



LaTeX Cheat Sheet

"Write clear & beautiful english with IATEX!"

1. LaTeX Basics

You have to include the package mentioned in the headings e.g. to use `\definecolor` you have to include the `xcolor` package with `\usepackage{xcolor}` in the preamble

Available units for lengths and dimensions:

points	pt	millimeter	mm	inch	in	m width	em
pixel	px	centimeter	cm	pica	pc	x height	ex

1.1. Special Characters

\	introduces a command (in text <code>\textbackslash</code>)
{ }	embraces arguments, creates logical parts (<code>\{ \}</code>)
[]	embraces optional command parameters (<code>\[\]</code>)
%	comments: code after % will be ignored. (<code>\%</code>)
&	separates columns in tables (<code>\&</code>)
#	parameter for own command declarations (<code>\#</code>)
- ^	indizes and exponents in mathmode. e.g. a_1^2 (<code>_ ^</code>)

2. Preamble before `\begin{document}`

2.1. Documentclass (necessary)

Usage: `\documentclass[opt,opt]{class}`

Common classes:
`scrartcl` (article), `scrreprt` (report), `scrbook` (book)

Common Options:
`10pt/11pt/12pt` Font size.
`letterpaper/a4paper` Paper size.
`twocolumn` Use two columns.
`twoside` Set margins for two-sided.
`landscape` Landscape orientation.

2.2. Load Packages (they do all the magic)

Usage: `\usepackage[opt,opt]{package}`
`\PassOptionsToPackage[opt,opt]{package}`

2.3. Penalties

Penalties are the main values that TeX tries to minimise when line or page breaks are calculated.

<code>\linepenalty=10</code>	breaking a page within a paragraph
<code>\hyphenpenalty=50</code>	line breaking at an automatic hyphen
<code>\binoppenalty=700</code>	breaking a line at a binary operator
<code>\relpenalty=500</code>	breaking a line at a relation
<code>\clubpenalty=150</code>	*breaking after first line of a paragraph
<code>\widowpenalty=150</code>	*breaking before last line of a paragraph
<code>\brokenpenalty=100</code>	page breaking after a hyphenated line

2.4. Language Settings with babel

`\usepackage[ngerman, english]{babel}` (last language default)
`\selectlanguage{language}` `\foreignlanguage{language}{text}`

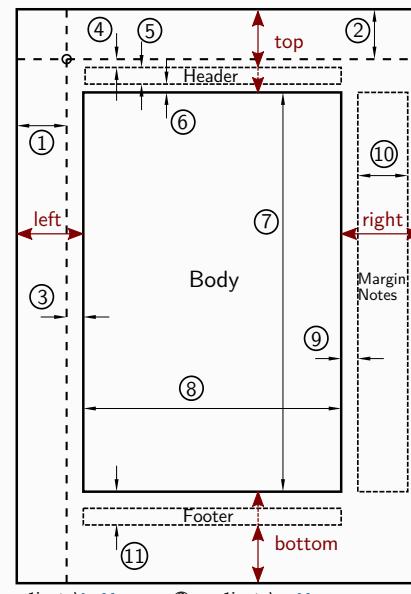
2.5. Glossar and Nomenclature with glossaries

Load `\usepackage[acronym]{glossaries}`
Define: `\newacronym{label}{ABB}{written-out}`
`\newglossaryentry{label}{name=..., description=...}`
Use: `\gls{label}`, `\glspl{label}`

3. Layout

3.1. Pagelayout with geometry package

Usage: `\geometry{opt, opt, ...}`



3.2. Header and Footer with fancyhdr

```
\usepackage{fancyhdr}
\pagestyle{fancy} % use fancyhdr pagestyle
\fancyhf{} % clear header and footer
\fancyhead[RE]{} % even page right header
```

3.3. Colors with xcolor

```
\usepackage{xcolor}
\definecolor{tum_blue}{RGB}{0, 115, 207}
\colorlet{col_section}{tum_blue}
```

Predefined colors:

`white`, `gray`, `black`, `red`, `green`, `blue`, `cyan`, `magenta`, `yellow`
Fade a color with !value between 0 and 100, e.g. `\color{gray!70}`

Usage in Text: `\textcolor{red}{text}` or `\color{red}text`

4. Structure the Document

4.1. Title with titlepage

default: `\author{text}, \title{text}, \date{\today}, \maketitle`
titlepage: `\begin{titlepage} text \end{titlepage}`

4.2. Table of Content, List of ...

`\tableofcontents` `\listoftables` `\listoffigures`
`\printglossaries` (needs `glossaries` package)

4.3. Headings

<code>\part{title}</code>	<code>\subsubsection{title}</code>
<code>\chapter{title}</code>	<code>\paragraph{title}</code>
<code>\section{title}</code>	<code>\subparagraph{title}</code>
<code>\subsection{title}</code>	

*: no numbering, no entry in ToC

`\part` and `\chapter` only in documentclass book or report

4.4. Lists

<code>\begin{itemize}</code> with bullet <code>\item</code>	or <code>\item[symbol]</code>
<code>\begin{enumerate}</code> with numbered <code>\item</code>	
<code>\begin{description}</code> with bold <code>\item[word]</code>	
<code>\begin{enumerate}</code>	<code>\itemsep0pt</code>
<code>\item First Argument</code>	
<code>\item Second Argument</code>	
<code>\end{enumerate}</code>	

5. Text

5.1. Fonts

COMMAND	DECLARATION	EFFECT
<code>\textrm{text}</code>	<code>\rmfamily text</code>	Roman family
<code>\textsf{text}</code>	<code>\sfamily text</code>	Sans serif family
<code>\texttt{text}</code>	<code>\ttfamily text</code>	Typewriter family
<code>\textmd{text}</code>	<code>\mdseries text</code>	Medium series
<code>\textbf{text}</code>	<code>\bfseries text</code>	Bold series
<code>\textup{text}</code>	<code>\upshape text</code>	Upright shape
<code>\textit{text}</code>	<code>\itshape text</code>	<i>Italic shape</i>
<code>\textttt{text}</code>	<code>\slshape text</code>	<i>Slanted shape</i>
<code>\textsc{text}</code>	<code>\scshape text</code>	SMALL CAPS SHAPE
<code>\emph{text}</code>	<code>\em text</code>	Emphasized
<code>\textnormal{text}</code>	<code>\normalfont text</code>	Document font
<code>\underline{text}</code>		<u>Underline</u>

5.2. Font size

<code>\tiny</code>	tiny	<code>\Large</code>	Large
<code>\scriptsize</code>	scriptsize	<code>\LARGE</code>	LARGE
<code>\footnotesize</code>	footnotesize		huge
<code>\small</code>	small	<code>\huge</code>	huge
<code>\normalsize</code>	normalsize	<code>\Huge</code>	huge
<code>\large</code>	large		Huge

5.3. Justification

ENVIRONMENT	DECLARATION	OTHER
<code>\begin{center}</code>	<code>\centering</code>	<code>\text{vfill}</code> <code>\text{text}</code>
<code>\begin{flushleft}</code>	<code>\raggedright</code>	<code>\text{hfill}</code> <code>\text{text}</code>
<code>\begin{flushright}</code>	<code>\raggedleft</code>	

6. Math Equations

Textstyle: $x^2 + 4$, $x^2 + 4$ as part of the text.$

Displaystyle: `\begin{equation} x^2 + 4 \end{equation}`

$$\lambda := \lim_{x_1 \rightarrow \infty} \int_{x_0}^{x_1} \frac{f\left(\frac{t}{2}\right)}{\sqrt{t^2 + \sin^2(t)}} dt \stackrel{!}{=} 1 \quad (1)$$

for numbered equations. use the * variant for unnumbered equations.

6.1. Fonts and Sizes in Math Mode

`\scriptscriptstyle`, `\scriptstyle`, `\textstyle`, `\displaystyle`
`\mathrm{}`, `\mathit{}`, `\mathbb{}`, `\mathcal{}`, `\mathfrak{}`

6.2. Often used math expressions

x^{n+1}	x^{n+1}	E_{kin}	$E_{\text{--}} \{ \mathbf{m} \text{ kin} \}$
$\frac{a+b}{2}$	$\frac{a+b}{2}$	$\sqrt{a^2 + b^2}$	$\sqrt[n]{a^2 + b^2}$
x_1, \dots, x_n	x_1, \dots, x_n	\ldots	\ldots
$x_1 + \dots + x_n$	$x_1 + \dots + x_n$	$\left \frac{1}{N} \right $	$\left \frac{1}{N} \right $
\sum_i^N	$\prod_{i=1}^N$	$\left(a + \frac{1}{2} \right)^2$	$\left(a + \frac{1}{2} \right)^2$
F_\perp, F_\parallel	F_\perp, F_\parallel	$\vec{F}_\perp, \vec{F}_\parallel$	$\vec{F}_\perp, \vec{F}_\parallel$
$\lim_{x \rightarrow \infty}$	$\lim_{x \rightarrow \infty}$	$\int_a^b dx$	$\int_a^b dx$
\int_a^b	\int_a^b	$\left \int_a^b dx \right ^2$	$\left \int_a^b dx \right ^2$
$\frac{df}{dx} _{x_0}$	$\frac{df}{dx} _{x_0}$	$\left \frac{df}{dx} \right _{x_0}$	$\left \frac{df}{dx} \right _{x_0}$
A^\top, A^\dagger, A^*	A^\top, A^\dagger, A^*	$\vec{A}^\top, \vec{A}^\dagger, \vec{A}^*$	$\vec{A}^\top, \vec{A}^\dagger, \vec{A}^*$
$\stackrel{!}{=}$	$\stackrel{!}{=}$	$\stackrel{!}{=}$	$\stackrel{!}{=}$

6.3. Math function names (upright, correct spacing)

<code>\sin</code>	<code>\sinh</code>	<code>\arcsin</code>	<code>\csc</code>	<code>\ln</code>	<code>\min</code>
<code>\cos</code>	<code>\cosh</code>	<code>\arccos</code>	<code>\sec</code>	<code>\lg</code>	<code>\max</code>
<code>\tan</code>	<code>\tanh</code>	<code>\arctan</code>	<code>\cot</code>	<code>\log</code>	<code>\lim</code>
<code>\exp</code>	<code>\det</code>	<code>\tr</code>	<code>\dim</code>	<code>\ker</code>	<code>\Pr</code>

6.4. Important Math functions

\sum	\sum	\prod	\prod	\int	\int
\int	\int	\iint	\iint	\iiint	\iiint
α	\vec{a}	\dot{a}	\ddot{a}	\ddot{a}	\hat{a}

6.5. Important Symbols in Mathmode

$+$	$+$	$-$	$-$	\pm	\mp
$<$	$<$	\leq	\leq	\ll	\cdot
$>$	$>$	\geq	\geq	\gg	\times
$=$	$=$	\neq	\neq	\equiv	\approx
$ $	$ $	\perp	\perp	\mid	\parallel
f'	f'	∇	∇	Δ	∂
\in	\in	\forall	\forall	\exists	$\#$
\cap	\cup	\cup	\cup	$\not\in$	\setminus
ℓ	ℓ	\angle	\angle	\circ	∂
\vee	\vee	\wedge	\wedge	\neg	\emptyset
T	\top	\bot	\bot	∞	\propto

