

CS109 LaTeX Cheat Sheet

Created by Derek Chong for CS109 during Spring 2020.

This cheat sheet assumes you have done an introductory tutorial and have a basic level of general knowledge. It focuses on giving you a quick reference for language features you will encounter in CS109, in order to make your life easier when working on problem sets.

Frequently-Used Markup

Building Blocks			
\geq	<code>\geq</code>	\leq	<code>\leq</code>
\neq	<code>\neq</code>	\approx	<code>\approx</code>
\sim	<code>\sim</code>	\Rightarrow	<code>\Rightarrow</code>
$\sqrt{42}$	<code>\sqrt{42}</code>	∞	<code>\infty</code>
λ	<code>\lambda</code>	μ, σ	<code>\mu, \sigma</code>
$\Phi(0)$	<code>\Phi(0)</code>	Σ	<code>\Sigma</code>
θ	<code>\theta</code>	\bar{X}, \hat{X}	<code>\bar{X}, \hat{X}</code>
A, B, \dots, Z	<code>A, B, \dots, Z</code>	$1, 2, \dots, n$	<code>1, 2, \dots, n</code>
<code>my_function()</code>	<code>\verb my_function()</code> <code> </code>	$\frac{42 \text{ units} \times 42 \text{ units}}{42 \text{ units} \times 42 \text{ units}}$	<code>\frac{42 \text{ \texttrm{ units}} \times 42 \text{ \texttrm{ units}}}{42 \text{ \texttrm{ units}} \times 42 \text{ \texttrm{ units}}}</code>
$\sum_{i=0}^n \frac{a}{b}$	<code>\sum_{i=0}^n</code> <code>\frac{a}{b}</code>	$\prod_{i=0}^n \frac{a}{b}$	<code>\prod_{i=0}^n</code> <code>\frac{a}{b}</code>
Probability			
$P(A \cap B)$	<code>P(A \cap B)</code>	$P(A \cup B)$	<code>P(A \cup B)</code>
$\binom{n}{k}$	<code>\binom{n}{k}</code>	$P(A_1 B^C)$	<code>P(A_1 B^C)</code>

$P(\text{text} \text{text})$	$P(\text{text} \text{text})$	$P(\text{cond} \leq 5.0)$	$P(\text{cond} \leq 5.0)$
$\frac{P(a b) \times P(b)}{P(a)}$	$\frac{P(a b) \times P(b)}{P(a b)P(b) + P(a b^c)P(b^c)}$	$\frac{P(a b) \times P(b)}{P(a b)P(b) + P(a b^c)P(b^c)}$	$\frac{P(a b) \times P(b)}{P(a b)P(b) + P(a b^c)P(b^c)}$

Random Variables

$X \sim \text{Ber}(p)$	$X \sim \text{Ber}(p)$	$X \sim \text{Bin}(n, p)$	$X \sim \text{Bin}(n, p)$
$X \sim \text{Poi}(\lambda = 0)$	$X \sim \text{Poi}(\lambda = 0)$	$X \sim \text{Exp}(\lambda = 0)$	$X \sim \text{Exp}(\lambda = 0)$
$X \sim \mathcal{N}(\mu = 0, \sigma^2 = 1)$	$X \sim \mathcal{N}(\mu = 0, \sigma^2 = 1)$	$\theta \sim \text{Beta}(a, b)$	$\theta \sim \text{Beta}(a, b)$

Calculus

$\int_{-1}^1 x^2 - 2x + 1 dx$	$\int_{-1}^1 x^2 - 2x + 1 dx$	$\left[x - \frac{1}{2}x^2 \right]_{-1}^1$	$\left[x - \frac{1}{2}x^2 \right]_{-1}^1$
$\iint_{0 < y < x < 1} \frac{x}{y} dy dx$	$\iint_{0 < y < x < 1} \frac{x}{y} dy dx$	$\frac{2}{3}y - \frac{3}{4}y^2 \Big _{-1}^x$	$\frac{2}{3}y - \frac{3}{4}y^2 \Big _{-1}^x$

Variance and Covariance

$\text{Var}(X)$	$\text{Var}(X)$	$\text{Cov}(X, Y)$	$\text{Cov}(X, Y)$
$\begin{bmatrix} a & b \\ c & d \end{bmatrix}$	$\begin{bmatrix} a & b \\ c & d \end{bmatrix}$	ρ	ρ

Useful Structures

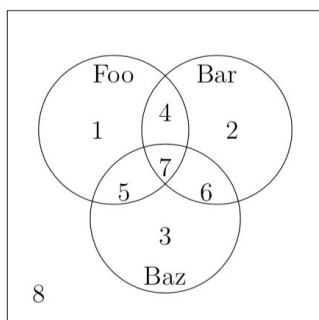
Groups of Equations

`\begin{align*}` chunks can be used to organise multiple lines of equations.

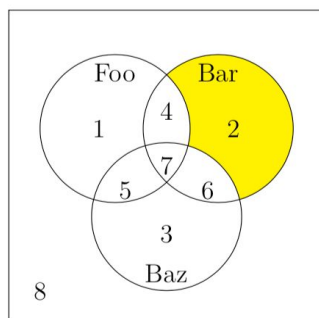
$P(X = x Y = 1, W = P_1) = \frac{P(X = x, Y = 1 W = P_1)}{P(Y = 1 W = P_1)}$ $= P(X = x W = P_1)$ $= \binom{5}{x}(0.1)^x(0.9)^{5-x}$	<pre>\begin{align*} P(X=x Y=1, W=P_1) &= \frac{P(X=x, Y=1 W=P_1)}{P(Y=1 W=P_1)} \\ &= P(X=x W=P_1) \\ &= \binom{5}{x} (0.1)^x (0.9)^{5-x} \end{align*}</pre>
$P(X = x Y = 1, W = P_2) = \frac{P(X = x, Y = 1 W = P_2)}{P(Y = 1 W = P_2)}$ $= P(X = x W = P_2)$ $= \binom{5}{x}(0.1)^x(0.9)^{5-x}$	<pre>\begin{align*} P(X=x Y=1, W=P_2) &= \frac{P(X=x, Y=1 W=P_2)}{P(Y=1 W=P_2)} \\ &= P(X=x W=P_2) \\ &= \binom{5}{x} (0.1)^x (0.9)^{5-x} \end{align*}</pre>

Venn Diagrams

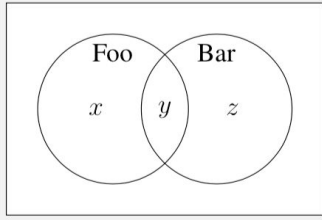
You may have to install the [venndiagram](#) package (and include `\usepackage{venndiagram}`)



```
\begin{venndiagram3sets} [labelA={Foo}, labelB={Bar}, labelC
={Baz},
labelOnlyA={1}, labelOnlyB={2}, labelOnlyC={3},
labelOnlyAB={4}, labelOnlyAC={5}, labelOnlyBC={6}, labelABC=
{7},
labelNotABC={8}]
```



```
\begin{center}
\begin{venndiagram3sets} [labelA={Foo}, labelB={Bar}, labelC
={Baz},
labelOnlyA={1}, labelOnlyB={2}, labelOnlyC={3},
labelOnlyAB={4}, labelOnlyAC={5}, labelOnlyBC={6}, labelABC=
{7}, labelNotABC={8}, shade={yellow}]
\fillOnlyB\end{venndiagram3sets}
\end{center}
```



```

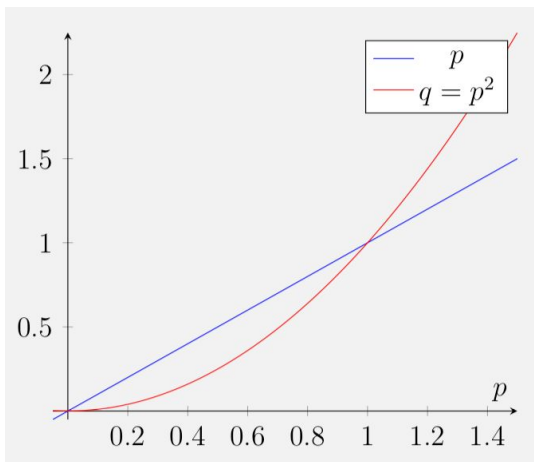
\begin{center}
\begin{venndiagram2sets} [labelA={Foo},labelB={Bar},
labelOnlyA={\$x\$},labelOnlyB={\$z\$}, labelAB={\$y\$},
shade={white}]
\fillAll
\end{venndiagram2sets}
\end{center}

```

Full package documentation is available here:

<https://ctan.math.illinois.edu/macros/latex/contrib/venndiagram/venndiagram.pdf>

Plotting Graphs

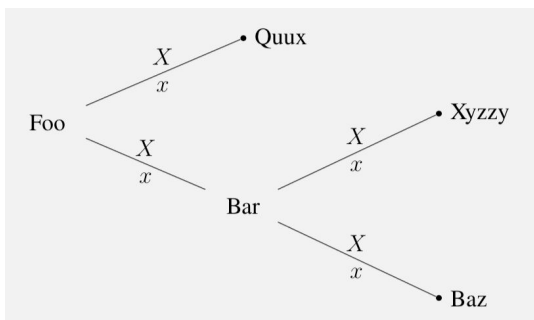


```

\begin{tikzpicture}
\begin{axis}[
axis lines = center,
xlabel = {\$p\$},
]
\addplot [domain=-0.05:1.5, samples=100,
color=blue]{x};
\addlegendentry{\$p\$}
\addplot [domain=-0.05:1.5, samples=100,
color=red]{x*x};
\addlegendentry{\$q = p^2\$}
\end{axis}
\end{tikzpicture}

```

Probability Trees



```

\tikzstyle{level 1}=[level distance=3.5cm, sibling
distance=3cm]
\tikzstyle{level 2}=[level distance=3.5cm, sibling
distance=3.3cm]
\tikzstyle{bag} = [text width=4em, text centered]
\tikzstyle{end} = [circle, minimum width=3pt,fill, inner
sep=0pt]
\begin{tikzpicture}[grow=right]
\node[bag] {Foo}
child {
node[bag] {Bar}
child {
node[end, label=right:{Baz}] {}
edge from parent
node[above] {\$X\$}
node[below] {\$x\$}
}
child {
node[end, label=right:{Xyzyy}] {}
edge from parent
node[above] {\$X\$}
node[below] {\$x\$}
}
}
}

```

```

edge from parent
node[above] {$X$}
node[below] {$x$}
}
child {
node[end, label=right:{Quux}] {}
edge from parent
node[above] {$X$}
node[below] {$x$}
};
\end{tikzpicture}

```

Tables

Foo	0	1	2	3	4
Bar	0.0000	0.0000	0.0000	0.0000	0.0000
Baz	0.0000	0.0000	0.0000	0.0000	0.0000
Quux	0.0000	0.0000	0.0000	0.0000	1.9921
Xyzzy	0.00%	0.00%	0.00%	0.00%	0.00%

```

\setlength{\tabcolsep}{0.75em} % horizontal padding
\def\arraystretch{1.25} % vertical padding
\begin{tabular}{|c|c|c|c|c|c|}
\hline
Foo & $0$ & $1$ & $2$ & $3$ & $4$ \\
\hline
Bar & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ \\
\hline
Baz & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ \\
\hline
Quux & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ & $0.0000$ \\
\hline
Xyzzy & $0.00\%$ & $0.00\%$ & $0.00\%$ & $0.00\%$ & $0.00\%$ \\
\hline
\end{tabular}

```

Python Code

This code requires you to install the `pythonhighlight` package and include

`\usepackage{pythonhighlight}` in your header.

<https://github.com/olivierverdier/python-latex-highlighting>

<pre> some_var = 42 # example comment for n in range(5): print("Hello world!") </pre>	<pre> \begin{python} some_var = 42 # example comment for n in range(5): print("Hello world!") \end{python} </pre>
---	---

General Tips

- **Local LaTeX:** Running LaTeX locally can help you learn faster than Overleaf - a shorter feedback loop is really helpful!
- **Wolfram Alpha:** You can paste LaTeX snippets directly into Wolfram Alpha and most of the time it'll understand them correctly and do something useful.
 - You can even add Wolfram Alpha as a custom search engine in Chrome. This lets you type "w [your LaTeX equation]" into your location bar, and it'll take you straight to the answer in Wolfram. Just go to [this link](#), and add [this](#) as an entry.
- **Half-LaTeX environments:** Using a half-LaTeX environment like MS Word, Powerpoint, or Google Docs with the [Auto-LaTeX Equations Addon](#) is super useful while you're doing your rough work.
 - Save up snippets for typesetting and test them in Wolfram Alpha as you go!
 - Auto-LaTeX may throw an error if you're signed into >1 Google Account at once
 - MS Office LaTeX support was added in 2016, is not yet available on macOS
- **Keyboard shortcuts:**
 - On TeXShop, you can type `\bali` and press Esc twice, and it'll set up a `\begin{align*}` block. Or `\b[xyz]` for any `\begin{xyz}` block.
 - It can be nice to define custom shortcuts for things you find yourself typing frequently, such as `\text{rm}{}` or Bayes' Theorem.
- **Expectations:** You don't have to use any of the above structures if you don't want to! The teaching team will accept and grade PSets in any format you submit.
- **Motivation:** Strong LaTeX skills will make you more effective in all future courses. [Goals](#)