mark), 519
 - Gurari, Eitan, 558
 - GUTenberg (French \TeX user group), 541
 - `\gvertneqq` (\gvertneqq neg. binary rel.), 505
- H**
- `\H` double acute text accent (H), 79, 516
 - Hahn, Harley, 554, 558
 - handout (beamer doc. class opt.), 358
 - `\hangafter`
 - \TeX command, 377
 - length command, 100
 - `\hangindent` (length com.), 99
 - hanging indentation, 99–100, 145
 - Hargreaves, Kathryn A., 553, 557
 - Harrison, Michael A., 449, 463, 557
 - Hart, Horace, 553, 559
 - `\hat` (\hat{x} math accent), 25, 177, 512
 - `\hbar` (\hbar math sym.), 508
 - `\hdotsfor` (space fill com.), 186, 233, 235
 - optional argument of, 233
 - headers, page, *see* running heads
 - headings (page style), 268
 - `\headtoname` (redef. name), 376
 - `\heartsuit` (\heartsuit math sym.), 508
 - Hebrew letters, 501
 - `\height` (length com.), 108, 108, 111
 - height, of text boxes, 108, 110, 111, 113, 405, 405
 - Helvetica (sans serif font), 89, 544
 - `\hfill` (space fill com.), 106, 126, 131, 414
 - `\Hfootnotename` (hyperref redef. name), 323
 - `\hfuzz` (`\hbox` warning adjustment), 96
 - hline (pack.), 140, 313
 - hierarchy of structural commands, 252, 466
 - history of $\mathcal{A}\mathcal{M}\mathcal{S}\text{-}\mathcal{L}\mathcal{A}\mathcal{T}\mathcal{E}\mathcal{X}$, $\mathcal{A}\mathcal{M}\mathcal{S}\text{-}\mathcal{T}\mathcal{E}\mathcal{X}$, $\mathcal{T}\mathcal{E}\mathcal{X}$, and $\mathcal{L}\mathcal{A}\mathcal{T}\mathcal{E}\mathcal{X}$, 521–525
 - `\hline` (table com.), 135, 137
 - Høgholm, Morten, 206
 - `\hom` (hom math op.), 172, 510
 - `\hookleftarrow` (\hookleftarrow math arrow), 507
 - `\hookrightarrow` (\hookrightarrow math arrow), 507
 - horizontal lines (rules), in tabular environments, 135, 137
 - horizontal spacing, 313
 - adjusting, 188
 - commands
 - `_` (interword space), 11, 66, 70, 102, 190, 520
 - `\!` (negthinspace), 182, 190, 190, 513, 520
 - `\,` (thinspace), 25, 67, 75, 188, 190, 190, 513, 520
 - `\:` (medspace), 190, 513, 520
 - `\;` (thickspace), 190, 513, 520
 - `\@.` (intersentence space), 520
 - `\dotfill` (fill com.), 106
 - `\frenchspacing`, 67
 - `\hdotsfor` (fill com.), 186, 233, 235
 - `\hfill` (fill com.), 106, 126, 131, 414
 - `\hrulefill` (fill com.), 106, 113
 - `\hspace`, 102, 142
 - `\hspace*`, 69, 103–104
 - `\medspace`, 190, 513, 520
 - `\mspace`, 190, 190, 513
 - `\negmedspace`, 190, 513, 520
 - `\negthickspace`, 190, 513, 520
 - `\negthinspace`, 182, 190, 190, 513, 520
 - `\nobreakspace`, 76
 - `\nonfrenchspacing`, 67
 - `\phantom`, 102–103, 191–192, 223, 406
 - `\quad`, 27, 102, 105, 190, 190, 224, 513, 520
 - `\quad`, 24, 27, 102, 105, 154, 190, 190, 225, 513, 520
 - `\thickspace`, 190, 513, 520
 - `\thinspace`, 25, 67, 75, 188, 190, 190, 513, 520
 - to avoid using, 481
 - `\xspace`, 368–369
 - in math, 19, 154–156, 187–192, 233, 236
 - in text, 11, 64–67, 102–104, 114, 126, 414, 513, 520
 - intersentence, 11, 64–67
 - interword space (`_`), 11, 64–67, 70, 76, 102, 383, 427
 - preventing removal of, 103
 - `howpublished` (BIB \TeX database field), 425
 - `\href` (hyperref com.), 323
 - `\hrulefill` (space fill com.), 106, 113
 - `\hslash` (\hslash math sym.), 508
 - `\hspace` (spacing com.), 102, 142
 - `\hspace*` (spacing com.), 69, 103–104
 - HTTP (Hypertext Transfer Protocol), 538
 - `\Huge` (font size com.), 93, 93, 517
 - `\huge` (font size com.), 93, 93, 517
 - `\hyperlink` (beamer com.), 344
 - hyperlinks, 319
 - in PDF files, 319–323
 - increasing size of, 322
 - suppressing, 322
 - to bibliographic citations, 321
 - to Web sites, 322–323

- in presentations, 343–347, 358
 - putting bookmarks in documents, 321
 - to bibliographic citations, 321
 - with hyperref pack., 320, 321, 320–322
 - hyperref (pack.), 320–323
 - bookmarks file (out), 321
 - commands
 - `\autoref`, 320, 320, 322, 323
 - `\pageref`, 322
 - `\ref`, 322
 - `\urladdr`, 323
 - `\writebookmarks`, 322
 - documentation for, 320
 - options, **320**
 - `bookmarks=true`, 320, **321**
 - `colorlinks`, 320, 321, **321**
 - `dvipdf`, 320
 - `dvipdfm`, 320
 - `dvipdfmx`, 320
 - `dvips`, 320
 - `dvipsone`, 320
 - `dviwindo`, 320
 - `hypertex`, 320
 - `pagebackref`, 320, 321, 321
 - `pdftex`, 320
 - `ps2pdf`, 320
 - `tex4ht`, 320
 - `textures`, 320
 - `vtex`, 320
 - hypertex (opt. of hyperref pack.), 320
 - Hypertext Transfer Protocol, *see* HTTP
 - hyphen.tex, 82
 - hyphenation, **13**, **82–85**, 530
 - determined by optional hyphen, 82
 - displaying, 84
 - \LaTeX 's algorithm, 79, 82
 - of German text, 13, 548
 - of hyphenated words, 13
 - of words with accents, 82
 - preventing, 83–84, 107
 - rules for English, 85
 - specifying, 82
 - tables, 528
 - `\hyphenation`, 82
 - hyphens, **14**, 62, **75**
 - key, 9, 63
 - optional, 13, 82, **82**, 96, 483
 - unbreakable, 83
- I**
- `\i` (i dotless i), **79**, 79, 516
 - `\idotsint` ($\int \cdots \int$ large math op.), **161**, 175, 511
 - idx (index aux. file), 459, 460, 461, 464
 - `\iff` (\iff math arrow), 365, 507
 - `\ignorespacesafterend` (spacing com.), 383
 - `\iiint` (\iiint large math op.), **161**, 175, 511
 - `\iint` (\iint large math op.), **161**, 175, 511
 - `\iint` (\iint large math op.), **161**, 175, 511
 - ilg (*MakeIndex* log files), 461
 - illustrations, 258, **259–260**
 - commands for, 479, 496
 - double-column, 259
 - Encapsulated PostScript (EPS), 39, 259, 476, 483, 496
 - `graphicx` (pack.), 250, 259
 - placement of, 102, 260
 - portability of, 552
 - Portable Document Format (PDF), 39, 259, 476, 496, 552
 - preparation of, 483
 - sample files, 39, 54, 327
 - scaling, 54, 259
 - with `graphicx` (pack.), 37
 - with the `picture` environment, 259
 - `\Im` (\Im math sym.), 508
 - `\imath` (\imath math sym.), 508
 - implementations, \LaTeX , *see* \LaTeX implementations
 - `\in` (\in binary rel.), 503
 - in (inch abs. unit), 12, 15, 96, 105, 107, 111, 403
 - inbibl.tpl (sample file), 263
 - INBOOK (bibl. entry type), 424, **436**
 - inch (in abs. unit), 12, 15, 96, 105, 107, 111, 403
 - `\include` (inclusion com.), 392, 477, **478**
 - and auxiliary files, 531
 - and counters, 400
 - errors with, 478
 - files start on new pages, 478
 - `\includegraphics` (`graphics` com.), 54, **260**, 327, 479, 496
 - file extensions in, 259, 496
 - in presentations, 341, 342
 - `\includeonly` (preamble inclusion com.), 400, 477, **478**
 - including
 - files in other files, 386, 392
 - fonts
 - in PDF files, 318
 - in PostScript files, 317
 - graphics in documents, 259–260
 - INCOLLECTION (bibl. entry type), 424, **431**
 - incrementing counters, 399
 - ind (proc. index files), **459**, 460, 461, 487
 - `\indent` (indentation com.), 99

- indentation
 - hanging, **99–100**, 145
 - in `multline` and `multline*` environments, 213
 - in source files, 166
 - of environment bodies, 155
 - of first lines of paragraphs, 99, 313, **404**
 - of subformulas, 217
 - of text, 99–100
 - customizing, 103
 - forcing, 99
 - preventing, 99
- `indentfirst` (pack.), 313
- `\index` (indexing com.), 371, 450, **450**, **453–459**
 - at signs (@) in, 455, 456
 - defining cross-references in indexes with, 457
 - double quote (") in, 457
 - encapsulators, 454, 455
 - exclamation marks (!) in, 453, 454, 457
 - modifiers, 454, 455
 - page ranges in, 455
 - placement of commands, **458**, 486
 - spaces in argument of, 462
 - syntax of, 458
 - vertical line (|) in, 454, 457
- indexes, 311, 452, **449–464**
 - appear in back matter, 450
 - auxiliary files (`idx`), 459, **461**
 - cross-references in, 457
 - defining, *see* indexing entries
 - sorting, 455–456
 - stored in `idx` files, 459, **461**
 - log files (`ilg`), 461
 - main entries, 267, 449, **453**
 - multiple, 463–464
 - placement of, **450**, 461
 - processed files (`ind`), **459–461**, 487
 - processing, 459–461
 - sample, 452, 450–452
 - simple, 267
 - special characters in, 457
 - subentries, 267, 449, **453**
 - subsubentries, 267, 449, **454**
 - syntax of, 458
 - typesetting, 459–461
 - using `showidx`, 453
 - vertical space in, 267, 449
- indexing, *see also* *MakeIndex*, 449–464
 - commands for, 267, 371, **449–459**, 461
 - CTAN systems for, 539
 - entries
 - main, 267, 449, **453**
 - subentries, 267, 449, **453**
 - subsubentries, 267, 449, **454**
 - environment for, 267, 407, 449, 459
 - page ranges, 454–455
 - placement of commands for, 458
 - processed files (`ind`), 487
 - processed index files (`ind`), **459–461**
 - rules for, 462–463
 - typesetting entries in margins, 311
 - with AMS document classes, 450
 - with user-defined commands, 371
- `\indexname` (redef. name), 376
- `\indexspace` (indexing com.), 449
- `\inf` (inf math op.), 172, 299, 510
- information, top matter
 - AMS specific, 279–281
 - AMS subject classifications, 279
 - keywords, 280, 297
 - author, 275–279, 304
 - addresses, 44, 277, 296
 - current addresses, 277, 281
 - e-mail addresses, 278, 281, 296
 - Internet addresses, 278, 281, 296
 - research support, 44, 279, 281, 296, 304
 - for articles, 37–38, 273–285
 - author names, 276, 296, 304
 - dedications, 275
 - title, 273, 297, 304
 - translator, 274
- `\infty` (∞ math sym.), 20, 508
- `initex` (T_EX program), 528
- initials
 - periods in, 67
 - typographical rules for, 67
- `\injl` (`injl` math op.), 172
- inline
 - fractions, 158
 - math formulas, *see* inline math environments
 - tables, 133
- inline math environments, 17, **152**
 - `\(` (start math mode), 18, 74, 152
 - `\)` (end math mode), 18, 74, 152
 - act as special braces, 152, 153
 - and $\$, 17, 18, 33, 74, 152, 152$
 - display-style binomials in, 158
 - font size of, 199
 - math, 152
 - matrices in, 235
 - size of delimiters in, 170
- INPROCEEDINGS (bibl. entry type), 424, 430–431
- `\input` (inclusion com.), 528
- `inputenc` (pack.), 547
- `\institute` (beamer com.), 326

- institution (BIB \TeX database field), 425
 - instructions to L \TeX , *see also* commands and environments, 7, 11, 35, 48, 63, 67, 248, 252, 534
 - \int (large math op.), 25, 175, 511
 - integrals, 25, 161, 299
 - integration of fonts into L \TeX , 523, 543
 - interactive mode, 113, 376–378, 491, 534–535
 - \intercal (math op.), 506
 - intercolumn spacing, 209, 220, 220
 - in aligned math environments, 224, 228
 - in tabular environments, 136
 - interline spacing, 242
 - adjusting, 95, 98–99, 104
 - international \TeX users groups, 537
 - Internet, 278, 322, 415, 538
 - addresses, 279, 323
 - in top matter ($\ur1addr$ com.), 278, 279, 296, 323
 - and L \TeX , 537–542
 - browsers, 538, 540
 - FTP transfers, 538
 - viewing PDF files in, 318
 - documents in PostScript format, 317
 - finding L \TeX and \TeX related material on, 537
 - finding L \TeX - and \TeX -related material on, 538
 - hyperlinks in PDF documents, 319, 323
 - L \TeX and \TeX resources on, 538, 542
 - putting L \TeX documents on, 317–323
 - types of sites for downloading files, 538
 - intersentence spaces ($\@.$), 11, 64–67, 520
 - and \frenchspacing , 67
 - and \nonfrenchspacing , 67
 - \intertext (text in math com.), 226–227
 - interword space, 11, 64–67, 76, 383, 427
 - and \frenchspacing , 67
 - and \nonfrenchspacing , 67
 - command ($_$), 11, 66, 70, 102, 190, 520
 - \intlimits (opt. of \amsmath pack.), 299
 - $\intrart.tex$ (sample file), 35–43, 53, 55, 326, 331
 - typeset, 41–43
 - $\intrarti.idx$ (index entry file), 459, 460, 461
 - $\intrarti.ilg$ (index log file), 461
 - $\intrarti.ind$ (index proc. file), 459–461
 - $\intrarti.tex$ (sample file), 450–452, 460, 459–461
 - $\intropres.tex$ (sample file), 53, 55, 57–58
 - invalid characters, 9, 63
 - inverse search, *see* synchronization
 - invisible boxes, *see* struts
 - invoking
 - delimited commands, 378
 - proclamations, 37, 46, 52, 125, 128, 343, 384
 - user-defined commands, 366
 - ι (ι Greek char.), 502
 - ISBN (bibl. com.), 425
 - \it (obs. L \TeX 2.09 font com.), 94
 - italic correction, 91–93, 520
 - and commas, 92
 - and \em , 92
 - and font commands, 90, 92
 - and \itshape , 92
 - and periods, 92
 - and \slshape , 92
 - suppressing, 92
 - with two-letter font commands, 95
 - italics
 - bold math, 197
 - font shape, 14, 28, 68, 88, 90, 91, 94, 123, 412, 516
 - in math mode, 196, 196, 512
 - math font, 196
 - \item (list item com.), 118–123
 - and square brackets, 122
 - in simple indexes, 267, 449
 - optional arguments of, 120, 122, 409, 410
 - \itemindent (length com.), 407, 408
 - itemize (text list env.), 118, 119
 - \Itemname (\hyperref redef. name), 323
 - \itemsep (length com.), 407, 413
 - \itshape (font shape com. dec.), 90, 91, 94, 123, 412, 516
 - and italic correction, 92
 - \itshape (font shape env.), 123
- J**
- \j (\j dotless j), 79, 79, 516
 - Jackowski, Bogusław, 525
 - Java, with BIB \TeX , 447
 - JavaScript, 318
 - Jeffrey, Alan, 523
 - Jensen, Frank, 403
 - \jmath (\j math sym.), 508
 - \Join (\bowtie binary rel.), 503
 - Jones, David M., 447, 524
 - journal (BIB \TeX database field), 425
 - Jr., in bibliographic entries, 426
 - jump to a line productivity tool, 6, 494, 498
 - justification of text
 - left, 8
 - right, 8, 14, 68
- K**
- \k (ogonek Eur. accent), 519
 - κ (κ Greek char.), 502
 - \ker (ker math op.), 172, 510

- Kern, Uwe, 325, 348, 349, 559
- kerning, 529, 530
- key (BIB \TeX database field), 425
- keyboard, 8–9, 11, **62–64**, 547
 - equivalents, 494, 499
- keys, 17
 - alphanumeric, 8–9
 - arrow, 53
 - Enter, *see* Return key
 - Esc (escape), 63, 365
 - letter, 8–9, **62**
 - math symbol, 63
 - math typing, 17
 - modifier, 62, 63
 - number, 62
 - prohibited, 9, 63
 - Return, 9, 11, 63
 - space bar, 9, 11, 53, 63, 325, 334
 - special, 9, 17, **63**, 76
 - Tab, 9, 11, 63
- keys, sorting (in \backslash index commands), 455–456
 - case sensitivity of, 462
- \backslash keywords (top matter com.), 297
 - rules for using, 280
- keywords (bibl. com.), 425
- \backslash keywordsname (redef. name), 376
- \backslash ki11 (tabbing com.), 141, 142
- Knuth, Donald E., xxix, 363, 521–523, 525, 528, 539, 553, 559
- koi8-u (font encoding), 548

- L**
- L, slashed (\mathbb{L} , \mathbb{l}), 81, 515
- \backslash label (cross-ref. com.), 28, 29, 31, 50, 156, 215, 231, 252, **255**, 328
 - and simple indexes, 267
 - arguments of, 29, 257
 - assigning counters to, 402
 - in table environments, 259
 - placement of commands, 486
 - rules for, 257
 - showing in margin, 257, 313
 - with \backslash , 215
- labels
 - for \backslash bibitem commands, 263
 - for bibliographic items, 48, 121
 - for equations, 255
 - for groups of equations, 204
 - in list environments, 121, **121**
 - of items in a list environment, 408, **409**, 410
 - setting with \backslash label, 255
- \backslash labelsep (length com.), 407, 408
- \backslash labelwidth (length com.), 407, 408
- \backslash Lambda (Λ Greek char.), 502
- \backslash lambda (λ Greek char.), 502
- Lamport, Leslie, xxix, 403, 522, 523, 529, 552, 559
- \backslash land (\wedge math op.), 506
- landscape (doc. class opt.), 307
- \backslash langle (\langle math delimiter), 167, **168**, 509
- language (BIB \TeX database field), 425
- \backslash LARGE (font size com.), **93**, 93, 517
- \backslash Large (font size com.), **93**, 93, 94, 517
- large
 - math delimiters
 - in array subsidiary math environment, 313
 - operators, 25, **26**, 161, 175, **174–176**, 511
 - limits of, **174**, 299
 - sizing of math delimiters with, 169
 - symbols, 117, 227–230
- \backslash large (font size com.), **93**, 93, 517
- \backslash larger (font size com.), **94**
- \LaTeX , **521**, 525
 - and the Internet, 537–542
 - counters, 399
 - customizing, 363–417
 - distribution, 78, 86, **310–313**, 489, 525, 528, **529**, 532, 534, 539, 540
 - components of, 303–308
 - directories, 257, **310–311**, 312, 540, 547, 553
 - on CTAN, 540
 - document classes, *see under* document classes
 - document structure, 247–270, 467
 - documentation for, 311, 552
 - packages, 312
 - documents, 247–270
 - printing and viewing, 530
 - putting on the Internet, 317–323
 - files created by, 531–534
 - files, portability of, 9
 - font substitution, 94, 318, 484
 - formats, 529
 - history of, 521–525
 - implementations, xxvi, 3, 5, 311, 318, 326, 525, 537
 - discussion groups, 542
 - for Mac, 3, 326, 489, 495–499
 - PC, 3
 - for PC, 326, 489–494
 - productivity tools, 5, 494, 498
 - technical support for, 541–542
 - UNIX, 3, 442, 461, 489
 - inner workings of, 528–534
 - layers of, 528–529
 - localization of, 79, 547–548
 - numbers stored by, 80

- omissions in discussion of, 551–552
- overview of, 521–536
- packages, *see under* packages
- release dates of, 86, 251, 532
- resources on the Internet, 542
- source files, *see under* source files
- spacing in text, 11
- structure of, 525, 526
- updates to, 532
- using, **525**, 527
- versions of, 532–534
 - specifying, in documents, 86, 250, 386, 532
 - writing books with, 465–487
- `\latex` (L^AT_EX distr. directory), 499
- `\LaTeXe` (L^AT_EX logo com.), 8, 80
- L^AT_EX 2.09, 386, 522–524
 - font names, 313
 - two-letter font commands, 94, **94**
- L^AT_EX 2_ε, *see* L^AT_EX
- `\latex.ltx`, **311**
- L^AT_EX 3, **523**, 524, 541
- `\LaTeXe` (L^AT_EX 2_ε logo com.), 80, 524
- `\latexsym` (pack.), 37, 180, 249, 294, 300, 311
- layers, of L^AT_EX and T_EX, 528–529
- layout
 - of a list, 408
 - of Computer Modern typewriter font, 78, 78
 - of pages, **268–270**, 313, 525
- `\layout` (page-layout diagram com.), 268
- layout (pack.), 268, 313
- `\lbrace` (`{` math delimiter), 167, 509
- `\lbrack` (`[` math delimiter), 167, 509
- `\lceil` (`⌈` math delimiter), 167, 509
- `\ldots` (`...`)
 - in math, 160, 186
 - in text, **24**
- `\le` (`≤` binary rel.), 503
- `\leadsto` (`↪` math arrow), 507
- `\left` (math delim.), **167–168**, 170, 184, 235
 - blank, 168, 182
 - must be balanced, 168, 217
- left double quote (`"`)
 - text symbol, 75, 81, 518
 - typing, 11
- left justification of text, 8
- left single quote (`'`)
 - key, 9, 11, 62, **75**
 - text symbol, **75**, 519
- `\left(` (`(` math delimiter), 24, 26, 166, 168, 184, 217, 235
- `\left.` (blank math delim.), 168, 182
- `\left<` (`<` math delimiter), **168**
- `\left[` (`[` math delimiter), 24, 166, 182
- `\Leftarrow` (`⇐` math arrow), 507
- `\leftarrow` (`←` math arrow), 364, 374, 507
- `\leftarrowtail` (`↵` math arrow), 507
- `\leftharpoondown` (`↙` math arrow), 507
- `\leftharpoonup` (`↘` math arrow), 507
- `\leftleftarrows` (`⇐⇐` math arrow), 507
- `\leftmargin` (length com.), **407**, 408, 411
- `\Leftrightarrow` (`⇔` math arrow), 507
- `\leftrightarrow` (`↔` math arrow), 507
- `\leftrightharpoons` (`⇌` math arrow), 507
- `\leftrightharpoons` (`⇌` math arrow), 507
- `\leftrightsquigarrow` (`↗` math arrow), 507
- `\leftroot` (root-adjustment com.), 162
- `\leftthreetimes` (`⋈` math op.), 506
- `\left|` (`|` math delimiter), 24, 26, 168, 180, 189, 191
- legacy
 - document classes, 54, 118, 249, 254, 263, 273, 302, 305, **303–313**, 529
 - documents, 319
 - environments, 123, 143–145, 407
 - quotation, 144
 - quote, 143
 - verse, 144
- `legacy-article.tex` (sample file), 304, 305
- `legalpaper` (doc. class opt.), 85, 298, 306
- Lehman, Philipp, 447
- lemmas, *see* proclamations
- length commands, 108, 270, 398, **403–406**
 - and boxes, 405
 - arithmetic with, 312, 405
 - `\baselineskip`, 95, 101
 - `\baselinestretch`, 99
 - defining new, 404
 - `\depth`, 108, **108**, 111
 - `\fboxrule`, 110
 - `\fboxsep`, 110
 - `\hangafter`, 100
 - `\hangindent`, **99**
 - `\height`, 108, **108**, 111
 - in list environments, 407
 - `\itemindent`, 407, 408
 - `\itemsep`, 407, 413
 - `\labelsep`, 407, 408
 - `\labelwidth`, 407, 408
 - `\leftmargin`, **407**, 408, 411
 - `\listparindent`, 407, 408, **414**
 - `\marginparpush`, 404
 - `\marginparwidth`, 113
 - `\medskipamount`, **377**, **406**
 - `\multlinegap`, 213
 - `\oddsidemargin`, 270
 - `\overfullrule`, 96
 - `\parindent`, **404**, 414

- length commands (*continued*)
 - `\parsep`, **407**, 408, 413, 414
 - `\parskip`, **404**, 407, 408, 414, 481
 - `\partopsep`, 407
 - `\rightmargin`, **407**, 408, 411
 - setting, 99, 100, 113, **404–406**
 - `\textwidth`, 270, 398, **404**
 - `\topsep`, **407**, 408
 - `\totalheight`, 108, **108**, 110, 111
 - `\width`, 108, **108**, 111
- lengths, rubber, *see* rubber lengths
- `\leq` (\leq binary rel.), 503
- `\leqno` (doc. class opt.), **298**, 307
- `\leqq` (\leq binary rel.), 504
- `\leqslant` (\leq binary rel.), 504
- less than ($<$)
 - as binary relation, 503
 - text symbol, 81, 518
- `\lessapprox` (\lesssim binary rel.), 504
- `\lessdot` (\leq binary rel.), 504
- `\lesseqgtr` (\lesseqgtr binary rel.), 504
- `\lesseqqgtr` (\lesseqqgtr binary rel.), 504
- `\lessgtr` (\lesseqgtr binary rel.), 504
- `\lesssim` (\lesssim binary rel.), 504
- `letter` (doc. class), 308–310, 529
- `letter` (letter env.), 308–310
 - argument of, 309
 - breaking lines in, 309
 - errors with, 309
- letter keys, 8–9, **62**
- `letter.tex` (sample file), 308–310
- `letterpaper` (doc. class opt.), 298, 306
- letters
 - counter style, 401
 - Greek, 181, 389–390, 502
 - Hebrew, 501
- Levy, Silvio, 553, 560
- `\lfloor` (\lfloor math delimiter), 167, 509
- `\lg` (lg math op.), 172, 510
- `\lhd` (\lhd math op.), 506
- ligatures, **79**
 - suppressing, **79**, 181, 365
- `\lim` (lim math op.), 172, 510
- `\liminf` (lim inf math op.), 172, 510
- limits
 - as subscripts, **25**, **161**, 171–174, 182, 299
 - as superscripts, **25**, **161**, 174, 182, 299
 - large operators with, 25, 27, 161, 174, **174**, 175, 299, 511
 - multiline, 176
 - operators with, 171, 172, 299, 510
 - placement of, 299
- `\limits` (limit-control com.), **161**, 174
- `\limsup` (lim sup math op.), 172, 510
- line boxes, *see under* boxes
- line ending characters, 63–65, 68, 84, 102
 - commenting out, 84, 85, 458
 - on Mac, PCs, and UNIX systems, 9
 - translation of, 63
- line numbers, in error messages, 6, **9**, 153, 154
- `\linebreak` (line breaking com.), 484, 486
- `\linebreak` (line-breaking com.), 97, **97**
 - optional arguments of, 98
- lines
 - adding to
 - lists of figures and tables, 476
 - tables of contents, 473–474
 - blank
 - in displayed math environments, 51, 153, 157, 215
 - in inline math environments, 153
 - in text environments, 118
 - in top matter commands, 273
 - in `verbatim` environments, 146
 - terminating paragraphs with, 11, **64**, 99, 118, 144
 - breaking, **15**
 - preventing, 99
 - with `\`, 25, 30, 31, 33, 44, 46, 98, 124, 135, 141, 142, 145, 176, 211, 213, 215, 216, 227, 231, 242, 273–278, 297, 304, 309, 358
 - distance between, 104
 - adjusting, 114
 - filling with space or dots, **106**, 113, 126, 186, 233, 235, 414
 - separating
 - with `\`, 25, 30, 31, 33, 44, 46, 98, 124, 135, 141, 142, 145, 176, 211, 213, 215, 216, 227, 231, 242, 273–278, 297, 304, 309, 358
 - with `\linebreak`, 97, **97**, 484, 486
 - stretchable, 179
 - too wide warnings, 12–13
 - wrapping, 84
- lines (rules)
 - horizontal
 - filling lines with, 106, 113
 - in `tabular` environments, 135, 137
 - intersecting in tables, 140, **313**
 - vertical
 - in CD environments, 241
 - in `tabular` environments, 135
- links, hyper, *see* hyperlinks
- Linux, 3, *see also* UNIX, 554
- `list` (list text env.), 118, 406, 408, **409–414**
 - arguments of, 410
 - length commands in, 407
 - using counters with, 411

- list text environments, *see also* specific environments, **118–123**
 - description, **120**
 - enumerate, **119**, 123
 - in proclamations, 126
 - itemize, **119**
 - list, 118
 - mixing, 121
 - nesting, 121
 - rules for, 120
 - trivlist, 414
 - `\listfigurename` (redef. name), 375, 376
 - `\listfiles` (file list com.), 387, 532, **533**
 - listing files used by a document, 387, 533
 - `\listoffigures` (front matter com.), **475**, 532
 - `\listoftables` (front matter com.), **475**, 532
 - `\listparindent` (length com.), 407, 408, **414**
 - lists
 - cross-referencing items in, 119, 123
 - custom
 - and counters, 410
 - defining, 406–415
 - environments for, *see* list text environments
 - in presentations, 339–341
 - of figures, 475–476
 - adding a line to, 476
 - auxiliary file (`lof`), **475**, 487, **532**
 - fragile commands in, 74
 - of tables, 134, **475–476**
 - adding a line to, 476
 - auxiliary file (`lot`), **475**, 487, **532**
 - fragile commands in, 74
 - `\listtablename` (redef. name), 376
 - `\ll` (\ll binary rel.), 503
 - `\llcorner` (\llcorner math delimiter), 167, 509
 - `\Lleftarrow` (\Lleftarrow math arrow), 507
 - `\lll` (\lll binary rel.), 504
 - `\ln` (\ln math op.), 172, 510
 - `\lnapprox` (\lesssim neg. binary rel.), 505
 - `\lneq` (\lesseqgtr neg. binary rel.), 505
 - `\lneqq` (\lesseqgtr neg. binary rel.), 505
 - `\lnot` (\lnot math sym.), 508
 - `\lnsim` (\lesssim neg. binary rel.), 505
 - local commands, *see under* scope
 - localization, of \LaTeX , 547–548
 - locating errors, 87
 - location of \BIBTeX database and style files, 439
 - `lof` (list of figures file), **475**, 476, 487, **532**
 - `\log` (log math op.), 172, 510
 - `log` (\LaTeX log file), 5, 5, 9, 12, 29, 84, 96, 378, 386, 441, 475, 493, 499, **526**, **531**, 533
 - error and warning messages recorded in, 12, 96
 - log files
 - for \BIBTeX , *see* `blg`
 - for indexes, *see* `ilg`
 - for \LaTeX , *see* `log`
 - log-like functions, *see* operators
 - logical
 - design, 52–53
 - of books, 479–481
 - units, 11, 35–41, 46, 48, 49, 51, 52, 66, 68, 164, 248, **252–255**, 261, 267, 285, 304, 308–310, 406, 437, 442, 449, 459, **466–467**, 522, 536
 - hierarchy of, 252
 - numbering of, **403**, **466**
 - numbering of proclamations within, 128
 - logos, 80
 - long commands, 73
 - `\Longleftarrow` (\Longleftarrow math arrow), 507
 - `\longleftarrow` (\longleftarrow math arrow), 507
 - `\Longleftrightarrow` (\Longleftrightarrow math arrow), 507
 - `\longleftrightarrow` (\longleftrightarrow math arrow), 507
 - `\longmapsto` (\longmapsto math arrow), 507
 - `\Longrightarrow` (\Longrightarrow math arrow), 507
 - `\longrightarrow` (\longrightarrow math arrow), 507
 - `longtable` (pack.), 313
 - `\looparrowleft` (\looparrowleft math arrow), 507
 - `\looparrowright` (\looparrowright math arrow), 507
 - `\lor` (\vee math op.), 506
 - `lot` (list of tables files), **475**, 487, **532**
 - low-level font commands, 95
 - for NFSS, 552
 - lowercase counter styles
 - letters (`\alph`), 401
 - roman numerals (`\roman`), 123, 401
 - `lowline` ($_$ text symbol), 77, 81, 518
 - `\lozenge` (\lozenge math sym.), 508
 - `\lrcorner` (\lrcorner math delimiter), 167, 509
 - `\Lsh` (\Lsh math arrow), 507
 - `\ltimes` (\times math op.), 506
 - `LuaTeX`, 554
 - Lucida Bright, 543, 546
 - `lucidabr` (pack.), 546
 - `lucidabr.dtx` (PSNFSS distr. file), 546
 - `lucidabr.fdd` (PSNFSS distr. file), 546
 - `lucidabr.ins` (PSNFSS distr. file), 546
 - `lucidabr.sty` (PSNFSS distr. file), 546
 - `lucidabr.yy` (PSNFSS distr. file), 546
 - `\lVert` (\lVert math delimiter), 168
 - `\lvert` (\lvert math delimiter), 168
 - `\lvertneqq` (\lesseqgtr neg. binary rel.), 505
 - `LY1` (pack. opt.), 545, 546
- ## M
- Mac, *see* Macintosh
 - line ending characters, 9

- Macintosh, xxvi, 3, 4, 9, 319, 479, 489, 522
 - editing cycle with, 498
 - FTP clients, 538
 - L^AT_EX implementations, 3, 326, 489, 495–499
 - OS X, 554
 - spelling checkers, 495
 - TeXShop L^AT_EX front end, xxvi, 9, 11, 53, 326, 442, 461, 496, 498
- macron (˘ text accent), 79, 516
- macros, *see* commands *and* user-defined commands
- main entries, in indexes, 267, 449, **450**, **453**, 456, 457
- main matter, 249, **251–261**, 467
- `\mainmatter` (struct. com.), 467
- `\makebox` (box com.), **107**, 108, 109, 111, 113
- `makeglos` (pack.), 464
- `\makeglossary` (preamble glossary com.), 464, 531
- `makeidx` (pack.), 311, **450**, 478
- MakeIndex*, 77, 268, **449–464**, 532
 - and font commands, 90
- `\maketitle` (title-page com.), 37, 44, 46, 54, 248, 249, 469
 - and abstracts, 251, 285, 306
 - and page styles, 270
- MANUAL (bibl. entry type), 424, **436**
- manuals, in B^IB^TE_X database files, 436
- manuscripts
 - in B^IB^TE_X database files, 435–436
 - preparing for publication, 465
- `\mapsto` (\mapsto math arrow), 507
- `\mapstochar` (\mapsto math arrow), 507
- marginal comments, **112–113**, 484
 - in double-sided documents, 112
 - in equations, 112
 - in multiline math environments, 112
 - space between, 404
 - width of paragraph box for, 113
- `\marginpar` (marginal comment com.), 112
 - in double-sided documents, 112
- `\marginparpush` (length com.), 404
- `\marginparwidth` (length com.), 113
- margins, 404, 407
 - of nested lists, 407
 - showing symbolic references in, **257**, 313
- `\markboth` (left and right page header com.), **268**
 - arguments of, 268
- `\markleft` (left page header com.), 270, 281
- `\markright` (right page header com.), 268
- master document, 477–479
- MASTERSTHESIS (bibl. entry type), 425, **433–434**
- math, 7
 - accents, **25**, **176–178**, 183, 185, 301, 377, 483
 - alphabets, 180–182, 185, 196, **195–197**, 301, 390, 512
 - arrows, 179, 187, 240, 507
 - as delimiters, 166, 167, **168**
 - stretchable, **179**, 240–242
 - vertical, 241
 - binary operations, *see* binary operations
 - binary relations, *see* binary relations
 - characters, 17, 63
 - commands, *see* math commands
 - environments, 152–154
 - aligned, *see under* aligned
 - and `\verb` commands, 148
 - blank lines in, 153, 157
 - displayed, *see* displayed math environments
 - inline, *see* inline math environments
 - multiline, **215–219**, 333
 - page breaks in, 242
 - spaces in, 153
 - fonts, 195–197
 - blackboard bold, 181, **197**, 390, 512
 - bold, 184, **196**, 196, **197**, 390, 512
 - bold italic, 196
 - calligraphic, 185, **197**, 301, 390, 512
 - Euler Fraktur, 180, **197**, 301, 302, 390, 512
 - Euler Script, **301**, 390, 512, 512
 - italic, **196**, 196, 512
 - roman, **196**, 196, 512
 - sans serif, **196**, 196, 512
 - size of, 199
 - typewriter, **196**, 196, 512
 - mode, *see* math mode
 - multiline, 207–243
 - Visual Guide* to, **207**, 208
 - operators, 22, 24, 26, 157, 172, **170–176**, 371, 506, 510
 - declaring, 173
 - large, 25, **26**, 161, 169, 175, **174–176**, 299, 511
 - with limits, 25, 27, 161, 171, 172, 174, 175, 299, 510, 511
 - subscripts and superscripts, 199
 - symbol alphabets, 197
 - blackboard bold, 197
 - calligraphic, 197
 - Euler Fraktur, 197
 - Greek, 197
 - symbols, *see* math symbols
 - text in, 19, **27**, 83, 99, 107, 154, **162–163**, 181, 196, 226–227, 241, 301

- specifying fonts for, 163
 - typing, 17–33, 151–206
- `math` (inline math env.), 152
- math arrows, 179, 187, 240
 - as delimiters, 166, 167, **168**, 509
 - stretchable, **179**, 240–242
 - vertical, 241
- math commands, 23, 27, 160, 161, 176, 191, 194, 200, 204
 - for alignment of formulas, 214
- math delimiters, **24**, 26, 167, **166–170**, 180–184, 186, 188, 189, 191, 217, 235, 509
 - and large operators, 169
 - arrows, 166
 - balancing, 168, 182, 217
 - blank, 168, 182
 - fixed-size, 168
 - for grouping, 169
 - in inline math environments, 170
 - in `smallmatrix` subsidiary math environments, 235
 - large, in `array` subsidiary math environment, 313
 - left bracket (`[`), 24, 166, 182
 - right bracket (`]`), 24, 166, 182
 - specifying size of, **168**, 184
 - stretchable, 167–168
 - with `matrix` variants, 234–235
- math font commands, *see also* font command declarations *and* font commands
 - for bold
 - `\boldsymbol`, 184, 197, **198**, 301, 512
 - `\mathbb`, 181, **197**, 512
 - `\mathbf`, 184, **196**, 196, **197**, 512
 - `\pmb`, **198–199**, 301
 - for italics
 - `\mathit`, **196**, 196, 512
 - for series
 - `\mathnormal`, **196**, 196, 512
 - for shape
 - `\mathcal`, 185, **197**, 512
 - `\mathfrak`, 180, **197**, 301, 302, 512
 - `\mathrm`, 196, 512
 - `\mathscr`, **301**, 512, 512
 - `\mathsf`, **196**, 196, 512
 - `\mathtt`, **196**, 196, 512
 - for size
 - `\displaystyle`, **199**, 204
 - `\scriptscriptstyle`, **199**, 204
 - `\scriptstyle`, **199**, 204
 - `\textstyle`, **199**, 204
 - for weight
 - `\boldsymbol`, 184, 197, **198**, 301, 512
 - `\mathbf`, 184, **196**, 196, **197**, 512
 - `\pmb`, **198–199**, 301
- math mode, 7, **62**, 76, 147, 154, 163, 170, 171, 173, 199, 369, 375, 392
- math symbols, 19, 20, 63, 131, 177, 182, 240, 249, 294, 311, 501–513
 - alphabets, **197**
 - and delimiters, 24, 166, 168
 - bold, **197–199**, 301, 312
 - building new, 183, **192–195**, 372
 - classification of, **188–189**, 195
 - declaring types of, 195
 - end of proof, 113, 374
 - in text, 365
 - large, 227–229
 - negated, 194–195
 - shorthand commands for, 364
 - side-setting, 194–195
 - sizes of, 199
 - spacing of, 187–192
 - stacking, 192–193
 - stretchable, 178–180
 - suppressing, 131
- math units, *see* `mu`
- `math.tex` (sample file), 17–19
- `mathb.tex` (sample file), 19–22
- `\mathbb` (\mathbb{X}), 181, **197**, 512
- `\mathbf` (math font weight com.), 184, **196**, 196, **197**, 512
- `\mathbin` (binary-op. com.), 195
- `\mathcal` (\mathcal{X}), 185, **197**, 512
 - and Euler Script, 301
- Mathematical Reviews*, 159
- `\mathfrak` (\mathfrak{X}), 180, **197**, 301, 302, 512
- `\mathit` (math font shape com.), **196**, 196, 512
- `\mathnormal` (math font shape com.), **196**, 196, 512
- `\mathrel` (binary-rel. def. com.), 195
- `\mathring` (\mathring{x} math accent), 177, 512
- `\mathrm` (math font shape com.), 196, 512
- `mathscr` (opt. of `euca`l pack.), **301**, 386, 390, 512
- `\mathscr` (\mathscr{X} math font shape com.), **301**, 512, 512
- `\mathsf` (math font shape com.), **196**, 196, 512
- `\mathstrut` (spacing com.), 114, 200
- MathTime*, 545
 - installing, 545
- `mathtime` (pack.), 545
- `mathtime.dtx` (PSNFSS distr. file), 545
- `mathtime.ins` (PSNFSS distr. file), 545
- `mathtime.sty` (PSNFSS distr. file), 545
- `mathtools` (pack.), 206
- `\mathtt` (math font shape com.), **196**, 196, 512
- `\mathversion`, 198
- matrices, 25–26, 232–238
 - in inline math environments, 235

- matrix (subsid. math env.), 25–26, 208, 210, 231, **232–238**
 - variants, 234–235
- `\max` (max math op.), 172, 510
- `MaxMatrixCols` (counter), 233
- `\mbox` (box com.), xxvi, 107
- McLean, Ruari, 553, 559
- McPherson, Kent, 268
- `\mdseries` (font weight com. dec.), 90, **93**, 516
- `\measuredangle` (\sphericalangle math sym.), 508
- measurements, of text boxes, **405**, 405
 - commands for, 406
- medium (font weight), 89, 90, 93, 516
- `\medskip` (spacing com.), **104**
- `\medskipamount` (length com.), 377, **406**
- `\medspace` (spacing com.), 190, 513, 520
- messages
 - error, *see* error messages
 - warning, *see* warning messages
- Metafont, 539
- metrics, font, *see* font metrics
- `\mho` (Ω math sym.), 508
- Microsoft
 - typography web page, 546
 - Vista, 555
 - Windows, *see also* PCs, 446, 554
- `\mid` ($|$ binary rel.), **170**, 181, **189**, **190**, 503
- midpoint (\cdot text sym.), 81, 518
- MiKTeX (Windows L^AT_EX front end), xxvi, 326, 490–491, 494
 - discussion groups, 542
- millimeter (mm abs. unit), 403
- `\min` (min math op.), 172, 299, 510
- `minipage` (text box env.), 107, 109, 112, 383, 384
 - displaying footnotes in, 112
- minus ($-$), 9, 22, 63, 76, 157, 188, 191, 192, 196, 216–218
 - as binary operation, 506
- mirrors, of CTAN, 540
- MISC (bibl. entry type), 425, **436**
- Mittelbach, Frank, xxxiii, 101, 523, 524, 558, 559
- mixing list text environments, 121
- mm (millimeter abs. unit), 403
- `\mod` (mod math op.), **173**, 174
- `\models` (\models binary rel.), 503
- modes
 - interactive, 113, 376–378, 491, **534–535**
 - quiet, 534
 - typographic
 - math, *see also* inline *and* displayed math environments, 7, **62**, 76, 147, 154, 163, 170, 171, 173, 199, 369, 375, 392
 - text, 7, **62**, 63, 154, 181, 369, 375, 392
- modifier keys, 62, 63
- modifiers, in `\index` commands, 454
 - combining, 455
- modifying environments, 380–383
- monospaced fonts, 88
- `\month` (time com.), 80
- month (BIB_TE_X database field), 425, 436
- Moore, Ross, xxvii, 242, 558
- movable arguments of commands, 74, 475
- `\mp` (\mp math op.), 506
- `mpfootnote` (counter), 399
- `mrabbrev.bib` (BIB_TE_X database file), 436
- `mrnumber` (bibl. com.), 425
- `\mspace` (spacing com.), **190**, 190, 513
- `mtbold` (opt. of `mathtime` pack.), 545
- `mtfonts.fdd` (PSNFSS distr. file), 545
- `\mu` (μ Greek char.), 502
- mu (math unit, rel.), 190, 190, 513
- `multicol` (pack.), 101, 307, 313
- `multicols` (disp. text env.), 101, 523
- `\multicolumn` (table com.), 137, 138, 137–139
- multicolumn text
 - in documents, **101**, 313, 523
 - in tables, 137–139
- multiline
 - boxes, 107
 - formulas, **30–32**, **207–243**
 - Visual Guide* to, **207**, 208
 - aligning, 217–218
 - splitting, 212–214
 - limits, 176
 - math environments, 333
 - adjusting columns in, 209, 210, **231–239**
 - aligning, 209, 210
 - marginal comments in, 112
 - page breaks in, 242–243
 - subscripts and superscripts, 176
 - table entries, 137, 138
- `\multimap` (\multimap math arrow), 507
- multipage tables, 313
- multiple
 - arguments
 - in user-defined commands, 370, 371
 - authors
 - in bibliographies, 426
 - in documents, 46, 281, 304
 - bibliographies in a document, 267
 - captions, 259
 - citations, 264
 - documents, cross-referencing among, 313
 - files, documents composed of, 476–479
 - indexes, 463–464
 - spaces, 19, 64, 71
 - tables of contents, 474
- multiplication, 23, 158, 161

- multline (disp. math env.), 208, 210, **212–214**
 - indentation of lines in, 213
 - rules for, 213
 - multline* (disp. math env.), 213–214
 - indentation of lines in, 213
 - \multlinegap (length com.), 213
 - myams.tpl, 294–297
 - myheadings (page style), 268
- N**
- n*-th root, 27, **162**
 - \nabla (∇ math sym.), 508
 - namelimits (opt. of amsmath pack.), **299**
 - names
 - base (of files), 531
 - for abstracts, 251
 - for proclamations, 125, 128
 - of authors
 - in articles, 276, 296, 304
 - in bibliographies, 426
 - in running heads, 276
 - of commands, 68, 69, 386
 - of counters, 128
 - of files, 44
 - with \graphicspath command, 479
 - of fonts
 - L^AT_EX 2.09, 313
 - PSNFSS (Berry scheme), 544
 - redefinable, 267, 322, 323, 363, **375**, 548
 - tagging equations with, 29, **201–204**, 211, 213, 215, 218, 230, 231
 - naming rule, *see* source files, naming of
 - \natural (\natural math sym.), 508
 - \ncong (\ncong neg. binary rel.), 505
 - \ne (\neq neg. binary rel.), 194, 505
 - \nearrow (\nearrow math arrow), 507
 - \NeedsTeXFormat (preamble com.), 86, **250**, 386, 532
 - \neg (\neg math sym.), 508
 - negated math symbols, **194–195**, 505
 - \negmedspace (spacing com.), 190, 513, 520
 - \negthickspace (spacing com.), 190, 513, 520
 - \negthinspace (spacing com.), 182, **190**, 190, 513, 520
 - \neq (\neq neg. binary rel.), 505
 - nesting
 - of comment environments, 86
 - of list text environments, 121
 - New Font Selection Scheme, *see* NFSS and PSNFSS
 - \newcommand (user-defined com.), 74, **364–380**
 - defining arguments with, 370
 - name already in use, 376
 - optional arguments, 374
 - \newcommand* (user-defined com.), 373
 - \newcounter (user-defined counter com.), 400, 404
 - optional argument of, **400**
 - \newenvironment (user-defined env.), 380–383
 - \newenvironment* (user-defined env.), 385
 - \newlabel (aux. file com.), 531
 - newlattice (pack.), 250, 386, 387
 - newlattice.sty (sample file), 311, 379, 383, **386–392**
 - \newlength (length-command def. com.), 404
 - \newline (line breaking com.), *see also* \\, 15
 - \newline (line-breaking com.), **97, 98**
 - \newpage (page breaking com.), 15, **100, 101**, 261
 - \newtheorem (procl. com.), 37, **125**, 127, 129, 131, 294, 326, 402
 - optional arguments of, 127, 128
 - syntax of, 128
 - \newtheorem* (procl. com.), **129**, 382
 - \newtheoremstyle (procl. com.), 131
 - \nexists (\nexists math sym.), 508
 - NFSS (New Font Selection Scheme), **523**, 524
 - documentation for, 553
 - low-level font commands, 552
 - nfssfont (pack.), 311
 - nfssfont.tex (L^AT_EX distr. file), 78, 311
 - \NG (Eng Eur. char.), 519
 - \ng (eng Eur. char.), 519
 - \ngeq (\ngeq neg. binary rel.), 505
 - \ngeqq (\ngeqq neg. binary rel.), 505
 - \ngeqslant (\ngeqslant neg. binary rel.), 505
 - \ngtr (\ngtr neg. binary rel.), 505
 - \ni (\ni binary rel.), 503
 - \nleftarrow (\nleftarrow math arrow), 507
 - \leftarrow (\leftarrow math arrow), 507
 - \Leftrightarrow (\Leftrightarrow math arrow), 507
 - \leftrightharrow (\leftrightharrow math arrow), 507
 - \nleq (\nleq neg. binary rel.), 505
 - \nleqq (\nleqq neg. binary rel.), 505
 - \nleqslant (\nleqslant neg. binary rel.), 505
 - \nless (\nless neg. binary rel.), 505
 - \nmid (\nmid neg. binary rel.), 194, 505
 - noamsfonts (doc. class opt.), 300
 - \nobreakdash (hyph. prev. com.), 83
 - \nobreakspace (spacing com.), 76
 - \nocite (bibl. com.), **439**, 441
 - \nocite* (bibl. com.), 439
 - \nofiles (preamble com.), 486
 - and auxiliary files, 486, 531
 - \noindent (indentation-suppression com.), **99**, 484
 - nointlimits (opt. of amsmath pack.), 299

- `\nolimits` (limit-control com.), **161**, **172**, 174, 182
- `\nolinebreak` (linebreak-suppression com.), 99
- `nomath` (doc. class opt.), 300
- `nonamlimits` (opt. of `amsmath` pack.), 299
- nonbreakable spaces (`~` tie), **11**, 28, 63, 66, 75, **76**, 99, 520
 - absorb spaces, 76
 - in `BIBTEX` databases, 427
 - with cross-references, 257
- `\nonfrenchspacing` (spacing com.), 67
- `\nopagebreak` (page break suppression com.), 100
- normal
 - document font family, 89
 - font shape
 - command declarations for, **90**, 90, 123, 516, 545
 - commands for, **90**, 90, 516, 545
 - math commands for, **163**, **196**, 196, 512
 - `\normalfont` (font shape com. dec.), **90**, 90, 123, 163, 516, 545
 - `\normalsize` (font size com.), **93**, 93, 517
 - `nosumlimits` (opt. of `amsmath` pack.), **299**
 - `\not` (math com.), **194**
 - `\notag`, 30, 31, 211, 213, **215**, 218, 231
 - notation (text env.), 327
 - notations, *see* proclamations
 - `notcite` (opt. of `showkeys` pack.), 257
 - `note` (beamer doc. class opt.), 355
 - `\note` (beamer com.), 355
 - `note` (`BIBTEX` database field), 425
 - `note1.tex` (sample file), 9–11
 - `note1b.tex` (sample file), 12–13
 - `note2.tex` (sample file), 13–15
 - notes, in presentations, 355, 356
 - `noteslug.tex` (sample file), 13
 - `\notin` (\notin neg. binary rel.), **194**, 505
 - `notitlepage` (doc. class opt.), **299**, 307, 468
 - Nowacki, Janusz M., 525
 - `\nparallel` (\nparallel neg. binary rel.), 505
 - `\nprec` (\nprec neg. binary rel.), 505
 - `\npreceq` (\npreceq neg. binary rel.), 505
 - `\nrightarrow` (\nrightarrow math arrow), 507
 - `\nrightharpoonright` (\nrightharpoonright math arrow), 507
 - `\nshortmid` (\nshortmid neg. binary rel.), 505
 - `\nshortparallel` (\nshortparallel neg. binary rel.), 505
 - `\nsim` (\nsim neg. binary rel.), 505
 - `\nsubseteq` (\nsubseteq neg. binary rel.), 181, 505
 - `\nsubseteqq` (\nsubseteqq neg. binary rel.), 505
 - `\nsucc` (\nsucc neg. binary rel.), 505
 - `\nsucceq` (\nsucceq neg. binary rel.), 505
 - `\nsupseteq` (\nsupseteq neg. binary rel.), 505
 - `\nsupseteqq` (\nsupseteqq neg. binary rel.), 505
- NTG (Dutch `TEX` user group), 541
- `\ntriangleleft` (\ntriangleleft neg. binary rel.), 505
- `\ntrianglelefteq` (\ntrianglelefteq neg. binary rel.), 505
- `\ntriangleright` (\ntriangleright neg. binary rel.), 505
- `\ntrianglerighteq` (\ntrianglerighteq neg. binary rel.), 505
- `\nu` (ν Greek char.), 502
- `number` (`BIBTEX` database field), 424, 425
- numbered lists, *see* `enumerate`
- numbering
 - automatic, 28, 30, 37, 46, 119, 125, 231, 252
 - of appendices, 255, 467
 - of equations, **27–29**, 55, **156–157**, 201, 211, 213, 215
 - groups, 218–219
 - in chapters of books, 467
 - in multiline math environments, 215
 - is relative, 201, 203
 - of subsidiary math environments, 230, 231
 - suppressing, 30, 31, 157, 201, 211, 213, 215, 218, 231
 - variations, **203**, 218
 - within sections, 156, 250
 - within `split` subsid. math align. env., 230–231
- of figures, 258
- of pages, style of, 401
- of proclamations, 125, **127–128**
 - consecutively, 127–128
 - suppressing, 129, 130, 382
 - within sections, 127
- of structural units, 400, 466, 536
 - controlling, 403
 - in books, 466
 - sections, 252
 - suppressing, 46, 253, 467
- of tables, 258
- renumbering, 28, 536
- with counters, 398–406
 - resetting, 399, 402
- `\numberline` (toc file com.), 475
- numbers
 - counter styles for, 123, 401, **400–401**, 411
 - for equations, placement of, 298, 307
 - for proclamations, position of, 131
 - in bibliographic fields, 424
 - in lists, 119
 - keys, 62
 - line
 - in error messages, 6, **9**, 153, 154
 - in warning messages, 12
 - page
 - referencing, 258
 - style of, 401

- ranges, **14**, **75**, *81*
 - in $\text{BIB}\text{T}\text{E}\text{X}$ databases, 424, 427
 - in index entries, 454
 - real, in length commands, 403
 - stored by $\text{L}\text{T}\text{E}\text{X}$, 80
 - stored in
 - counters, 399
 - registers, 377
 - version, 532
 - $\backslash\text{numberwithin}$, **156**, 250, 466
 - numeric counter style ($\backslash\text{arabic}$), 401, 401, 411
 - $\backslash\text{nVDash}$ (\neq neg. binary rel.), 505
 - $\backslash\text{nVdash}$ (\neq neg. binary rel.), 505
 - $\backslash\text{nvDash}$ (\neq neg. binary rel.), 505
 - $\backslash\text{nvdash}$ (\neq neg. binary rel.), 505
 - $\backslash\text{nwarrow}$ (\searrow , math arrow), 507
- O**
- O’Sean, Arlene Ann, 217, 553, 560
 - O, slashed (\O , \o), *81*, 515
 - Oberdiek, Heiko, 319
 - obtaining
 - files from the Internet, 537–541
 - PostScript fonts, 546
 - sample files for this book, 4, 541
 - the AMS packages and AMSFonts, 540
 - octothorp ($\#$), *77*, *81*, 518
 - $\backslash\text{oddsidemargin}$ (length com.), 270
 - $\backslash\text{odot}$ (\odot math op.), 506
 - $\backslash\text{OE}$ ethel (\E), *81*, 515
 - $\backslash\text{oe}$ ethel (\e), *81*, 515
 - ogonek (Eur. accent), 519
 - $\backslash\text{oint}$ (\oint large math op.), **161**, 175, 511
 - old-style digits, 62
 - $\backslash\text{oldstylenums}$ (old-style digits com.), 62
 - $\backslash\text{Omega}$ (Ω Greek char.), 502
 - $\backslash\text{omega}$ (ω Greek char.), 502
 - $\backslash\text{ominus}$ (\ominus math op.), 506
 - onecolumn (doc. class opt.), 299, 307
 - onecolumn (single-column com.), 101
 - oneside (doc. class opt.), **299**, 307, 468
 - $\backslash\text{only}$ (beamer com.), 333–335, **337–339**, 343
 - $\backslash\text{onslide}$ (beamer com.), 333, 335, **337–339**, 342, 343
 - openany (doc. class opt.), 468
 - openbib (doc. class opt.), **308**, 308
 - openright (doc. class opt.), 468
 - operating systems, *see* Mac, PC, or UNIX
 - operations
 - arithmetical, 22–23, 157–159
 - binary, *see* binary operations
 - operators, math, 22, 24, 26, 157, 172, 175, **170–176**, 371, 506, 510
 - declaring, 173
 - large, 25, **26**, 161, 169, 175, **174–176**, 299, 511
 - sizing of math delimiters with, 169
 - with limits, 25, 27, 161, 171, 172, 174, 175, 299, 510, 511
 - defining, 173, 195, 196
 - without limits
 - defining, 173, 195, 196, 198, 250, 301
 - $\backslash\text{oplus}$ (\oplus math op.), 506
 - optional
 - arguments, 15, 71, 98, 100, 112, 113, 115, 125, 162, 179, 233, 242, 250
 - multiple, 70
 - of $\backslash\backslash$, **15**, **98**, 242
 - of commands, 56, 120, 122, 123, 127, 200, 201, 264, 266, 276–279, 351, 400, 402, 407, 409, 410, 414, 475
 - of environments, 125, 128, 132, 135, 229, 243, 260, 384, 486
 - of sectioning commands, 253, 473
 - of structural commands, 255, 466
 - of top matter commands, 273–281, 331
 - of user-defined commands, 374
 - of user-defined environments, 380, 382, 384
 - use square brackets ([]), 15, 27, **69–70**, 123, 132, 135, 285
 - bibliographic fields, 425, 428–436
 - hyphens, 13, 82, **82**, 96
 - options
 - of document classes, *see* document class options
 - of packages, *see* package options
 - organization ($\text{BIB}\text{T}\text{E}\text{X}$ database field), 425, 431
 - organization of files, 476–479
 - orientation of pages, document class options for, 307
 - orthogonality of font commands, **94**
 - $\backslash\text{oslash}$ (\oslash math op.), 506
 - OT1 font encoding, 544
 - $\backslash\text{otimes}$ (\otimes math op.), 506
 - out (hyperref bookmarks file), 321
 - $\backslash\text{overbrace}$ (horizontal brace com.), **178**, 183
 - with a superscript, 178
 - overdot (\` text accent), 79, 516
 - $\backslash\text{overfullrule}$ (length com.), 96
 - overlapping braces, 72
 - overlays, *see also under* presentations
 - commands for, 337
 - layering, 334
 - $\backslash\text{overleftarrow}$ ($\overleftarrow{}$ math arrow), 179
 - $\backslash\text{overleftrightharrow}$ ($\overleftrightharrow{}$ math arrow), 179
 - $\backslash\text{overline}$ ($\overline{}$ math line sym.), 177, **179**, 185
 - overprint (beamer env.), 359

- `\overrightarrow` (\vec{x} math arrow), 179
- `\overset` (symbol-building com.), 183, **192**, 372
 - creating binary operations and relations with, 193
- `\owns` (\ni binary rel.), 503
- P**
- `\P` (\P pilcrow or paragraph)
 - math symbol, 508
 - text symbol, 81, 518
- package options, *see also* specific packages, 249, 257, 298–299, 301, 320–322, 386, 512, 545, 546, 548
 - are passed down from document classes, 250
 - handled electively, 313
 - preventing loading of, 300
- packages, 36, 249, 311, 522, 524–526
 - accents, 178
 - afterpage, 312
 - alltt, 147, 311, 534
 - amssy, 301, 302, 528
 - amscd, 301
 - amsmath, **301–302**, 528
 - amsgen, 301, 302
 - amsidx, 302
 - amsmath, xxvi, 53, 231, 299, **300**, 301, 302, 403, 524, 525, 528, 533
 - amsofn, 301, 302
 - amssymb, 37, 180, 294, 300, 301, 374, 528
 - amstext, 301, 302
 - amsthm, 302, 525
 - amsxtra, 176, 177, 300, 301
 - apalike, 437
 - array, 312
 - automatic loading of, 53, 349, 528, 529
 - babel, 312, 547–548
 - backref, 320
 - biblatex, 447
 - bm, 312
 - booktabs, 140
 - calc, 312, 403, 406
 - commands in, 386
 - cyrillic, 312
 - dates of, 533
 - dcolumn, 136, 313
 - delarray, 313
 - distribution, AMS, 271, **300–302**, 325, 380, 417, 436, 437, 521, 528, 553
 - documentation for, 113, 261, 312, 313, 359, 380, 545, 546, 553
 - enumerate, 123, 313, 382, 387
 - eucal, 301, 302, 386, 512
 - options, **301**, 390, 512
 - eufрак, 302
 - exscale, 301, 311
 - fancyhdr, 270, 537, 540
 - fileerr, 313
 - fontenc, **545**, 547, 548
 - fontsmpl, 313
 - ftnright, 313
 - geometry, 270
 - graphics, 312
 - graphicx, 37, 39, 250, 259–260, 300, 523, 552
 - hhline, 140, 313
 - hyperref, 320–323
 - in required directory, 312
 - in tools directory, 312–313
 - in unpacked directory, 311
 - indentfirst, 313
 - inputenc, 547
 - interdependencies of, 271
 - latexsym, 37, 180, 249, 294, 300, 311
 - layout, 268, 313
 - loading with `\usepackage`, 70, 249
 - multiple, 250
 - longtable, 313
 - lucidabr, 546
 - makeglos, 464
 - makeidx, 311, **450**, 478
 - mathtime, 545
 - mathtools, 206
 - multicol, 101, 307, 313
 - newlattice, 250, 386, 387
 - nfssfont, 311
 - obtaining the AMS packages and AMSFonts, 540
 - options, *see* package options
 - paralist, 123
 - psnfss, 312
 - rawfonts, 313
 - setspace, 99
 - showidx, 311, 453
 - showkeys, 257, 313
 - somedefs, 313
 - source files, 250, **310**, 437, 540
 - tabularx, 313
 - theorem, 313
 - times, 544
 - tools, 312
 - trace, 313
 - updates to AMSFonts and amsmath, 533
 - upref, 300, 301
 - varioref, 258, 313
 - verbatim, 86, 87, 147, 313, 387
 - versions of, 524, 525, 532–534
 - xcolor, 325, 348
 - xr, 258, 313

- `xspace`, 313, 368–369
- `xy-pic`, 242
- `page` (counter), 399, 399
- `pagebackref` (opt. of `hyperref` pack.), 320, 321
- `\pagebreak` (page breaking com.), **100**, 484, 486
 - optional arguments of, 100
- `\pagename` (redef. name), 376
- `\pagenumbering` (page-number style com.), 401
- `\pageref` (cross-ref. com.), 28, 29, 31, 202, 255, **258**, 267, 322, 484
- `\pageref*` (`hyperref` cross-ref. com.), 322
- pages
 - breaking, 15, **100–101**, 261
 - in `align` environment, 242
 - in `cases` subsidiary environment, 242
 - in displayed math environments, **242–243**
 - in `gather` environment, 242
 - in multiline math environments, 243
 - preventing, 242
 - components of, 268
 - headers, *see* running heads
 - layout of, **268–270**, 313
 - for `amsart` document class, 269
 - numbering, style of, 401
 - odd, starting chapters on, 468
 - orientation of, document class options for, 307
 - referencing, 202, 258
 - with `varioref` package, 313
 - size changing with `\enlargethispage`, 101, 484, 487
 - styles of, 268–270
 - title, 535
 - document class options for, 249, 299, 300, 307
 - of articles, 37, 249, 251
 - of books, 467, 469
 - of presentations, 55
- `pages` (BIBTEX database field), 425
 - page ranges in, 427
- `\pagestyle` (set page style), 268
- pagination, 484–486
- paper size, document class options for, 298, 306
- `\par` (paragraph breaking com.), **64**, 65, 73, 90, 273
- `\par` (paragraph-breaking com.), 95, 118, 124
 - in error messages, 99
- `\paragraph` (struct. com.), **252**, 466
- paragraph (counter), 399
- paragraph boxes, 110–112
- paragraph text symbol, *see* `\P`
- `\paragraph*` (struct. com.), 253
- `\paragraphname` (`hyperref` redef. name), 323
- paragraphs, **64**, **99–100**
 - breaking into lines, 12, 96, 97, 530
 - breaking lines in, 82
 - hanging indents, 99
 - horizontal alignment of, 124
 - indentation of first lines, 99, 103, 313, **404**
 - interline spacing of, 23
 - terminating
 - with blank lines, 11, **64**, 99, 118, 144
 - with `\par` command, **64**, 65, 73, 90, 95, 99, 124
 - vertical spacing between, 124, 404, 407, 413, 481
- `paralist` (pack.), 123
- `\parallel` (`||` binary rel.), 503
- `\parbox` (box com.), 107, 109, **110**, **111**, 138, 405
 - in tabular environments, 111
- `parentequation`, 401
- parentheses (`()`), 8, 62
 - as math delimiters, **24**, 26, 166, 167, 184, 217, 509
 - in index entries, 455
 - suppressing the use of in tags, 202
- `\parindent` (length com.), **404**, 414
- `\parsep` (length com.), **407**, 408, 413, 414
- `\parskip` (length com.), **404**, 407, 408, 414, 481
- `\part` (struct. com.), 253, 304, 350, **466**
- `part` (counter), 399
- `\partial` (math sym.), 508
- `\partname` (redef. name), 376
 - and `hyperref` package, 323
- `\partopsep` (length com.), 407
- parts
 - in books, 466
 - in presentations, 354
- Patashnik, Oren, 421, 446, 559
- pathnames, on Mac, PC, and UNIX systems, 479
- `\pause` (`beamer` com.), 333, **333**, 334, 337
- `pc` (point abs. unit), 403
- `pcr` (PSNFSS font name), 544
- PCs, xxvi, 3, 4, 9, 479, 522
 - FTP clients, 538
 - L^AT_EX front end, 3, 326, 489
 - L^AT_EX implementations, 490–494
 - line ending characters, 9
 - WinEdt L^AT_EX front end, xxvi, 9, 11, 53, 442, 461, 490, 491, 492

- PDF (Portable Document Format), 318–319, 486
- files
 - bibliographic citations in, 321
 - bookmarks in, 321
 - creating, 319
 - external hyperlinks in, 322–323
 - for graphics, 39, **259**, 326
 - for legacy documents, 319
 - for presentations, 53–58, 325–359
 - hyperlinks in, 319–323
 - JavaScript in, 318
 - putting on the Internet, 319
 - size of, 318
 - suppressing hyperlinks in, 322
 - typeset, 5, 318, 326
 - viewing in Web browsers, 318
 - fonts
 - partial downloading of, 318
 - proprietary, 318
 - pdf`tex` (opt. of `hyperref` pack.), 320
 - percent (%)
 - as comment character, 6, 10, 19, 21, 61, **85–86**, 141, 294, 458
 - in `BIB \TeX` databases, 86, 443
 - as text symbol, 9, 77, 81, 518
 - in e-mail addresses, 278
 - periods (.), 9, 62, **66–67**
 - and initials, 67
 - and italic correction, 92
 - and spacing rules, 66–67
 - end of sentences, 66
 - following capital letters, 67
 - in abbreviations, 66
 - in bibliographies, 66
 - in `BIB \TeX` databases, 426
 - terminating sentences with, **64–67**
 - `\perp` (\perp binary rel.), 503
 - personal computer, *see* computer, Mac, or PC
 - Personal \TeX , Inc., 545
 - personalized templates
 - for AMS document classes, 294–297
 - `\phantom` (spacing com.), **102–103**, **191–192**, 223, 406
 - PHDTHESIS (bibl. entry type), 425, **433–434**
 - `\Phi` (Φ Greek char.), 502
 - `\phi` (ϕ Greek char.), 502
 - phv (PSNFSS font name), 544
 - `\Pi` (Π Greek char.), 502
 - `\pi` (π Greek char.), 502
 - pica (pc abs. unit), 403
 - picture (drawing env.), 259, 551
 - portability of, 552
 - pilcrow (\P text sym.), 81, 518
 - `\pitchfork` (\pitchfork binary rel.), 504
 - placement
 - of commas in formulas, 155
 - of equation numbers, 298, 307
 - of equations, 298, 307
 - of figures, **260**, 484, 486
 - of `\index` commands, **458**, 486
 - of index in document, 450, 461
 - of `\label` commands, 486
 - of limits, 299
 - of roots, 162
 - of tables, 484, 486
 - of text boxes, 115
 - plain
 - `BIB \TeX` style, 421
 - page style, 268
 - theorem style, **129**, 129–131
 - Plain \TeX , 552
 - plain text, 9
 - plain.bst (`BIB \TeX` style file), 421
 - plain.tex (Plain \TeX source file), 528
 - platform independence
 - of graphics, 325
 - of source files, 3, 9
 - platforms, *see under* Mac, PC, and UNIX
 - plus (+), 22, 188, 191, 192, 216–218
 - as binary operation, 506
 - plus and minus rule, **188**, 191, 192
 - and subformulas, 216
 - in `multline` environments, 213
 - `\pm` (\pm math op.), 506
 - `\pmatrix` (subsid. math env.), 25–26, **235**
 - `\pmb` (poor man’s bold font com.), **198–199**, 301
 - `\pmod` (`(mod)` math op.), 24, **173**, 174
 - `\pod` (`()` math op.), 24, **173**, 174
 - poetry, typing, 144–145
 - point (pt abs. unit), 12, 15, 54, 89, 93, 95, 96, 105, 107, 110, 111, 308, 403
 - poor man’s bold, **198–199**, 301
 - portability
 - of bibliographic databases, 426, 428
 - of illustrations, 552
 - of `L \TeX` files, 9
 - of prohibited characters, 64
 - of `T \TeX` files, 9
 - Portable Document Format, *see under* PDF
 - Portable Graphics Format, 325
 - position, of proclamation numbers, 131
 - PostScript (PS), 317
 - documents on the Internet, 317
 - files
 - converting to PDF, 319
 - including fonts in, 317
 - putting on the Internet, 319
 - size of, **317**, 319
 - fonts, 317, 523, **543–546**

- AMSFonTS, 300, 301, 524, 525, 533
- Computer Modern, 523, 525, **543**
- European Modern, 524
- obtaining, 546
- using with L^AT_EX, 312, 545
- PostScript New Font Selection Scheme, *see* PSNFSS
- \pounds
 - math symbol (\pounds), 508
 - pound sign or sterling (\pounds), 519
- \Pr (Pr math op.), 172, 510
- preamble, **35–37**, **248–251**
 - commands in, 13, 35, 53–55, 70, 85, 86, 99, 125, 127, 129, 131, 156, 173, 196, 249, 250, 294, 300, 320, 326–327, 366, 382, 386, 402, 463, 478, 486, 531, 532
 - customizing, in template files, 44, 294
 - defining counters in, 400
 - proclamations defined in, 250
 - user-defined commands in, 250, 366
- \prec (\prec binary rel.), 503
- \preccurlyeq (\preccurlyeq binary rel.), 504
- \preccurlyeqeq (\preccurlyeqeq binary rel.), 504
- \preceq (\preceq binary rel.), 503
- \preceqapprox (\preceqapprox neg. binary rel.), 505
- \preceqneq (\preceqneq neg. binary rel.), 505
- \precsim (\precsim neg. binary rel.), 505
- \precsim (\precsim binary rel.), 504
- preparation
 - final, of books, 482–487
 - of illustrations, 483
- presentations, **53**, **325**
 - abstracts in, 53–55
 - babybeamer1, 334, 333–335
 - babybeamer2, 333
 - babybeamer3, 338
 - babybeamer4, 340
 - babybeamer5, 341
 - babybeamer6, 341
 - babybeamer7, 346, 345–347
 - babybeamer8, 348
 - babybeamer9, 351
 - babybeamer10, 359, 360
 - beamerstructure1, 352
 - beamerstructure2, 354, 354
 - body of, 327
 - columns in, 347–348
 - commands for, 53, 55, 349, 351, 357
 - optional arguments of, 351
 - cross-referencing within, 328
 - equations in, 328
 - file formats
 - PDF, 326
 - flexibility in, 358
 - frames in, 358
 - hyperlinks in, 343–347, 358
 - in color, 348–350
 - lists in, 339–341
 - navigation symbols, 354
 - notes in, 355, 356
 - overlays in, **333**, 333–343
 - commands for, 333, 335, 337
 - examples of, 335–337
 - layering, 334, 335
 - specifications, 337, 341
 - syntax of, 337–339
 - parts in, 354
 - planning, 358
 - preamble of, 53–55, 326–327
 - quickbeamer1, 328, 329, 330, 333
 - quickbeamer2, 331, 332, 333
 - sectioning of, 55, 328, 331
 - sidebars, 331
 - sidebars in, 343, 350
 - slides, 333
 - structure of, 350
 - tables of contents in, 351, 358
 - themes for, 328, 331, 356, **356**, 357
 - color options, 357
 - font options, 357
 - theorems in, 358
 - top matter of, 53–55, 326–327, 331
 - with beamer document class, 325–359
 - with Foil_TE_X, 53
- preventing
 - case changes in bibliographic entries, 427
 - hyphenation, 83–84, 107
 - indentation of paragraphs, 99
 - line breaks, 99, 107
 - page breaks, **98**, 100, 242
 - removal
 - of horizontal space, 103
 - of vertical space, 105
 - spaces following environments, 383
- \prime (\prime math sym.), 508
- prime (\prime), 23, 159, 194, 508
- primitive commands, 377, 528
- printers
 - drivers for, 526, **530**
 - specifying for hyperref package, 320
 - DVI drivers for, 312, 539
- \Printindex (index com. for multiple indexes), 464
- \printindex (index com.), **450**, 461
- printing
 - typeset (DVI) files, 530
 - typeset (PDF) files, 530
- proc (doc. class), 529
- proc-1 (doc. class), 272, 376

- PROCEEDINGS (bibl. entry type), 425, 432–433, **436**
- proceedings, conference, in BIB_TE_X database files, 424
- processed
- bibliography files, *see* `bb1`
 - index files, *see* `ind`
- processing
- bibliographies, 437–446
 - indexes, 459–461
- proclamations, 37, 46, 117, **124–131**, 407
- commands for
- `\newtheorem` (procl. com.), 37, **125**, 127, 129, 131, 294, 402
 - `\newtheorem*` (procl. com.), **129**, 382
 - `\newtheoremstyle`, 131
 - `\theoremstyle` (procl. com.), 129–131
 - `\theoremstyle*` (procl. com.), 129–131
- counters for, 399
- defining, 37, 46, **125**, 127, 128, 131, 294, 382, 402
- in preamble, 250
- with `theorem` package, 313
- environments for
- `theorem`, 37, 46, 52, 54, 125, 128, 343, 384
- invoking, 37, 46, 52, **125**, 128, 343, 384
- lines following, 118
- lists in, 126
- logical design using, 535
- names of, 55, 128
- numbering of
- consecutively, 127–128
 - within sections, 127
- position of numbers, 131
- styles of, **129–131**, 524
- definition, **129**, 129–130
 - plain, **129**, 129–130
 - remark, **129**, 129–130
 - unnumbered, 129, 130, 382
- `\prod` (\prod large math op.), 175, 511
- productivity tools, **5**, 494, 498, *see also*
- synchronization, block comment, jump to a line
- products, 26, 27, 174
- `products.eps` (sample illus. file), 39
- `products.pdf` (sample illus. file), 39, 54, 327
- programming, in T_EX, 553
- programs, typing, 141–143, 145–147
- prohibited keys, 9, 63
- `\projlim` (proj lim math op.), 172, 510
- prompts, **534–535**
- * (interactive), **113**, 376–378, **534**
 - ** , 534
 - ?, 20, 48, 491, 534
 - file name, 534
 - responding to, 20, 48, **534–535**
- proof** (text env.), 39, 117, **131–133**, 302, 327
- changing q.e.d. symbol, 374
 - lines following, 118
 - lists in, 131
 - optional arguments of, 132
 - placement of q.e.d. symbol, 132
- `\proofname` (redef. name), 376
- proofs, 131–133
- proportional fonts, 88
- propositions, *see* proclamations
- `\propto` (\propto binary rel.), 503
- `\protect` (protect fragile commands), **74**, 252, 253, 466, 475
- protecting
- capitalization in bibliographic entries, 427
 - fragile commands, **74**, 252, 253, 466, 475
- protocols
- File Transfer, *see* FTP
 - Hypertext Transfer, *see* HTTP
- `\providecommand` (user-defined com.), 373, **375**, 378
- `\providecommand*` (user-defined com.), 373
- `\ProvidesPackage` (pack. com.), 534
- providing commands, 375
- PS, *see* PostScript
- `ps2pdf` (opt. of `hyperref` pack.), 320
- `psamsfonts`
- `amsfonts` package option, 301
 - document class option, 300
- `psfonts.ins` (PSNFSS distr. file), 544
- `\Psi` (Ψ Greek char.), 502
- `\psi` (ψ Greek char.), 502
- PSNFSS (PostScript New Font Selection Scheme), 544, 545
- distribution, 540, 544–545
 - font names (Berry scheme), 544
- `psnfss` (L^AT_EX distr. directory), 311
- `psnfss` (pack.), 312
- pt** (point abs. unit), 12, 15, 54, 89, 93, 95, 96, 105, 107, 110, 111, 308, 403
- `ptm` (PSNFSS font name), 544
- `publisher` (BIB_TE_X database field), 424, 425
- publishers, preparing manuscripts for, 465
- punctuation
- in BIB_TE_X databases, 423–428, 445–446
 - marks, 9, 14, **62**, **75–76**, 81, 156, 368, 515, 518
- Q**
- q.e.d. symbol, 132, 374
 - `\qedhere` (proof com.), 133
 - `\qedsymbol` (\square math sym.), 131, 374

- suppressing, 132
 - \backslash qqquad (spacing com.), 27, 102, 105, 190, 190, 224, 513, 520
 - \backslash quad (spacing com.), 24, 27, 102, 105, 154, 190, 190, 225, 513, 520
 - question marks (?), 9, 62
 - Spanish (*¿*), 81, 515, 518
 - terminating sentences with, 64–67
 - quickbeamer.pdf (sample file), 326
 - quickbeamer.tex (sample file), 326–328
 - quickbeamer1.pdf (sample file), 328
 - quickbeamer1.tex (sample file), 328
 - quickbeamer2.pdf (sample file), 331
 - quickbeamer2.tex (sample file), 331
 - quiet mode, 534
 - quotation (disp. text env.), 144, 407
 - quotation marks, 9, 63, 75, 81
 - double quote key, 9, 62, 63, 75
 - in \LaTeX database fields, 424, 445, 446
 - in \LaTeX entries, 436
 - in \backslash index commands, 457
 - European, 519
 - single quote key, 9, 23, 62, 75
 - typing, 11
 - quotations, typing, 143–144
 - quote (disp. text env.), 143, 407
 - \backslash quotedblbase (Eur. quot. mark), 519
 - quoting, special characters in \backslash index commands, 457
- R**
- \backslash r ($^{\circ}$ ring text accent), 79, 516
 - \backslash raggedleft (align. command dec.), 124
 - \backslash raggedright (align. command dec.), 124
 - Rahtz, Sebastian, 259, 319, 523, 542, 558
 - \backslash raisebox (box com.), 115
 - ranges, numeric, 14, 75, 81, 518
 - in \LaTeX databases, 424, 427
 - in index entries, 454
 - \backslash rangle (\langle) math delimiter, 167, 168, 509
 - rawfonts (pack.), 313
 - \backslash rbrace ($\}$ math delimiter), 167, 509
 - \backslash rbrack ($\]$ math delimiter), 167, 509
 - \backslash rceil (\lceil) math delimiter, 167, 509
 - \backslash Re (\Re math sym.), 508
 - read-only, making templates, 297
 - readability
 - of documents, 93, 358
 - of source files, 19, 22, 65, 135, 154, 166, 363–367, 379, 415
 - Reader, Adobe Acrobat, *see under* Adobe Reader
 - real numbers, in length commands, 403
 - redefinable names, 322, 323, 363, 375, 376, 548
 - redefining commands, 374–375
 - \backslash ref (cross-ref. com.), 28, 29, 31, 123, 156, 202, 215, 255, 255, 258, 301, 313, 322, 384
 - \backslash ref* (hyperref cross-ref. com.), 322
 - references
 - bibliographic, 29, 40–41, 48, 66, 261–267, 328, 375, 407, 437, 442
 - citing, 29, 47, 264, 441
 - citing with \LaTeX , 439
 - including without citing, 439, 441
 - defining, 28, 29, 31, 50, 156, 215, 231, 252, 255, 328
 - symbolic, showing in margins, 257, 313
 - to equations, 28, 29, 31, 156, 202, 203, 215, 219, 255, 256, 263, 328
 - to pages, 28, 29, 31, 202, 255, 258, 322, 484
 - and \LaTeX package, 313
 - to sections, 28, 29, 31, 123, 156, 202, 215, 255, 258, 301, 313, 322, 384
 - referencing, *see* cross-referencing *or* symbolic referencing
 - \backslash refname (redef. name), 376
 - \backslash refstepcounter (cross-ref. counter incr. com.), 402
 - registered trademark ($\text{\textcircled{R}}$ text sym.), 81, 518
 - registers, 377
 - relations, binary, *see* binary relations
 - relative
 - numbering of equations, 29, 201, 203
 - spaces, 105
 - units, 105, 107, 111, 403
 - \backslash relax (do nothing com.), 385
 - release dates, of \LaTeX , 86, 251, 532
 - remark (procl. style), 129, 129–131
 - \backslash renewcommand (user-defined com.), 87, 88, 99, 123, 132, 139, 267, 322, 370, 373, 374–375, 378, 382, 383, 400–402
 - \backslash renewcommand* (user-defined com.), 373
 - \backslash renewenvironment (user-defined com.), 383, 385
 - \backslash renewenvironment* (user-defined com.), 385
 - renumbering, automatic, 28, 536
 - report (doc. class), 253, 303, 303–308, 376, 529
 - reports, technical, in \LaTeX database files, 434–435
 - reqno
 - amsmath package option, 302
 - document class option, 249, 298, 307

- required
 - arguments, 111, 112, 179, 194, 272, 273, 535
 - multiple, 19, 70, 137, 192, 194, 268, 311, 379, 404–406
 - of commands, 19, **69**, 137, 192, 194, 257, 268, 280, 404, 473, 478, *516*
 - of environments, **69**, 135, 136, 224, 226, 236, 237, 263–264, 266, 309, **383–385**, 476
 - use braces (`{}`), 8, 14, 19, **69**, 70, 530
 - bibliographic fields, 425, 426, 428–436
- required (L^AT_EX distr. directory), **311**, 540
 - packages in, 312
- `\RequirePackage` (pack. com.), 386, 387
- research support (`\thanks` top matter com.), 44, 87, 279, 281, 296, 304
- resetting counters, 400, 402
- resolution, of Type 1 fonts, 543
- Return key, 9, 11, 21, 48–51, 63, 153, 491, 534
- `\rfloor` (\lfloor math delimiter), *167*, *509*
- `\rhd` (\triangleright math op.), *506*
- `\rho` (ρ Greek char.), *502*
- `\right` (math delim.), **167–168**, 170, 184, 235
 - blank, 168, 182
 - must be balanced, 168, 217
- right double quote (")
 - text symbol, 75, *81*, *518*
 - typing, 11
- right justification of text, 8, 14, 68
- right single quote (')
 - key, 9, 11, **62**, **75**
 - text symbol, **75**, *519*
- `\right)` ($)$ math delimiter), 24, 26, 166, 168, 184, 217, 235
- `\right.` (blank math delim.), 168
- `\right>` ($)$ math delimiter), 168
- `\right]` ($]$ math delimiter), 24, 166, 182
- `\Rightarrow` (\Rightarrow math arrow), *507*
- `\rightarrow` (\rightarrow math arrow), *507*
- `\rightarrowtail` (\rightarrowtail math arrow), *507*
- `\rightharpoondown` (\rightharpoondown math arrow), *507*
- `\rightharpoonup` (\rightharpoonup math arrow), *507*
- `\rightleftarrows` (\rightleftarrows math arrow), *507*
- `\rightleftharpoons` (\rightleftharpoons math arrow), *507*
- `\rightmargin` (length com.), **407**, *408*, 411
- `\rightrightarrows` (\rightrightarrows math arrow), *507*
- `\rightsquigarrow` (\rightsquigarrow math arrow), *507*
- `\rightthreetimes` (\llcorner math op.), *506*
- `\right|` ($|$ math delimiter), 24, 26, 168, 180, 189, 191
- ring ($^{\circ}$ text accent), *79*, *516*
- ring A (\AA), *81*, *515*
- ring a (\aa), *81*, *515*
- `\risingdotseq` (\doteq binary rel.), *504*
- Ritter, R. M., 553
- `\rm` (obs. L^AT_EX 2.09 font com.), 94
- `\rmfamily` (font shape com. dec.), *90*, 123, *516*
- `rmfamily` (font shape env.), 123
- `\Roman` (uppercase roman-numeral counter-style com.), *401*
- roman
 - document font family, 89, **89**, 544
 - font shape, 28, 88, *90*, **123**, 301, *516*
 - math, 173, **196**, *196*
- `\roman` (lowercase roman-numeral counter-style com.), 123, *401*
- roots, 27, 161–162
 - n*-th, 27, **162**
 - placement of, 162
 - square, 27, **161**
 - using struts with, 200
- Rose, Kristoffer H., 242
- row separator (`\`), 25, 30, 31, 33, 44, 46, 98, 124, 135, 141, 142, 145, 176, 211, 213, 215, 216, 227, 231, 242, 273–278, 297, 304, 309
- Rowley, Chris, xxxiii, 523, 524, 559
- `\Rightarrow` (\Rightarrow math arrow), *507*
- `\Rsh` (\rightharpoonup math arrow), *507*
- `\rtimes` (\rtimes math op.), *506*
- rubber lengths, **378**, **406**, 407, 530
- `\rule` (box com.), 113, 114, 140
- rules (lines), filling lines with, *see also* lines (rules), 106, 113
- running
 - B_IB_TE_X, 437–446
 - MakeIndex*, 459–461
- running heads, 56, 252, **268–270**
 - author's name in, 276
 - fragile commands in, 74
 - title in, 274, 297
- `\rVert` (\parallel math delimiter), 168
- `\rvert` ($|$ math delimiter), 168
- S**
- `\S` (\S)
 - math symbol, *508*
 - section text symbol, *81*, *518*
- `sampart-ref.tex` (sample file), 320, 323
- `sampart.tex` (sample file), 125, 129, 131, 230, 266, 272, 273, **285–293**, 371, 392, 437, 536

- source file, 290–293
- typeset, 286–288
- sampartb.aux (sample aux. file), 441, 442
- sampartb.bbl (sample bibl. file), 441–443
- sampartb.bib (sample bibl. file), 437, **437–443**
- sampartb.blg (sample B_IB_TE_X log file), 441, 442
- sampartb.tex (sample file), 421, 437, 439–441, 443
- sampartu.tex (sample file), 376, 383, **392–398**, 535
- sample files
 - amsart.tpl, 294
 - amsproc.template, 297
 - babybeamer1.pdf, 333–335
 - babybeamer2.tex, 334
 - babybeamer3.tex, 338
 - babybeamer4.tex, 343
 - babybeamer5.tex, 341
 - babybeamer6.tex, 343
 - babybeamer6block.tex, 343
 - babybeamer7.tex, 343, 345–347
 - babybeamer8.tex, 347
 - babybeamer9.tex, 349
 - babybeamer10.tex, 359
 - beamerstructure.tex, 352, 354
 - bibl.tpl, 47
 - cleardoublepage.sty, 101
 - fonttbl.tex, 78, 134
 - formula.tex, 164–166
 - gg.tex, 44–48
 - gg2.tex, 45–46
 - ggamsart.tpl, 297
 - inbibl.tpl, 263
 - intrart.tex, **35–43**, 53, 55, 326, 331
 - typeset, 41–43
 - intrarti.tex, 450–452, *460*, 459–461
 - intropres.tex, 53, 55, *57–58*
 - legacy-article.tex, 304, 305
 - letter.tex, 308–310
 - math.tex, 17–19
 - mathb.tex, 19–22
 - myams.tpl, 294–297
 - newlattice.sty, 311, 379, 383, **386–392**
 - note1.tex, 9–11
 - note1b.tex, 12–13
 - note2.tex, 13–15
 - noteslug.tex, 13
 - obtaining, 4
 - of presentations, 54, 326–331
 - products.eps (illus. file), 39
 - products.pdf (illus. file), 39, 54, 327
 - quickbeamer.pdf, 326
 - quickbeamer.tex, 326–328
 - quickbeamer1.pdf, 328
 - quickbeamer1.tex, 328
 - quickbeamer2.pdf, 331
 - quickbeamer2.tex, 331
 - sampart-ref.tex, 320, 323
 - sampart.tex, 125, 129, 131, 230, 266, 272, 273, **285–293**, 371, 392, 437, 536
 - source file, 290–293
 - typeset, 286–288
 - sampartb.bib, 437, **437–443**
 - sampartb.tex, 421, 437, 439–441, 443
 - sampartu.tex, 376, 383, **392–398**, 535
 - sample.cls (doc. class), 10, 11
 - SymbolTables.pdf, 4, 9, 15, 19
 - template.bib, 423, 437, 446
 - topmat.tpl, 282
- sample.cls, 11
- sample.cls (doc. class), 10
- samples
 - font, 313
 - of bibliographies, 47, **261–263**, 423, 437, **437–438**, 446
 - of command (style) files, 311, 379, 383, **386–398**
 - of indexes, *452*, 450–452
- samples (folder), 4, 9, 10, 12–15, 18–20, 35, 39, 44, 45, 47, 48, 78, 101, 134, 230, 263, 282, 285, 294, 297, 304, 308, 320, 326–328, 331, 333, 339, 341, 343, 354, 358, 359, 376, 386, 392, 423, 437, 438, 450, 468, 496, 535, 548
 - creating, 4
- sans serif
 - document font family, **89**, 94, 544
 - font shape, 55, 89, *90*, **123**, **196**, *196*, *512*, *516*
 - Helvetica, 89, 544
- \sb (math subscript com.), 159
- \sc (obs. L^AT_EX 2.09 font com.), 94
- scaling graphics, 54
 - in figures, 259
 - in F_OI_TE_X, 54
- Schöpf, Rainer, 523, 559, 560
- Schandl, Bernd, 123
- scharfes s (ß, SS), *81*, *515*
- Schleyer, Antoinette Tingley, 217, 553, 560
- school (B_IB_TE_X database field), 425
- Schröder, Martin, 523

- scope
 - delimited by braces, **71–73**
 - of `\allowdisplaybreaks` commands, 242
 - of command declarations, 124, **367–368**, 382
 - of commands, **71–73**, 90, 139
 - global and local, 74
 - setting, with environments, 96, 213
 - `\scriptscriptstyle` (math font size com.), **199**, 204
 - `\scriptsize` (font size com.), **93**, *93*, 517
 - `\scriptstyle` (math font size com.), **199**, 204
 - `\scshape` (font shape com. dec.), *90*, **91**, 123, 516
 - `scshape` (font shape env.), 123
 - `\searrow` (`\math arrow`), 507
 - `\sec` (sec math op.), *172*, 510
 - `secnumdepth` (counter), 403
 - `\section` (struct. com.), 46, 55, **252–255**, 331, 350, 467
 - optional argument of, 253
 - `section` (counter), 398, *399*
 - `section` (§ text sym.), *81*, 518
 - `\section*` (struct. com.), 46, 253, 467
 - sectioning
 - commands, *see also* structural commands
 - optional arguments of, 253
 - provided by `amsart` doc. class, *254*
 - provided by `article` doc. class, *254*
 - provided by book doc. classes, 466–467
 - syntax of, 253
 - of articles, 46, **252–255**
 - of books, **466–467**, 479
 - of documents, 11, 35–41, 46, 48, 49, **252–255**, 261, 267, 285, 304, 308–310, 406, 437, 442, 449, 459, **466–467**, 522, 536
 - of presentations, 55, 328, 331
 - `\sectionname` (redef. name)
 - and `hyperref` package, *323*
 - sections, numbering of, 252
 - in books, 466
 - of equations within, 156, 250
 - of proclamations within, 127
 - `\see` (indexing cross-ref. com.), 457
 - `\seenname` (redef. name), *376*
 - `\selectfont` (font selection com.), 95
 - selecting
 - files to include, **260**, 400, 477, **478**, 479, 496
 - fonts, 88–95
 - semicolon (;), 9, 62
 - sentences
 - terminating, 11, **64–67**
 - with periods, 279
 - `series` (BIBTEX database field), 425
 - series commands, for fonts, *see under* font commands *and* font command declarations
 - serif (font shape), *see also under* roman, **89**, **89**
 - Seroul, Raymond, 553, 560
 - `\setbeamercolor` (beamer com.), 350
 - `\setbeamertheme` (beamer com.), 355
 - `\setcounter` (counter-setting com.), 74, 233, **399**, 402
 - `\setlength` (length setting com.), 99, 100, 113, **404**
 - `setlength` environment, 96, 213
 - `\setminus` (`\math op.`), *506*
 - `setspace` (pack.), 99
 - `\settodepth` (measurement com.), 406
 - `\settoheight` (measurement com.), 406
 - `\settowidth` (measurement com.), 406
 - `\sffamily` (font shape com. dec.), *90*, 94, 123, 516
 - `sffamily` (font shape env.), 123
 - SGML (Standard Generalized Markup Language), 523
 - shape commands, for fonts, *see under* font commands *and* font command declarations
 - `\sharp` (§ math sym.), *508*
 - short
 - arguments, of user-defined commands, 373–374
 - arguments, of user-defined environments, 385
 - commands, **73**, 90, 273, 284
 - pages, warnings about, 530
 - shorthand, *see under* user-defined commands
 - `\shortmid` (⊥ binary rel.), *504*
 - `\shortparallel` (∥ binary rel.), *504*
 - `\shoveleft` (align. com.), 214
 - `\shoveright` (align. com.), 214
 - `\show` (command-examination com.), 377, **377**, 378, 534
 - `\showhyphens` (hyph.-disp. com.), 84
 - `showidx` (pack.), 311, *453*
 - `showkeys` (pack.), 257, 313
 - options, 257

- `\showthe` (value-examination com.), 113, **377**, 378, 534
- shrinkable lengths, 56, 101, 102, **377**, **406**, 407, 413, **530**
- side-setting, math symbols, 194–195
- sidebars, in `beamer` presentations, 328, 331, 343
- `\sideset` (math com.), **194–195**
- `\Sigma` (Σ Greek char.), 502
- `\sigma` (σ Greek char.), 502
- `\signature` (letter com.), 309
- `\sim` (\sim binary rel.), 503
- `\simeq` (\simeq binary rel.), 503
- simple alignment, of formulas, 31, 30–31
- `\sin` (sin math op.), 26, 170, 172, 196, 510
- single
 - guillemet, 519
 - quote, 11
 - keys, 9, 23, 62, **75**
 - text symbols, 519
- single quotation, 519
- single-lined boxes, *see under* boxes
- `\sinh` (sinh math op.), 172, 510
- size
 - of files
 - PDF, 318
 - PostScript, **317**, 319
 - of fonts, 55, 89, 93, **93–94**, 123, 517
 - commands for, *see under* font commands
 - document class options for, 297, 306
 - in math, 199
 - of hyperlinks in PDF files, 322
 - of math delimiters, **168–170**, 184
 - of paper, document class options for, 298, 306
- `\s1` (obs. L^AT_EX 2.09 font com.), 94, 95
- slanted (font shape), 88, 90, **91**, 94, 95, **123**, 156, 516
 - and italic correction, 92
 - context dependence of, 91
- slashed L's and O's (\mathfrak{l} , \mathfrak{L} , \mathfrak{o} , \mathfrak{O}), 81, 515
- slides, *see under* presentations
- `\slides` (obs. doc. class), 303, 529
- `\slshape` (font shape com. dec.), 90, **91**, 92, 94, 95, 123, 516
- `\slshape` (font shape env.), 123
- slugs, 13, 96, 249, 300, 307
- `\SMALL` (font size com.), **93**, 93, 517
- `\Small` (font size com.), **93**, 93, 517
- `\small` (font size com.), **93**, 93, 517
- small caps (font shape), 88, 90, **91**, **123**, 516
 - for abbreviations and acronyms, 91, 480
- `\smaller` (font size com.), 94
- `\smallfrown` (\frown binary rel.), 504
- `\smallint` (\int math sym.), 508
- `smallmatrix` (subsid. math env.), 235
- `\smallsetminus` (\setminus math op.), 506
- `\smallskip` (spacing com.), **104**
- `\smallsmile` (\smile binary rel.), 504
- `\smash` (spacing com.), 115, **201**
 - optional argument of, **201**
- `\smile` (\smile binary rel.), 503
- Snow, Wynter, 553, 560
- Solaris, *see* UNIX
- solid boxes, 113–114, *see also* struts
- `solution` (`beamer` distr. directory), 358
- `somedefs` (pack.), 313
- sort keys, 455–456
 - case sensitivity of, 462
- sorting, of index entries, 455–456
- source files, 4–5, 5, 7–8, 9, 18, 35, 51, 52, 64, 82, 87, 145, 271, 415, 447, 461, 473, 496, 525
 - errors in, 19–22, 491, 498, 534
 - naming of, 4, 44
 - platform independence of, 3, 9
 - putting on the Internet, 317–323
 - disadvantages of, 317
 - readability of, 19, 65, 154, 166, 363–367, 379, 415
 - structure of, *see also* document
 - style parameters, *see* styles, document parameters for typesetting, 4, 9, 12, 20, 28, 63, 74, 529, 534
 - white space in, 19
- sources, for fonts, 546
- `\sp` (math superscript com.), 159, 183
- space bar, 9, 11, 53, 63, 325, 334
- spaces
 - at the beginning of a line, 64, 103
 - at the end of a line, 64, 65, 84
 - blue, *see also* tie, unbreakable
 - spaces, nonbreakable spaces, 76
 - consist of glue, 530
 - expanding, 106
 - filling lines with, 106
 - in arguments of commands, 85
 - `\bibtem`, 266
 - `\cite`, 264
 - `\index`, 462
 - in command definitions, 367
 - in command names, 69
 - in delimited commands, 379–380
 - in math environments, 153

- spaces (*continued*)
 - in `tabular` environments, 135
 - in user-defined commands, 313
 - in `\verb` commands, 148
 - in `verbatim` environments, 146
 - interword (`_`), 11, **66**, 70, 102, *190*, *520*
 - multiple, act as one, 19, 64, 71
 - separating words with, 11, **64**, 383, 427
 - suppressing, 383, 458
 - terminating commands with, 19, **69**, **154**
 - typed for readability, 22, 65, 135, 367
 - unbreakable (`\~` tie), 11, 28, 63, **66**, 75, **76**, 99, *520*
 - absorb spaces, 76
 - in Bi \TeX databases, 427
 - with cross-references, 257
 - visible (`_`), 11, 63
 - and `\verb*` command, 148
- spacing
 - between characters, 530
 - between dots with `\hdotsfor` commands, 233
 - between math symbols, 187–192
 - commands, *see* spacing commands
 - determined by document classes, 102
 - horizontal
 - adjusting, 188
 - in math, **19**, **154–156**, **187–192**, 233, 236
 - in text, 11, **102–104**, 114, 126, 414, *513*, *520*
 - interword, 11, 64–67, 70, 76, 102, 383, 427, *520*
 - preventing removal of, 103
 - in text, **102–106**
 - intercolumn, 209, 220, *220*
 - in aligned math environments, 224, 228
 - in `tabular` environments, 136
 - interline, 242, 370, 482
 - adjusting, **95**, 98–99, 104, 114
 - double, 99
 - rules
 - and delimited commands, 379–380
 - for commands, 69, 154
 - in arguments of `\index` commands, 462
 - in math, 19, 154–156, 187–192, 200–201
 - in text, 11, 19, **64–67**, **102–106**
 - in `\text` commands, 154
 - vertical
 - adding to table of contents, 474
 - adjusting, 56, 139, 481
 - adjusting with the `setspace` package, 99
 - in boxes, 115
 - in indexes, 267, 449
 - in math, **200–201**
 - in text, 15, **104–105**, 201, 377, 474, 482, 486
 - preventing removal of, 105
 - using the `setspace` package, 99
- spacing commands
 - avoiding direct use of, 481
 - horizontal, *see* horizontal spacing
 - vertical, *see* vertical spacing
- `\spadesuit` (\spadesuit math sym.), *508*
- `\spbrev` (\sim math accent), *177*, *177*, *512*
- `\spcheck` (\checkmark math accent), *177*, 183, *512*
- `\spddot` ($\ddot{\cdot}$ math accent), *177*, *512*
- `\spdot` ($\dot{\cdot}$ math accent), *177*, *177*, *512*
- `\spdot` (\cdot math accent), *177*, *512*
- special
 - braces, 18, 49, 72, 73, 152, 153, 157
 - balancing, 72
 - characters, 15, 63, **76**, **77**, *77*, **78**, *515–519*
 - in `\index` commands, 457
 - keys, 9, 17, **63**, 76
- spelling checkers, 48, 495
- `\sphat` ($\hat{\cdot}$ math accent), *177*, *512*
- `\sphericalangle` (\sphericalangle math sym.), *508*
- Spivak, Michael D., 522, 545
- `split` (subsid. math align. env.), *208*, 211, **230–231**, 298
 - and `\allowdisplaybreaks` commands, 243
 - numbering of equations within, 230–231
 - rules for, 231
- splitting
 - documents into multiple files, 476–479
 - formulas across lines, 212–214
- `\sptilde` ($\tilde{\cdot}$ math accent), *177*, *512*
- `\sqcap` (\sqcap math op.), *506*
- `\sqcup` (\sqcup math op.), *506*
- `\sqrt` (\sqrt{x} math com.), 19, 27, **161**
 - optional argument of, 70
- `\sqsubset` (\sqsubset binary rel.), *503*
- `\sqsubseteq` (\sqsubseteq binary rel.), *503*
- `\sqsupset` (\sqsupset binary rel.), *503*
- `\sqsupseteq` (\sqsupseteq binary rel.), *503*
- `\square` (\square math sym.), *508*
- square roots, 27, **161**

- `\SS` (SS), 81, 515
- `\ss` (ß), 81, 515
- stacking math symbols, 192–193
- Standard Generalized Markup Language (SGML), 523
- `\star` (\star math op.), 506
- starred commands and environments, *see under* *-form and specific commands and environments
- start of chapters, document class options for, 468
- `\stepcounter` (counter-incr. com.), 402
- sterling (£ text sym.), 519
- `\stop` (interactive control com.), 535
- stretchable
 - horizontal braces, 178–179
 - lengths, 102, 378, 406, 407, 530
 - lines, 179
 - math arrows, 179, 240–242
 - math delimiters, 167–168
 - math symbols, 178–180
 - vertical spacing, in displayed text environments, 406
- STRING (bibl. entry type), 436
- structural commands
 - `\appendix`, 255, 467
 - `\backmatter`, 467
 - `\chapter`, 253, 255, 304, 466, 466, 467
 - `\frontmatter`, 467
 - hierarchy of, 252, 466
 - in presentations, 350
 - `\mainmatter`, 467
 - optional arguments of, 253
 - `\paragraph`, 252, 466
 - `\paragraph*`, 253
 - `\part`, 253, 304, 466
 - provided by `amsart` doc. class, 254
 - provided by `article` doc. class, 254
 - provided by book doc. classes, 466–467
 - `\section`, 46, 252–255, 467
 - `\section*`, 46, 253, 467
 - `\subparagraph`, 252, 466
 - `\subsection`, 46, 252, 466, 467
 - `\subsection*`, 46, 467
 - `\subsubsection`, 46, 252, 466
 - `\subsubsection*`, 46
 - syntax of, 253
- structures, theorem-like, *see* proclamations
- struts, 114, 139, 200
- style (`sty`) files, *see also* packages, 250, 366, 386–392
 - commands in, 386
 - terminating, 392
- style files, `BIBTEX`, *see* `bst`
- styles
 - bibliographical, *see also* `bst`, 266
 - document parameters for, 552
 - for counters, 87, 123, 382, 401, 400–401, 411
 - of pages, 268–270
 - of proclamations, 129–131, 524
 - of tables, 140
 - text environments, 123
- `subarray` (subsid. math env.), 161, 176
- subentries, in indexes, 267, 449, 453, 454, 456
- `subequations` (disp. math env.), 203, 204, 219, 401
- subformulas
 - indentation of, 217
 - rules for, 215–217, 223–224
 - shorthand commands for, 364–366, 372–373
- `\subitem` (index com.), 267, 449
- `\subjclass` (top matter com.)
 - optional arguments of, 279
 - rules for using, 279
- `\subjclassname` (redef. name), 376
- subject classifications, AMS, 279
- `\subparagraph` (struct. com.), 252, 466
- `subparagraph` (counter), 399
- subscripts, math, 23, 25, 158–159, 161, 182
 - as limits, 25, 161, 171–176, 182, 299
 - as multiline limits, 176
 - double, 199
 - font size of, 199
 - with horizontal braces, 178
- `\subsection` (struct. com.), 46, 252, 350, 466, 467
- `subsection` (counter), 399
- `\subsection*` (struct. com.), 46, 467
- `\subsectionname` (`hyperref` redef. name), 323
- `\Subset` (\Subset binary rel.), 504
- `\subset` (\subset binary rel.), 503
- `\subseteq` (\subseteq binary rel.), 503
- `\subseteqeq` (\subseteqeq binary rel.), 504
- `\subsetneq` (\subsetneq neg. binary rel.), 505
- `\subsetneqq` (\subsetneqq neg. binary rel.), 505
- subsidiary math environments
 - `aligned`, 211, 227–230, 243
 - `alignedat`, 227–230, 243
 - and `\allowdisplaybreaks` commands, 243
 - array, 208, 210, 229, 232, 236–238, 312, 313, 523, 551, 552
 - `Bmatrix`, 235
 - `bmatrix`, 235

- subsidiary math environments
 - (*continued*)
 - cases, 33, 208, 210, **239**
 - CD, 240–242
 - for aligning formulas, 208, **209**,
227–231, 243, 298
 - gathered, 211, 227–230, 243
 - matrix, 25–26, 208, 210, 231, **232–238**
 - numbering of, 230, 231
 - page breaks in, 242
 - pmatrix, 25–26, **235**
 - smallmatrix, 235
 - split, 208, 211, **230–231**, 243, 298
 - subarray, 161, 176
 - Vmatrix, 183, **235**
 - vmatrix, 25, 26, **235**
- \substack (math com.), 161, 176, **176**
- substitution, of fonts, 94, 318, 484
- subsubentries, in indexes, 267, 449, **454**,
456
- \subsubitem (index com.), 267, 449
- \subsubsection (struct. com.), 46, **252**,
466
- subsubsection (counter), 399
- \subsubsection* (struct. com.), 46
- \subsubsectionname (redef. name), 322
- subtraction, 22, 63, 157
- \succ (> binary rel.), 503
- \succapprox (\gtrsim binary rel.), 504
- \succcurlyeq (\succcurlyeq binary rel.), 504
- \succeq (\succeq binary rel.), 503
- \succnapprox (\gtrsim binary rel.), 505
- \succneqq (\gtrsim binary rel.), 505
- \succnsim (\gtrsim binary rel.), 505
- \succsim (\gtrsim binary rel.), 504
- \sum (\sum large math op.), 26, 175, 198,
511
 - with primes, 194
- sumlimits (opt. of amsmath pack.), **299**
- sums, 26, 27, 174
- \sup (sup math op.), 172, 510
- superscripts, **23**, 25, **158–159**, 161, 177,
182
 - as limits, **25**, **161**, 171, 174–176, 182
 - as multiline limits, 176
 - in math
 - as limits, 299
 - font size of, 199
 - with horizontal braces, 178
 - in text, 311, 519
- support, technical, *see* technical support
- \suppressfloats (float com.), 260
- suppressing
 - creation of auxiliary files, 486, 531
 - hyperlinks in PDF files, 322
 - indents (\noindent com.), 99, 484
 - italic correction, 92
 - ligatures, **79**, 181, 365
 - line breaks (\nolinebreak com.), 99
 - loading of the amsmath package, 300
 - numbering, 211, 215
 - of equations, 30, 31, 157, 201, 211,
213, 215, 218, 231, 270
 - of first page of documents, 270
 - of proclamations, 129, 130, 382
 - of structural units, 46, 253, 467
 - Overfull \hbox warnings, 96
 - page breaks (\nopagebreak com.),
100
 - placement of floats, 260
 - q.e.d. symbol, 132
 - spaces, 383, 458
- \Supset (\supseteq binary rel.), 504
- \supset (\supset binary rel.), 503
- \supseteq (\supseteq binary rel.), 503
- \supseteqq (\supseteq binary rel.), 504
- \supsetneq (\supsetneq binary rel.), 505
- \supsetneqq (\supsetneq binary rel.), 505
- \surd (\surd math sym.), 508
- Sutor, Robert, 558
- Swanson, Ellen, 217, 553, 560
- \swapnumbers (theorem-style com.), 131
- \swarrow (\swarrow math arrow), 507
- \symbol (symbol com.), **77**, 311
- symbol alphabets, math, **197**
 - blackboard bold, 197
 - calligraphic, 197
 - Euler Fraktur, 197
 - Greek, 197
- symbolic references, showing in margins,
257, 313
- symbolic referencing, 28, *see also*
 - cross-referencing, 29, **255–258**,
531
- symbols
 - as footnote indicators, 87
 - math, 19, 20, 63, 131, 177, 182, 240,
249, 294, 311, 501–513
 - alphabets, **197**
 - and delimiters, 24, 166, 168
 - bold, **197–199**, 301, 312
 - building new, 183, **192–195**, 372
 - classification of, **188–189**, 195
 - declaring types of, 195
 - end of proof, 113, 374
 - in text, 365
 - large, 227–229
 - negated, 194–195
 - shorthand commands for, 364
 - side-setting, 194–195

- sizes of, 199
 - spacing of, 187–192
 - stacking, 192–193
 - stretchable, 178–180
 - suppressing, 131
- text, 76, 77, 80, 278, 516, 518, 519
- SymbolTables.pdf (sample file), 4, 9, 15, 19
- synchronization (inverse search), 5, 494, 498
- systems of equations, 225–226
- systems, operating, *see* Mac, PC, *or* UNIX
- T**
- `\t` ($\tilde{}$ tie text accent), 79, 516
- T1 font encoding, 82, 519, 547
- tab
 - character, 63, 64, 68, 102
 - Tab key, 9, 11, 63
- Tab key, 9, 11, 63
- tabbing (display text env.), 141–143, 551, 552
- table (counter), 399
- table (float env.), 258–259
 - optional arguments of, 260, 486
 - placement of, 484, 486
- table* (float env.), 259
- `\tablename` (redef. name), 376
- and `hyperref` package, 323
- `\tableofcontents` (front-matter com.), 328, 473, 532
- tables, 133–140, 141, 237, 259, 260, 313, 523, 551, 552
 - captions in, 134, 259, 476
 - fragile commands in, 74
 - commands for, 135, 137–140, 259, 476
 - cross-referencing of, 134
 - designing, 140
 - double-column, 259
 - float controls, 134
 - forcing typesetting of, 101
 - hyphenation, 528
 - intersection of lines in, 140, 313
 - lists of, *see under* lists
 - multiline entries in, 138
 - multipage, 313
 - numbering of, 258
 - placement of, 484, 486
 - style of, 140
 - typeset inline, 133
- tables of contents, 252, 321, 473–475
 - adding a line to, 473–474
 - adding vertical spacing to, 474
 - auxiliary file (`toc`), 473, 487, 532
 - commands, 473, 474
 - depth of, 403
 - fragile commands in, 74, 475
 - in frames, 328
 - in presentations, 358
 - typesetting, 473–475
- tabs, setting, 141
- tabular (table env.), 78, 133–140, 237, 259, 312, 313, 523, 551, 552
 - arguments of, 135
 - optional, 135
 - breaking lines in, 135
 - column-formatting in, 136
 - horizontal lines in, 135, 137
 - intercolumn space in, 136
 - `\parbox` in, 111
 - rules for, 135
 - vertical lines in, 135
 - width of columns in, 136
- tabularx (pack.), 313
- `\tag`, 29, 201, 202, 211, 213, 215, 218, 230, 231
- `\tag*`, 202
- tags (names for equations), 29, 201–204, 211, 213, 215, 218, 230, 231
 - top-or-bottom placement of, 298
- `\tan` (tan math op.), 172, 510
- `\tanh` (tanh math op.), 172, 510
- Tantau, Till, 325, 359, 552, 560
- `\tau` (τ Greek char.), 502
- `\tbinom` (inline-style binomial com.), 160
- `tbtags` (doc. class opt.), 298
- technical reports, in BibTeX database files, 434–435
- technical support
 - on the Internet, 542
 - provided by TeX users groups, 541
 - provided by the AMS, 542
- TECHREPORT (bibl. entry type), 425, 434–435
- template.bib (sample bibl. file), 423, 437, 446
- templates, 271, 306
 - bibliographical, 47, 261, 423, 437, 446
 - customizing
 - for AMS document classes, 294–297
 - for articles, 44–45
 - ggamsart.tpl, 297
 - myams.tpl, 294–297
 - personalized
 - making read-only, 297

- terminating
 - captions, 476
 - commands, 14, 19, **69**, 70, 80, 147, **154**
 - environments, **68**
 - fields in BibTeX database entries, 445
 - files, 392, **478**
 - lines, 85, 159, 367
 - paragraphs, **64**, 99
 - sentences, 11, **64–67**, 279
- TeX, 521, 525
 - commands, 378, 380
 - to avoid using, 481
 - commands in L^AT_EX, 482
 - distribution, 528
 - extensibility of, 525
 - files, portability of, 9
 - history of, 521–525
 - implementations, 489
 - inner workings of, 528
 - inputs folders, 540, 544–545
 - layers of, 528–529
 - omissions in discussion of, 552
 - Plain, 528
 - programming in, 525, 553
 - resources on the Internet, 542
 - source files, *see under* source files
 - structure of, 528
 - users groups, *see* TeX users groups *and* TUG
- tex (L^AT_EX distr. directory), 499
- \TeX (TeX com.), 80
- TeX users groups, *see also* TUG, 537–542, 547
 - international, 541
- tex4ht (opt. of hyperref pack.), 320
- TeX Live (TUG DVD/CD), xxvi, 489, 490, 495, 541
- texmf (L^AT_EX distr. directory), 499
- TeXShop (L^AT_EX front end for Mac), xxvi, 9, 11, 53, 326, 496
 - customizing, 496
 - productivity tools in, 498
 - with BibTeX, 442
 - with *MakeIndex*, 461
- text, 7
 - accents, 69, 79, 516
 - \ in, 98
 - blocks, width of, 270
 - boxes, *see* text boxes
 - centering, *see* centering text, **center** (text align. env.), *and* **\centering**
 - editors, xxvi, 4, 5, 9, 18, 48, 55, 63, 84, 88, 365, 490, 526
 - framing, 109
 - in math mode, 19, **27**, 83, 99, 107, 154, **162–163**, 181, 196, 226–227, 241, 301
 - specifying fonts for, 163
 - in tables
 - multicolumn, 137–140
 - multiline, 138
 - mode, 7
 - plain, 9
 - spacing in, **102–106**
 - style commands, *see* text style commands
 - symbols, *see* text symbols
 - typing, 7–15, 61–115
 - user-defined commands for, 366
 - using math symbols in, 365
 - white space in, 102–106
 - \text (box com.), xxvi, 27, 33, 83, 99, **107**, 162–163, 181, 206, 241, 301
 - spacing rules in, 154
- text boxes, 107–115
 - alignment of contents in, 107, 111
 - behave as single characters, 107
 - commands for
 - \framebox, 109
 - \makebox, **107**, 108, 109, 111, 113
 - \mbox, xxvi, 107
 - \parbox, 107, 109, **110**, **111**, 138, 405
 - \raisebox, 115
 - \rule, 113, 114, 140
 - \text, xxvi, 27, 33, 83, 99, **107**, 154, 162–163, 181, 206, 241, 301
 - environments for **minipage**, 107, 109, 112, 383, 384
 - framed, **109–110**
 - measurements of, 405
 - measuring, *see* measurements
 - single line, 107–109, 163
 - vertical alignment of, 111, 115
- text environments, 117–149
 - and stretchable vertical space, 406
 - blank lines in, 118
 - displayed, *see* displayed text environments
 - for abstracts, *see* **abstract**
 - for alignment, **8**, 68, 106, **124**, 134, 227, 407, 414
 - for bibliographies, *see* **thebibliography**
 - for boxes, *see under* text boxes
 - for comments, *see* **comment**
 - for documents, *see* **document**
 - for figures, *see* figures

- for indexes, *see* `theindex`
- for letters, *see* `letter`
- for lists, *see* list text environments
- for proofs, *see* `proof`
- for styles, *see* *under* text style
- for tables, *see* tables
- rules for, 118
- text mode, **62**
- text style commands
 - avoiding direct use of, 480
 - `\emph`, 8, 14, 68, **90**, **91**, 337, 516
 - `\textbf`, 14, 73, **90**, **93**, 163, 301, 337, 516
 - `\textit`, **90**, **91**, 337, 516
 - `\textmd`, **90**, **93**, 516
 - `\textnormal`, **90**, **90**, 163, 516
 - `\textrm`, **90**, 301, 516
 - `\textsc`, **90**, **91**, 516
 - `\textsf`, **90**, 516
 - `\textsl`, **90**, **91**, 516
 - `\texttt`, 14, 76, **90**, 516
 - `\textup`, **90**, **91**, 516
- text style environments
 - `bfseries`, 123
 - `em`, 123
 - `itshape`, 123
 - `rmfamily`, 123
 - `scshape`, 123
 - `sffamily`, 123
 - `slshape`, 123
 - `ttfamily`, 123
 - `upshape`, 123
- text symbols, 77, 81
 - commands, 76, 77, 80, 278, 516, 518, 519
 - typing, 74–80
- `\textasciicircum` (`^` circumflex), 81, 518
- `\textasciitilde` (`~` tilde), 519
- `\textasteriskcentered` (`*` asterisk), 77, 81, 518
- `\textbackslash` (`\` backslash), **76–77**, 81, 518
- `\textbar` (`|` vertical bar), **77**, 81, 518
- `\textbf` (font weight com.), 14, 73, **90**, **93**, 163, 301, 337, 516
- `\textbullet` (`•` bullet), 81, 518
- `\textcircled` (`@`), **80**, 81, 518
- `\textcolor` (beamer com.), 349
- `\textcompwordmark` (lig.-suppr. com.), **79**, 365, 415
- `\textendash` (`—` em dash), 81, 518
- `\textdash` (`-` em dash), 81, 518
- `\textexclamdown` (`¡` exclamation mark), 62
- `\textgreater` (`>` greater than), 81, 518
- `\textit` (font shape com.), **90**, **91**, 337, 516
- `\textless` (`<` less than), 81, 518
- `\textmd` (font weight com.), **90**, **93**, 516
- `\textnormal` (font shape com.), **90**, **90**, 163, 516
- `\TextOrMath` (text and math mode com.), 311
- `\textperiodcentered` (`·` midpoint), 81, 518
- `\textquestiondown` (`¿` question mark), 81, 518
- `\textquotedbl` (Eur. quot. mark), 519
- `\textquotedblleft` (`“` left double quote), 81, 518
- `\textquotedblright` (`”` right double quote), 81, 518
- `\textquoteleft` (`'` left single quote), 519
- `\textquoteright` (`'` Eur. quot. mark, 519 right single quote, 519)
- `\textregistered` (`®` registered trademark), 81, 518
- `\textrm` (font shape com.), **90**, 301, 516
- `\textsc` (font shape com.), **90**, **91**, 516
- `\textsf` (font shape com.), **90**, 516
- `\textsl` (font shape com.), **90**, **91**, 516
- `\textstyle` (math font size com.), **199**, 204
- `\textsubscript`, 251, 311
- `\textsuperscript` (`a`), 311, 519
- `\texttrademark` (`™` trademark), 519
- `\texttt` (font shape com.), 14, 76, **90**, 516
- `\textup` (font shape com.), **90**, **91**, 516
- textures (opt. of `hyperref` pack.), 320
- `\textvisiblespace`, 11, 63, **64**, 519
- `\textwidth` (length com.), 270, 398, **404**
- `tfm` (`LATEX` font metric file), 529
- `\frac` ($\frac{x}{y}$), 158, 200
- `\TH` (Thorn Eur. char.), 519
- `\th` (thorn Eur. char.), 519
- `\thanks` (top matter com.), **44**, 87, 279, 281, 296, 304
- `\the` (value expansion com.), **80**, 87, 113, 400
- `thebibliography` (bibliography env.), 40, 47–48, 66, **261–267**, 407, 437, 446
 - argument of, 263, 266
 - in `bbl` files, 442
- `\thechapter` (the value of counter `chapter`), 401
- `\thefootnote` (the value of counter `footnote`), 87, 88

- `theindex` (index env.), 267, 407, 449, 459
 - commands in, 267, 449
- themes (beamer distr. directory), 356
- themes, for beamer presentations, 328, 356–357
 - Berkeley, 328, 331, 332, 356
 - color options, 357
 - Warsaw, 331, 332, 356
- `theorem` (proclamation env.), 37, 52, 54, 125, 128, 343, 384
 - body of, 46
 - logical design of, 52
 - visual design of, 52
- `theorem` (pack.), 313
- theorem-like structures, *see*
 - proclamations
- `\theoremname` (hyperref redef. name), 323
- `\theoremstyle*` (procl. com.), 37, 129–131
- `\theoremstyle` (procl. com.), 129–131
- `\theparentequation` (the value of counter `parentequation`), 401
- `\therefore` (\therefore binary rel.), 504
- `\thesection` (the value of counter `section`), 401
- theses, in \LaTeX database files, 433–434
- `\thesubsection` (the value of counter `subsection`), 401
- `\Theta` (Θ Greek char.), 502
- `\theta` (θ Greek char.), 502
- `\thickapprox` (\approx binary rel.), 504
- `\thicksim` (\sim binary rel.), 504
- `\thickspace` (spacing com.), 190, 513, 520
- `\thinspace` (spacing com.), 25, 67, 75, 188, 190, 190, 513, 520
- third-party packages, *see* specific packages
- `\thispagestyle` (set page style), 270
- thorn (Eur. char), 519
- Thorup, Kresten K., 403
- tie (\sim spacing com.), 11, 28, 63, 66, 75, 76, 99, 520
 - absorbs spaces, 76
 - in \LaTeX databases, 427
 - with cross-references, 28, 257
- tie (\sim text accent), 79, 516
- TikZ, 552
- tilde (\sim)
 - text accent, 79, 516
 - text symbol, 519
- `\tilde` (\tilde math accent), 25, 177, 512
- `\time` (time com.), 80
- time commands
 - `\date`, 44
 - `\day`, 80
 - `\month`, 80
 - `\time`, 80
 - `\today`, 14, 44, 70–71, 80, 148, 275, 304, 380, 548
 - `\year`, 80
- Times, in \LaTeX documents, 544–545
- `\times` (math op.), 23, 158, 506
- `times` (pack.), 544
- `times.sty` (PSNFSS distr. file), 544
- `\Tiny` (font size com.), 93, 93, 517
- `\tiny` (font size com.), 93, 93, 517
- `\title` (top matter com.), 37, 44, 106, 249, 297, 304, 331, 469
 - optional arguments of, 273, 274, 282, 297
- `title` (\LaTeX database field), 424–426, 433
- title pages, 273, 535
 - commands for, 54
 - document class options for, 249, 299, 300, 307
 - environments for, 469
 - footnotes on, 87
 - of articles, 37, 249, 251
 - of books, 467, 469
 - of presentations, 55
- `titlepage` (doc. class opt.), 249, 299, 307, 468
- `\titlepage` (beamer com.), 328
- `titlepage` (front matter env.), 469
- titles
 - in bibliographies
 - rules for typing, 426–427
 - in running heads, 274, 297
 - of articles, 44, 273, 297
 - of structural commands, 252
 - fragile commands in, 74
- `\to` (\rightarrow math arrow), 507
- `toc` (table of contents files), 473–475, 487, 532
 - commands in, 475
- `tocdepth` (counter), 403, 473
- `\today` (time com.), 14, 44, 70–71, 80, 148, 275, 304, 380, 548
- tokens, 529
- `tools` (\LaTeX distr. directory), 311–313
 - packages in, 312–313
- `tools` (pack.), 312
- `\top` (\top math sym.), 508
- top matter, 36, 37–38, 249, 251, 272
 - article information, 37–38, 44–46
 - of AMS documents, 273–275

- commands, 37, 44, 46, 80, 87, 106, 270, 273, **273–281**, 282, 284, 285, 296, 297, 331, 469
 - blank lines in, 273
 - examples of, 282–285
 - with multiple authors, 281
- customizing templates, 44, 294
- editing, 44–46
- is document-class specific, 251
- of AMS documents, 273–285
 - AMS information, 279–281
 - author information, 275–279
 - errors with, 284–285
 - examples, 282–285
 - with multiple authors, 281
- of books, 251
- of presentations, 53–55, 326–327, 331
- with multiple authors, 46
- top-or-bottom, placement of tags, 298
- `topmat.tpl` (sample file), 282
- `\topsep` (length com.), **407**, 408
- `\totalheight` (length com.), 108, **108**, 110, 111
- `trace` (pack.), 313
- trademark text symbols (TM ®), 81, 518, 519
- `trans` (beamer doc. class opt.), 358
- translation, of line ending characters, 63
- `\translator` (top matter com.), 274
- `\triangle` (Δ math sym.), 508
- `\triangledown` (∇ math sym.), 508
- `\triangleleft` (\triangleleft math op.), 506
- `\trianglelefteq` (\trianglelefteq binary rel.), 504
- `\triangleq` (\triangleq binary rel.), 504
- `\triangleright` (\triangleright math op.), 506
- `\trianglerighteq` (\trianglerighteq binary rel.), 504
- `trivlist` (list text env.), 414
- `\tt` (obs. L^AT_EX 2.09 font com.), 94
- `\ttfamily` (font shape com. dec.), 90, 123, 142, 516
- `ttfamily` (font shape env.), 123
- TUG (T_EX Users Group), 489, 490, 495, 537, 541–542
- TUGboat*, 541, 553
- two-letter font commands, *see under* font commands
- `twocolumn` (doc. class opt.), 85, 101, 259, **299**, 307, 308
 - and footnotes, 313
- `\twocolumn` (double-column com.), 101
- `\twoheadleftarrow` (\leftarrow math arrow), 507
- `\twoheadrightarrow` (\rightarrow math arrow), 507
- `twoside` (doc. class opt.), 85, 249, **299**, 307, 308, 468
- `type` (BIB_TE_X database field), 425
- type foundries, 544, 546
- types
 - of commands, 73–74
 - of math symbols, **188**, 198
 - declaring, 195
- typeset
 - example articles
 - `intrart.tex`, 41–43
 - `sampart.tex`, 285–288
 - files, 5, 5, 271, 443
 - DVI format, 318, 530
 - PDF format, 5, 259, 318, 326, 530
- typesetting
 - indexes, 459–461
 - source files, 4, 9, 12, 20, 28, 63, 74, 534
 - tables of contents, 473–475
 - with L^AT_EX, **522**, 526, 527, 529–534
- typewriter style
 - document font family, **89**
 - font shape, 14, 76, 78, 90, **123**, 142, 365, 516, 544
 - fonts, 88
 - in math, **196**, 196, 512
- typing
 - bibliographic entries, 426–437
 - accents in, 427
 - names in, 426
 - rules for, 443–446
 - titles in, 426–427
 - books, 465–487
 - exercises, 476
 - footnotes, 87–88
 - math, 17–33, 151–206
 - poetry, 144–145
 - programs, 141–143, 145–147
 - quotations, 143–144
 - text, 7–15, 61–115
 - symbols, 74–80
- typographical
 - errors, 48
 - rules for
 - abbreviations and acronyms, 91
 - initials, 67
- U**
- `\u` breve text accent (\breve), 79, 516
- UK TUG (United Kingdom T_EX Users Group), 541
 - Frequently Asked Questions (FAQ), 542
- `\ulcorner` (\ulcorner math delimiter), 167, 509
- Umeki, Hideo, 270

- umlaut (¨ text accent), 9, 15, 79, 516, 548
- unbreakable
 - hyphens, 83
 - spaces (~ tie), 11, 28, 63, 66, 75, 76, 99, 520
 - absorb spaces, 76
 - in BibTeX databases, 427
 - with cross-references, 257
- \underbrace (math sym.), 178
 - with a subscript, 178
- underdot text accent (.), 79, 516
- \underleftarrow (\xleftarrow{x} math arrow), 179
- \underleftrightarrow (\xleftrightarrow{x} math arrow), 179
- \underline (\underline{x} math line sym.), 179
- \underrightarrow (\xrightarrow{x} math arrow), 179
- underscore (_), 77
 - text symbol, 81, 518
 - in e-mail addresses, 278
- underscore text accent (˘), 79, 516
- \underset (symbol-building com.), 183, 192
- Unicode, 554
- units
 - absolute, *see under* absolute
 - dimensional, *see under* dimensional units
 - logical, *see under* logical
 - math, *see* mu
 - relative, *see under* relative
- UNIX, 3, 9, 522, 554
 - FTP clients, 538
 - L^AT_EX implementations, 3, 442, 461, 489
 - line ending characters, 9
- \unlhd (\triangleleft math op.), 506
- unmarked footnotes, 44, 279
- unnumbered
 - environments, 215
 - equations, 30, 31, 157, 201, 202, 210, 211, 213, 215, 218, 231, 328
 - items, 119
 - math environments, 211
 - proclamations, 129, 130, 382
 - structural units, 46, 253, 467
- unpacked (L^AT_EX distr. directory), 311, 540
- UNPUBLISHED (bibl. entry type), 435
- \unrhd (\triangleright math op.), 506
- \Uparrow (↑)
 - math arrow, 507
 - math delimiter, 167, 509
- \uparrow (↑)
 - math arrow, 507
 - math delimiter, 167, 509
- updates
 - to AMSFonts and packages, 533
 - to L^AT_EX, 532
- \Updownarrow (↕)
 - math arrow, 507
 - math delimiter, 167, 509
- \updownarrow (↕)
 - math arrow, 507
 - math delimiter, 167, 509
- \upharpoonleft (↵ math arrow), 507
- \upharpoonright (↶ math arrow), 507
- \uplus (⊕ math op.), 506
- \upn (font shape com.), 156
- uppercase counter styles
 - letters (\alph), 401
 - roman numerals (\roman), 401
- upref (pack.), 300, 301
- upright (font shape), 28, 88, 89, 90, 91, 123, 156, 382, 412, 516
 - context dependence of, 91
- \uproot (root-adjustment com.), 162
- \upshape (font shape com. dec.), 90, 91, 123, 382, 412, 516
- upshape (font shape env.), 123
- \Upsilon (Υ Greek char.), 502
- \upsilon (υ Greek char.), 502
- \upuparrows (↗ math arrow), 507
- \urcorner (⋋ math delimiter), 167, 509
- \URL (bibl. com.), 425
- URL (Uniform Resource Locator), 278, *see also* hyperlinks
- \urladdr (top matter com.), 278, 279, 296, 323
- \usecolortheme (beamer com.), 357
- \usecounter (list counter com.), 411
- \usefonttheme (beamer com.), 357
- \usepackage (preamble com.), 35, 53, 70, 249, 294, 320, 326, 366, 386, 450, 534
 - can load multiple packages, 250
- user-defined commands, 36, 364–380, 480
 - arguments of, 370–374
 - as shorthand, 364–374
 - as tokens, 529
 - command declarations in, 90
 - scope of, 367–368, 382
 - defining, 87, 99, 132, 139, 266, 267, 364, 366, 373–375, 400
 - in preamble, 250
 - delimited, 378–380
 - for environments, 365
 - for indexing, 371, 454
 - for subformulas, 371–373

- for text, 366
 - invoking, 366
 - multiple arguments of, 70
 - optional arguments of, 374
 - rules, 366, 367
 - short arguments, 373–374
 - with `\def`, 378
 - user-defined environments, **380–385**, 479, 482, 529
 - defining, 381
 - for custom lists, 406–415
 - optional arguments of, 384
 - short arguments, 385
 - users groups, 537, 539, **541–542**, 547
 - international, 541
 - `\usetheme` (beamer com.), 328, 356
 - UNIX, 479
- V**
- `\v` caron text accent (ˇ), 79, 516
 - `\value` (value of counter), 402
 - values, of counters, 87, 402
 - printing, **80**, 113, 400
 - van Oostrum, Piet, 270, 537
 - `\varDelta` (Δ Greek char.), 502
 - `\varepsilon` (ε Greek char.), 502
 - `\varGamma` (Γ Greek char.), 502
 - `\varinjlim` (\varinjlim math op.), 172, 510
 - `varioref` (pack.), 258, 313
 - `\varkappa` (\varkappa Greek char.), 502
 - `\varLambda` (Λ Greek char.), 502
 - `\varliminf` (\varliminf math op.), 172, 510
 - `\varlimsup` (\varlimsup math op.), 172
 - `\varnothing` (\emptyset math sym.), 508
 - `\varOmega` (Ω Greek char.), 502
 - `\varPhi` (Φ Greek char.), 502
 - `\varphi` (φ Greek char.), 502
 - `\varPi` (Π Greek char.), 502
 - `\varpi` (ϖ Greek char.), 502
 - `\varprojlim` (\varprojlim math op.), 172, 510
 - `\varpropto` (\propto binary rel.), 504
 - `\varPsi` (Ψ Greek char.), 502
 - `\varrho` (ϱ Greek char.), 502
 - `\varSigma` (Σ Greek char.), 502
 - `\varsigma` (ς Greek char.), 502
 - `\varsubsetneq` (\subsetneq neg. binary rel.), 505
 - `\varsubsetneqq` (\subsetneqq neg. binary rel.), 505
 - `\varsupsetneq` (\supsetneq binary rel.), 505
 - `\varsupsetneqq` (\supsetneqq binary rel.), 505
 - `\varTheta` (Θ Greek char.), 502
 - `\vartheta` (ϑ Greek char.), 502
 - `\vartriangle` (Δ math op.), 506
 - `\vartriangleleft` (\triangleleft math op.), 506
 - `\vartriangleright` (\triangleright math op.), 506
 - `\varUpsilon` (Υ Greek char.), 502
 - `\varXi` (Ξ Greek char.), 502
 - `\Vdash` (\Vdash binary rel.), 504
 - `\vDash` (\vDash binary rel.), 504
 - `\vdash` (\vdash binary rel.), 503
 - `\vdots` (vertical ellipsis), 161, 235
 - `\vec` (\vec{x} math accent), 25, 177, 377, 512
 - `\vee` (\vee math op.), 506
 - `\veebar` (\veebar math op.), 506
 - `\verb` (inline verbatim com.), 147–149
 - in aligned math environments, 148
 - in argument of other commands, 148
 - spaces in, 148
 - `\verb*` (inline verbatim com.), 148
 - delimiters with, 147–149
 - `verbatim` (disp. text env.), **145–147**, 313, 359, 523
 - blank lines in, 146
 - characters following, 146
 - simulating with `\verb`, 148
 - `verbatim` (pack.), 86, 87, 147, 313, 387
 - `verse` (disp. text env.), **144**, 407
 - breaking lines in, 145
 - versions
 - of AMS packages and AMSFonts, 300, 301, 524, 525, 533
 - of L^AT_EX packages, 532–534
 - `\Vert` (\parallel math delimiter), 167, 509
 - `\vert` ($|$ math delimiter), 167, 509
 - vertical
 - alignment, of boxes, 111, 115
 - bar ($|$ text symbol), 81, 518
 - ellipses, 161, 235
 - glue, 530
 - lines
 - in CD environments, 241
 - in `tabular` environments, 135
 - math arrows, 241
 - vertical spacing
 - adding after `\`, 15
 - adding to table of contents, 474
 - adjusting, 56
 - with `\arraystretch`, 139
 - with struts, 139
 - adjusting with the `setspace` package, 99
 - between marginal notes, 404
 - between paragraphs, 404
 - commands
 - `\bigskip`, **104**
 - `\enlargethispage`, **101**, 484, 487
 - `\medskip`, **104**
 - `\smallskip`, **104**
 - `\smash`, 115, 201, **201**
 - to avoid using, 481

- vertical spacing
 - commands (*continued*)
 - `\vfill` (fill com.), 106
 - `\vphantom`, 105
 - `\vspace`, 104
 - `\vspace*`, 105
 - in boxes, 115
 - in indexes, 267, 449
 - in math mode, 200–201
 - in text, 15, **104–105**, 377, 474, 482, 486
 - preventing removal of, 105
 - stretchable, 406
 - using the `setspace` package, 99
 - `\vfill` (space fill com.), 106
 - viewers
 - DVI, 526, 530, 539
 - PDF, *see under* PDF
 - viewing typeset files, 494, 530
 - DVI format, 318, 530
 - PDF format, 5, 259, 318, 530
 - `virtex` (T_EX program), 528
 - visible spaces (`_`), 11, 63
 - and `\verb*` command, 148
 - Visual
 - Guide, to multiline math formulas, **207**
 - visual
 - design, 52–53, 247, 268–270, 358
 - markup, 535
 - guide, to multiline math formulas, *208*
 - `Vmatrix` (subsid. math env.), 183, **235**
 - `vmatrix` (subsid. math env.), 25, 26, **235**
 - volume (BIB_TE_X database field), 424, 425
 - von, in bibliographic entries, 426
 - `\vphantom` (spacing com.), 105
 - `\vspace` (spacing com.), 104
 - `\vspace*` (spacing com.), 105
 - `vtex` (opt. of `hyperref` pack.), 320
 - `\Vvdash` (\Vdash binary rel.), *504*
- W**
- warning messages, *see also* error messages
 - about hyphenation, 96
 - Abstract should precede
 - `\maketitle` in AMS document classes, 251
 - Characters dropped after
 - `\end{verbatim}`, 146
 - `\end` occurred inside a group at level *x*, 72
 - `\end` occurred when `\xxx` on line *yy* was incomplete, 478
 - generated by overlapping braces, 72
 - Label(s) may have changed, 256
 - line numbers in, 12
 - lines are too wide, 12–13, 96–97
 - No auxiliary output files, 531
 - Overfull `\hbox`, **12–13**, 96–97, 530
 - suppressing, 96
 - recorded in log file, 96, **526**
 - regarding font substitution, 94
 - Rerun to get cross-references
 - right, 256
 - Underfull `\vbox` has occurred
 - while `\output` is active, 530
 - Warning--missing *field* in *label*, 444–446
 - when using `\NeedsTeXFormat`, 250, 386, 532
 - with BIB_TE_X, 443–446
 - in log (b1g) files, 442
 - Warsaw (beamer theme), 331, *332*, 356
 - Web, *see* Internet
 - `\wedge` (\wedge math op.), *506*
 - weight, of fonts, *see under* font environments, font commands *and* font declarations
 - white space
 - adjusting, 482
 - and binary operations and relations, 155
 - between marginal notes, 404
 - between paragraphs, 404
 - commands, avoiding direct use of, 481
 - determined by document classes, 102
 - horizontal, 68, 102, 105, 142, 154, 189–191, 224, 225, 313, 368–369, *513*, *520*
 - in math mode, 186, 233, 236
 - in text mode, 11, 19, **64–67**, **102–104**, **106**, 114, 126, 414
 - in arguments of commands, 85
 - in command definitions, 367
 - in command names, 68
 - in delimited commands, 379–380
 - in math, 19, 51, 104–105, 154–156, 187–192, 200–201
 - adjusting, 104
 - in source files, 154
 - in `tabular` environments, 135
 - in text, 11, **102–106**, 383, 427, *513*, *520*
 - in `\verb` commands, 148
 - in `verbatim` environments, 146
 - suppressing, 383, 458
 - terminating commands with, 69

- vertical, 102
 - adding to table of contents, 474
 - adjusting, 481
 - in math mode, 104–105, 200–201
 - in text mode, 15, 101, **104–106**, 201, 377, 482, 486
 - `\widehat` (\hat{x} math accent), **177**, 177, 184, 512
 - `\widetilde` (\tilde{x} math accent), **177**, 177, 512
 - width
 - of columns in `tabular` environments, 136
 - of fonts, *see* font width
 - of text blocks, 270, 398, 404
 - of text boxes, 107–109, 405
 - `\width` (length com.), 108, **108**, 111
 - Windows, *see also* PCs, *see under* Microsoft
 - WinEdt (L^AT_EX front end for PC), xxvi, 9, 11, 53, 490, 491, 492
 - installation, 490–491
 - productivity tools in, 494
 - with B^IB^TE^X, 442
 - with *MakeIndex*, 461
 - word processors, 11
 - words, are separated by spaces, 82
 - `work` (folder), 4, 10, 12, 14, 18, 20, 35, 39, 53, 164, 294, 320, 326–328, 331, 343, 438, 491
 - creating, 4
 - World Wide Web, *see* Internet
 - `\wp` (\wp math sym.), 508
 - `\wr` (\wr math op.), 506
 - wrapping, of lines
 - by e-mail clients, 65
 - wrapping, of lines by text editors, 84
- X**
- `xcb` (exercise env.), 476
 - `xcolor` (pack.), 325, 348
 - options, 349
 - `\Xi` (Ξ Greek char.), 502
 - `\xi` (ξ Greek char.), 502
 - `\xleftarrow` (stretchable math arrow), 179
 - `xr` (pack.), 258, 313
 - `\xrightarrow` (stretchable math arrow), 179
 - `xspace` (pack.), 313, 368–369
 - `xy-pic` (pack.), 242
- Y**
- Y&Y, 525, 543
 - `\year` (time com.), 80
- `year` (B^IB^TE^X database field), 424, 425
- X**
- zero, specifying in arguments, 114
 - `\zeta` (ζ Greek char.), 502
- `\` (backslash), 167, 518
 - key, 9, 76
 - starts commands, 8, 14, **68**
 - text symbol, 76–77, 81, 509
 - `_` (space), 11, 63, **64**
 - and `\verb*` command, 148
 - in arguments of commands, 85
 - in `\bibitem` labels, 266
 - in `\cite` commands, 264
 - in command names, 68
 - in `tabular` environments, 135
 - text symbol, 519
 - `_` (space com.), 11, **66**, 70, 102, 190, 520
 - ! (exclamation mark), 9, 62
 - float control, **260**, 486
 - in `\index` commands, 453, 454, 457
 - ¡ (exclamation mark, Spanish), 81, 515, 518
 - \! (negthinspace), 182, **190**, 190, 513, 520
 - \" (¨ dieresis/umlaut text accent), 9, 15, 79, 516, 548
 - " (double quote), 9, **75**
 - in B^IB^TE^X database fields, 424, 445, 446
 - in `\index` commands, 457
 - key, 9, 63, 75
 - "ck (European character), 548
 - "s (eszett), 548
 - #
 - in user-defined commands, 371, 378
 - key, 9, 63
 - \# (# octothorp), 77, 81, 518
 - \$
 - as inline math delimiter, 17, 18, 33, 72, 74, **152**
 - act as braces, 152
 - must be balanced, 153
 - in error messages, 20, 51, 147, 153, 154, 157, 233
 - key, 9, 63
 - \\$ (\$ dollar sign), 9, 77, 81, 518
 - \$\$
 - in error messages, 51
 - T_EX displayed math delimiter, 152

- %
 - as comment character, 6, 10, 19, 21, 61, **85–86**, 141, 294, 458
 - in \LaTeX databases, 86, 443
 - key, 9, 63
- $\%$ (% percent), **9**, 61, *77*, *81*, 86, *518*
- in e-mail addresses, 278
- &
 - as alignment point, 30, 31, 216, 218, 220, 221
 - as column separator, 25, 135, 220, 221, 231, 236
 - key, 9, 63
- $\&$ (& ampersand), *77*, *81*, *518*
- $\&\&$, alignment point for annotations, 32
- ' (right single quote), 9, 11, 62, **75**, *519*
- for primes ([']), 23, 159, 194
- \' (` acute text accent), *79*, *516*
- \((start inline math mode), 18, 74
 - acts as special brace, 152, 153
 - must be balanced, 153
- (
 - as math delimiter ($()$), *167*, *509*
 - in index entries, 455
 - key, 8, 62
- \) (end inline math mode), 18, 74
 - acts as special brace, 152, 153
 - must be balanced, 153
-)
 - as math delimiter ($()$), *167*, *509*
 - in index entries, 455
 - key, 8, 62
- * (* asterisk), *77*
 - interactive prompt, **113**, 376–378, **534**
 - key, 8, 63
- ** prompt, 534
- *-form
 - of commands, 46, **69**, 98, 101, 103, 105, 129, 130, 148, 173, 195, 196, 242, 253, 322, 373, 382, 385, 439, 467, 473
 - of environments, 157, 201, 211, 213, 215, 231, 259
- + key, 8, 63
- + (plus), 22, 63, 157, 188, 191, 192, 213, 216–218
 - as binary operation, *506*
- + and – rule, **188**, 191, 192, 217, 218
 - and subformulas, 216
 - in `\multiline` environments, 213
- \, (thinspace), 25, 67, 75, 188, 190, *190*, *513*, *520*
- , (comma), 9, 62
 - and italic correction, 92
 - in `\bibitem` commands, 266
 - in \LaTeX databases, 424, 425, 445
 - use in formulas, 155
- (dash, hyphen, minus), 9, 22, 63, 75, 76, 157, 188, 191, 192, 196, 216, 217
 - as binary operation, *506*
 - in `\hyphenation` commands, 82
- \- (opt. hyphen), 13, 82, **82**, 96
- (– number ranges, en dash), **14**, **75**, *81*, *518*
 - in \LaTeX databases, 427
- (— em dash), **14**, **75**, *81*, *518*
- . (period), 9, 62
 - and italic correction, 92
 - in \LaTeX databases, 426
- \. overdot text accent ($\dot{}$), *79*, *516*
- \/ (italic correction), **91–93**, *520*
 - and font commands, 92
- / (slash)
 - as divisor, 22, 63, 157
 - as math delimiter ($/$), *167*, *509*
 - key, 8
- \: (medspace spacing com.), *190*, *513*, *520*
- : (colon), 9, 62
 - as binary relation, 63, 191, *503*
- \; (thickspace), *190*, *513*, *520*
- ; (semicolon), 9, 62
- < (less than)
 - as binary relation ($<$), *503*
 - key, 17, 63
 - text symbol, *81*, *518*
- \=
 - macron text accent ($\bar{}$), *79*, *516*
 - tab set command, 141
- = (equal sign)
 - as binary relation ($=$), *503*
 - in \LaTeX database fields, 424
 - key, 8, 63
- \> (tabbing com.), 141, 142
- > (greater than)
 - as binary relation ($>$), *503*
 - key, 17, 63
 - text symbol, *81*, *518*
- ?
 - prompt, 20, 48, 491, 534
 - question mark, 9, 62
- ¿ (Spanish question mark), *81*, *515*, *518*
- @ (@ at sign), 9, 63, **77**
 - in \LaTeX database (`\bib`) files, 424
 - in `\index` commands, 455, 456
- @-expression, 136
- @. (blank math symbol for comm. diagrams), 240, 241
- \@. (intersentence space), 67, *520*

- @<<< (stretchable left arrow math sym.), 240
- @= (stretchable equals sign math sym.), 240
- @>>> (stretchable right arrow math sym.), 240
- @AAA (stretchable up arrow math sym.), 241
- @VVV (stretchable down arrow math sym.), 241
- @\vert (stretchable double vertical line), 241
- \[(start displayed math mode), 18, **152**, **155**
 - acts as special brace, 152, 157
- [
 - and optional arguments, **15**, 27, **69**, **70**, 128, 132, 135
 - key, 8, 62
 - math delimiter ([), *167*, *509*
 - with \item commands, 122
 - with \newcommand, 370
- \] (end displayed math mode), 18, **152**, **155**
 - acts as special brace, 152, 157
-]
 - and optional arguments, **15**, 27, **69**, **70**, 128, 132, 135
 - key, 8, 62
 - math delimiter (]), *167*, *509*
 - with \item commands, 122
 - with \newcommand, 370
- {
 - for required arguments, 8, 14, 19, **69**, **70**, 159, 366, 530
 - for scoping, 71–73
 - in \LaTeX entries, 424, 427
 - key, 9, 63
 - must be balanced, 21, 72, 77
 - in \index commands, 462
 - with \def, 378
- \{
 - as math delimiter ({), *167*, *509*
 - text brace ({), *77*, *81*, *518*
- }
 - for required arguments, 8, 14, 19, **69**, **70**, 159, 366, 530
 - for scoping, 71–73
 - in \LaTeX entries, 424, 427
 - key, 9, 63
 - must be balanced, 21, 72, 77
 - in \index commands, 462
 - with \def, 378
- \}
 - as math delimiter (}), *167*, *509*
- text brace (}), *77*, *81*, *518*
- ^ (caret)
 - for superscripts, **23**, 25, **158–159**, 161, 182
 - key, 9, 63, 77
- \^ circumflex text accent (^), *79*, *81*, *516*, *518*
- _ (_ underscore), **9**, *77*, *81*, *518*
 - in e-mail addresses, 278
- (underscore)
 - for subscripts, **23**, 25, **158–159**, 161, 178, 182
 - key, 9, 63
- ‘ (left single quote), 9, 11, 62, **75**, *519*
- \` (` grave text accent), *62*, *79*, *516*
- \| (|| math delimiter), 166, *167*, 168, 185, *509*
- | (| vertical line), 9, 17, 63, 77, 168, 189
 - as binary relation, 188, 189
 - as math delimiter, *167*, 170, 189, 191, *509*
 - in \index commands, 454, 457
 - in tabular environments, 135
- ~ (tilde)
 - key, 9, 11, 63
 - tie/unbreakable space, 11, 28, 63, 66, 75, **76**, 99, *520*
 - absorbs spaces, 76
 - in \LaTeX databases, 427
 - with cross-references, 28, 257
- \~ (~ tilde text accent), *77*, *79*, *516*, *519*
- 9pt (doc. class option), **297**
- 10pt (doc. class option), **104**, **297**, **306**
- 11pt (doc. class option), **297**, **306**
- 12pt (doc. class option), **93**, **297**, **306**
- \\ (new line), **15**, **97**, **98**
 - and \kill commands, 142
 - breaking lines with, 25, 30, 31, 33, 44, 46, 98, 124, 135, 141, 142, 145, 176, 211, 213, 215, 216, 227, 231, 242, 273–278, 297, 304, 309, 358
 - in arguments of commands, **98**
 - in environments, **98**, 124, 145
 - in text, 98
 - optional argument of, **15**, 98, **98**, 242
- * (new line), **98**, 242