

# Introduction to T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X\*

Boris Veytsman

February 2009

*Goals of This Course*

*T<sub>E</sub>X is Different*

*History of T<sub>E</sub>X & L<sup>A</sup>T<sub>E</sub>X*

*Why L<sup>A</sup>T<sub>E</sub>X & T<sub>E</sub>X?*

*Where to get help?*



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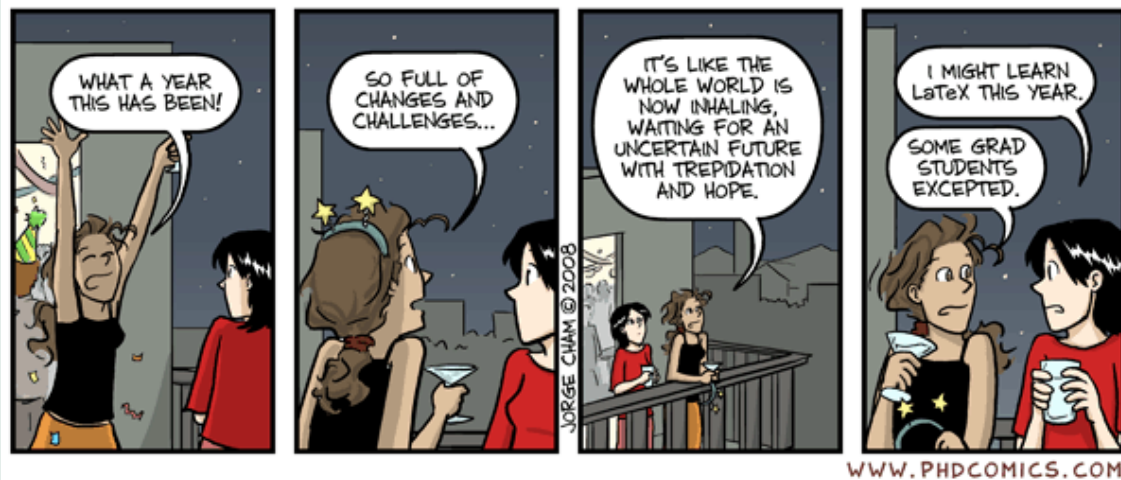
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## 1. Goals of This Course



"Piled Higher and Deeper" by Jorge Cham, [www.phdcomics.com](http://www.phdcomics.com)

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## 1. Goals of This Course

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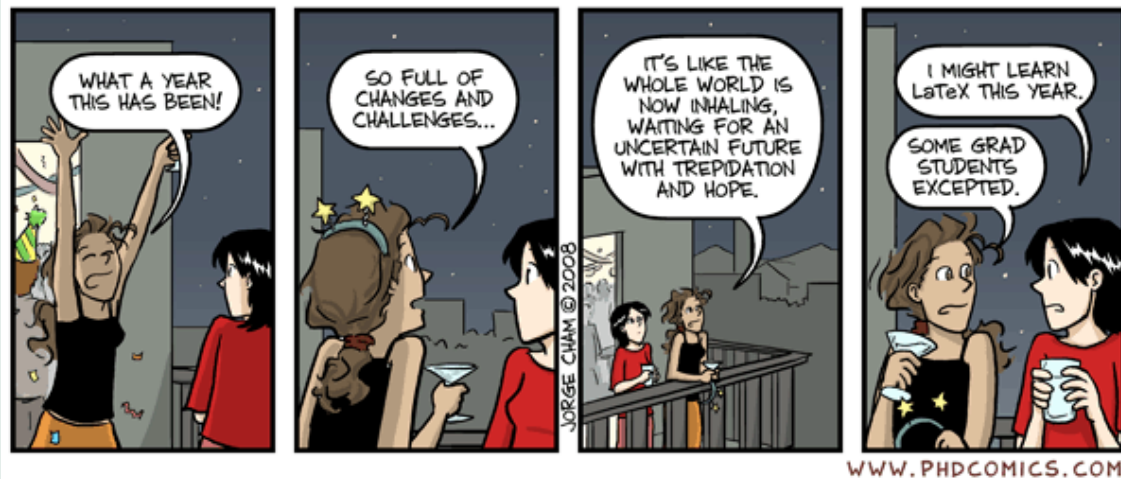
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Since the audience is diverse, I want to provide basic information for the beginners—and some food for thought for the old hands.



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## 2. What is Different in T<sub>E</sub>X?

You might know WYSIWYG documents: What You See Is What You Get. Is T<sub>E</sub>X WYSIWYG?

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## 2. What is Different in T<sub>E</sub>X?

You might know WYSIWYG documents: What You See Is What You Get. Is T<sub>E</sub>X WYSIWYG?

Here is how I wrote the previous page

```
\section{Goals of This Course}
\label{sec:goals}

\begin{center}
\includegraphics[width=15cm]{phd123108s.png}\\
“‘Piled Higher and Deeper’’ by Jorge Cham,
\href{http://www.phdcomics.com}{www.phdcomics.com}
\end{center}

\pause

Since the audience is diverse, I want to provide basic information
for the beginners---\emph{and} some food for thought for the old hands.
```

It is definitely *not* what you get!

Why is it so? What are the objectives of this strange design?

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### 3. A Short History of T<sub>E</sub>X & L<sup>A</sup>T<sub>E</sub>X



Donald Knuth<sup>1</sup> got an impulse to develop T<sub>E</sub>X, when he saw bad typesetting of his *The Art of Computer Programming* (end of 1970s).

How were the old mathematical books typeset? Is it possible to do this with computers?

This led to a research in the history of typography, fonts and typesetting.

T<sub>E</sub>X tries to imitate the classical typography practice—on the new technological level.

The quality of T<sub>E</sub>X algorithms is unsurpassed. It is the way to obtain best-looking pages—including pages with many equations.

---

<sup>1</sup>Pencil portrait by The Lutheran High School Association of Greater Milwaukee, see <http://www-cs-faculty.stanford.edu/~uno/graphics.html>

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## 3.1. The Classical Typography Process

### Author

The author produced a manuscript—just written (or typed) text:

#### Chapter 1

##### The Old Sea-dog at the Admiral Benbow

Squire Trelawney, Dr. Livesey, and the rest of these gentlemen having asked me to write down the whole particulars about Treasure Island, from the beginning to the end, keeping nothing back but the bearings of the island, and that only because there is still treasure not yet lifted, I take up my pen in the year of grace 17... and go back to the time when my father kept the Admiral Benbow inn and the brown old seaman with the sabre cut first took up his lodging under our roof.

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### Book Designer

The book designer produced the design: the book must be set in Modern Sans Serif 10pt, chapter heads must be 12pt, etc.



## Technical Editor

Technical editor would *mark up* the manuscript:

Chapter 1

The Old Sea-dog at the Admiral Benbow

Squire Trelawney, Dr. Livesey, and the rest of these gentlemen having asked me to write down the whole particulars about Treasure Island, from the beginning to the end, keeping nothing back but the bearings of the island, and that only because there is still treasure not yet lifted, I take up my pen in the year of grace 17... and go back to the time when my father kept the Admiral Benbow inn and the brown old seaman with the sabre cut first took up his lodging under our roof.

12pt bold

bold

sm. caps

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## Compositor

Compositor would *typeset* the manuscript, selecting line breaks, hyphenation, page breaks to have a beautiful manuscript:

### Chapter 1

#### The Old Sea-dog at the Admiral Benbow

SQUIRE TRELAWNEY, Dr. Livesey, and the rest of these gentlemen having asked me to write down the whole particulars about Treasure Island, from the beginning to the end, keeping nothing back but the bearings of the island, and that only because there is still treasure not yet lifted, I take up my pen in the year of grace 17. . . and go back to the time when my father kept the Admiral Benbow inn and the brown old seaman with the sabre cut first took up his lodging under our roof.

The result is definitely *not* WYSIWYG: the layout is *professional!*

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## 3.2. The Idea of $T_E X$

The idea of Knuth was to automate the work of *compositor*. The author would produce manuscript with *commands* (like the markup of the technical editor on page 6), and the computer would typeset it. The author's manuscript would look like this:

```

{\twelvebf Chapter 1}

{\bf The Old Sea-dog at the Admiral Benbow}

{\sc Squire Trelawney}, Dr. Livesey, and the rest of these
gentlemen having asked me to write down the whole particulars
about Treasure Island, from the beginning to the end, keeping
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The idea of Knuth was to automate the work of *compositor*. The author would produce manuscript with *commands* (like the markup of the technical editor on page 6), and the computer would typeset it. The author's manuscript would look like this:

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roof.
  
```

The sequences `\twelvebf`, `\bf`, `\sc`, `\dots` are *commands*. A  $\TeX$  manuscript is text interspersed with commands. Commands are basically technical editor's markup.

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### 3.3. Macro Expansion

One of the most important features of Knuth's T<sub>E</sub>X—macro expansion.  
Instead of writing

```
{\twelvebf Chapter 1}  
{\bf The Old Sea-dog at the Admiral Benbow}  
...  
{\twelvebf Chapter 2}  
{\bf Black Dog Appears and Disappears}  
...  
{\twelvebf Chapter 3}  
{\bf The Black Spot}  
...
```

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...
{\twelvebf Chapter 2}
{\bf Black Dog Appears and Disappears}
...
{\twelvebf Chapter 3}
{\bf The Black Spot}
...
  
```

we can define a command `\chapter` with one argument and write just

```

\chapter{Old Sea-dog at the Admiral Benbow}
...
\chapter{Black Dog Appears and Disappears}
...
\chapter{The Black Spot}
  
```

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...
  
```

we can define a command `\chapter` with one argument and write just

```

\chapter{Old Sea-dog at the Admiral Benbow}
...
\chapter{Black Dog Appears and Disappears}
...
\chapter{The Black Spot}
  
```

The command `\chapter` should calculate chapter number, put the word “Chapter” and the chapter title in the proper fonts, make the proper whitespace, etc.

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### 3.4. Visual and Logical Format

There is a big difference between the commands

```
{\twelvebf Chapter 1}  
{\bf The Old Sea-dog at the Admiral Benbow}
```

and

```
\chapter{The Old Sea-dog at the Admiral Benbow}
```





### 3.4. Visual and Logical Format

There is a big difference between the commands

```
{\twelvebf Chapter 1}  
{\bf The Old Sea-dog at the Admiral Benbow}
```

and

```
\chapter{The Old Sea-dog at the Admiral Benbow}
```

The first one says *how the text should look*. The second one says *what does it mean*.

We can *redefine* `\chapter`, so this command produces

Chapter I

THE OLD SEA-DOG AT THE ADMIRAL BENBOW

We did an important thing: we separated the meaning from the appearance. This is the difference between *visual markup* and *logical markup*.



### 3.4. Visual and Logical Format

There is a big difference between the commands

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{\bf The Old Sea-dog at the Admiral Benbow}
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and

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\chapter{The Old Sea-dog at the Admiral Benbow}
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Knuth's T<sub>E</sub>X provides mostly visual markup, but it has means (macro expansion!) to create a logical markup system.



### 3.5. Why Do We Want Logical Markup?

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### 3.5. Why Do We Want Logical Markup?

#### Professionalism

Everybody must do his or her own work. Authors know how to write. Designers know how to make beautiful pages.

Authors should think about *meaning*, not about looking (besides, 99% of them have no idea of good design!)

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#### Style Changes

If the publisher wants to change fonts, headings, etc.—one can just change definition of commands!



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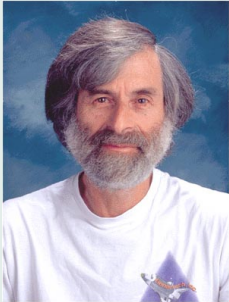
If the publisher wants to change fonts, headings, etc.—one can just change definition of commands!

#### Machine-Readable

We can process logical markup by a computer and make different outputs!



### 3.6. The Principles Of L<sup>A</sup>T<sub>E</sub>X



There were several systems of logical markup with T<sub>E</sub>X. One of the most known is L<sup>A</sup>T<sub>E</sub>X, created by Leslie Lamport<sup>2</sup>. The development is now done by the L<sup>A</sup>T<sub>E</sub>X3 team. It provides a logical markup, automating numbering and references, bibliography and index handling, and hundreds of additional packages.

The main ideas of L<sup>A</sup>T<sub>E</sub>X: (more or less) uniform logical markup of the manuscripts, *and* visual markup in *style files*.

Unlike Knuthian T<sub>E</sub>X, in L<sup>A</sup>T<sub>E</sub>X authors are just authors, designers write style files, and computer does the work of a technical editor and a compositor.

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<sup>2</sup>The image used is released by the author to the public domain, see [http://en.wikipedia.org/wiki/Image:Leslie\\_Lamport.jpg](http://en.wikipedia.org/wiki/Image:Leslie_Lamport.jpg)

Example: consider two simple files:

```
\documentclass[12pt]{article}

\begin{document}
\title{On Something Or Other}
\author{A. U. Thor}
\date{May 12, 2120}
\maketitle

\section{Introduction}

This is an introduction to the paper.

\end{document}
```

```
\documentclass[12pt]{amsart}

\begin{document}
\title{On Something Or Other}
\author{A. U. Thor}
\date{May 12, 2120}
\maketitle

\section{Introduction}

This is an introduction to the paper.

\end{document}
```





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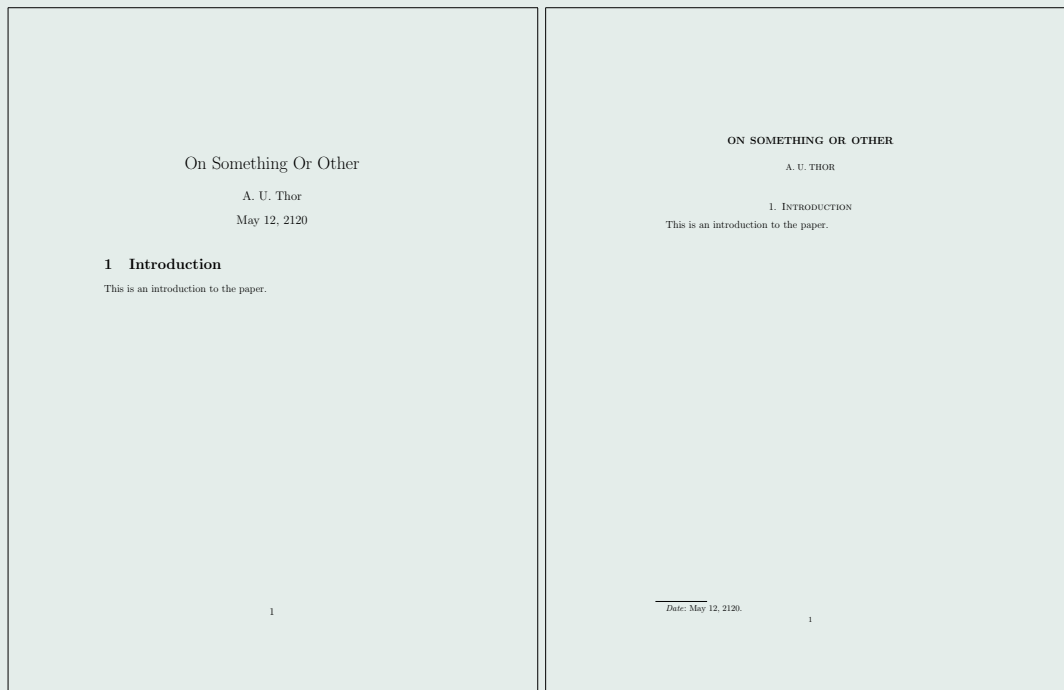
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Observe the differences! (`article` is the default L<sup>A</sup>T<sub>E</sub>X version, `amsart` is the version of the American Mathematical Society).

The author *or* designer can easily change the manuscript style.

## 4. Why L<sup>A</sup>T<sub>E</sub>X & T<sub>E</sub>X?

Now we understand what is different in L<sup>A</sup>T<sub>E</sub>X & T<sub>E</sub>X: a `.tex` file is *not* a document. It is a *program* to produce a document!

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A computer deals with all mundane tasks of writing: numbering, citations, references. You need just to express your thoughts.

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The results are versatile and unsurpassed: print documents (in any format), screen presentations, automatic generation, etc., etc.



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The language is stable: you can use the documents written decades ago!



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The language is stable: you can use the documents written decades ago!

### 4.2. Bugs

Bad thing: programs have bugs. While T<sub>E</sub>X is<sup>3</sup> bug-free, *your* files are not.

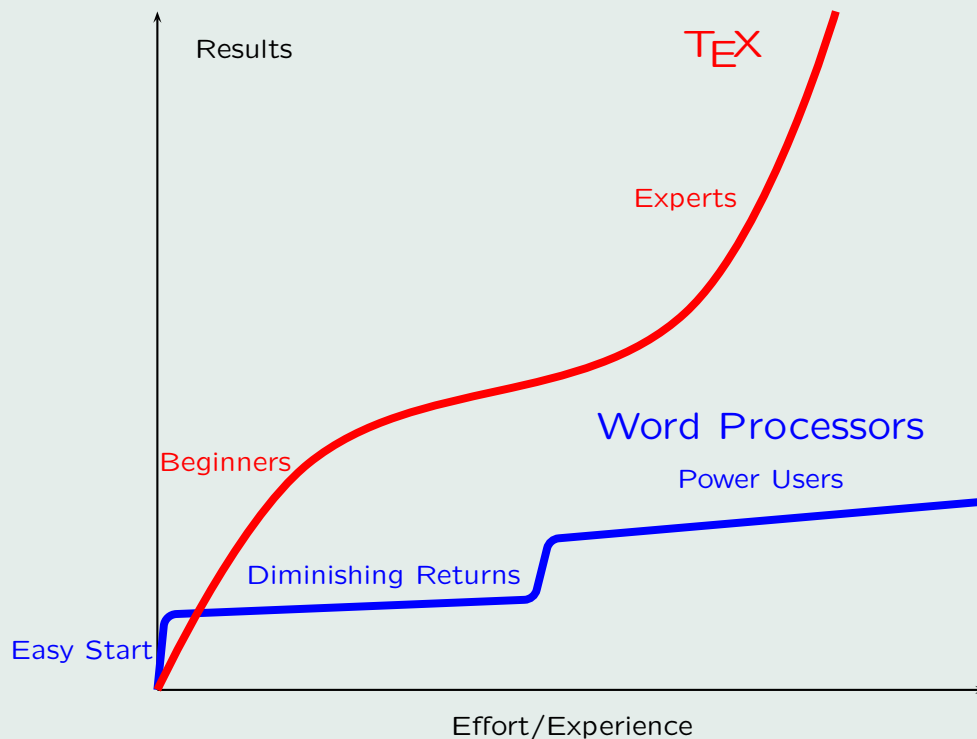
You need to understand some debugging!



---

<sup>3</sup>Arguably

## 4.3. Learning Curve





## 5. Where to get help?

### 5.1. For Beginners

1. The standard reference book by Lamport<sup>4</sup> is a good start.
2. The indispensable online FAQ<sup>5</sup> will answer many questions.
3. The great introduction text “The Not So Short Introduction to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>”<sup>6</sup> is available online.
4. There is the Comprehensive List of L<sup>A</sup>T<sub>E</sub>X symbols<sup>7</sup> available online.
5. The good book about higher math in L<sup>A</sup>T<sub>E</sub>X by Graätzer<sup>8</sup>. The first part of this book is available online<sup>9</sup>.
6. People from the Usenet group `c.t.t`<sup>10</sup> will answer many questions.

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<sup>4</sup>Leslie Lamport, *L<sup>A</sup>T<sub>E</sub>X: a Document Preparation System*, 2 edition (Reading, Ma.: Addison-Wesley Publishing Company, 1994), illustrations by Duane Bibby.

<sup>5</sup>UK T<sub>E</sub>X Users Group, UK List of T<sub>E</sub>X Frequently Asked Questions, <http://www.tex.ac.uk/cgi-bin/texfaq2html>, 2008.

<sup>6</sup>Tobias Oetiker et al., The Not So Short Introduction to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, Or L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> in 141 Minutes, May 2008, <http://ctan.tug.org/tex-archive/info/lshort>.

<sup>7</sup>Scott Pakin, The Comprehensive L<sup>A</sup>T<sub>E</sub>X Symbol List, September 2008, <http://ctan.tug.org/tex-archive/info/symbols/comprehensive>.

<sup>8</sup>George Grätzer, *More Math Math into L<sup>A</sup>T<sub>E</sub>X*, fourth edition (New York: Springer, 2007).

<sup>9</sup>[http://ctan.tug.org/tex-archive/info/Math\\_into\\_LaTeX-4/](http://ctan.tug.org/tex-archive/info/Math_into_LaTeX-4/)

<sup>10</sup>[news://comp.text.tex](http://news://comp.text.tex)



## 5.2. For More Advanced Users

1. `texdoc` utility helps to browse system documentation.
2. The great L<sup>A</sup>T<sub>E</sub>X Companion<sup>11</sup> lists many tips and tricks.
3. For special tasks see Graphics Companion<sup>12</sup> and Web Companion<sup>13</sup>.
4. The Knuth's text<sup>14</sup> helps in the advanced macro programming in T<sub>E</sub>X.
5. T<sub>E</sub>X-related stuff is available at Comprehensive T<sub>E</sub>X Archive Network<sup>15</sup>
6. Consider joining T<sub>E</sub>X Users Group<sup>16</sup>, which provides excellent journals, DVD collections and conferences about T<sub>E</sub>X.

<sup>11</sup>Frank Mittelbach et al., *The L<sup>A</sup>T<sub>E</sub>X Companion* (Boston: Addison-Wesley Professional, 2004), series Addison-Wesley Series on Tools and Techniques for Computer Typesetting.

<sup>12</sup>Michel Goossens, Sebastian Rahtz and Frank Mittelbach, *The L<sup>A</sup>T<sub>E</sub>X Graphics Companion: Illustrating Documents With T<sub>E</sub>X and PostScript* (Reading, Ma.: Addison-Wesley, 1997), series Addison-Wesley Series on Tools and Techniques for Computer Typesetting.

<sup>13</sup>Michael Goossens et al., *The L<sup>A</sup>T<sub>E</sub>X Web Companion: Integrating T<sub>E</sub>X, HTML, and XML* (Reading, Ma.: Addison Wesley Longman, 1999), series Addison-Wesley Series on Tools and Techniques for Computer Typesetting.

<sup>14</sup>Donald Ervin Knuth, *The T<sub>E</sub>Xbook* (Reading, Ma.: Addison-Wesley Publishing Company, 1994), series Computers & Typesetting A, illustrations by Duane Bibby.

<sup>15</sup><http://ctan.tug.org>

<sup>16</sup><http://www.tug.org>

Goals of This Course

T<sub>E</sub>X is Different

History of T<sub>E</sub>X & L<sup>A</sup>T<sub>E</sub>X

Why L<sup>A</sup>T<sub>E</sub>X & T<sub>E</sub>X?

Where to get help?



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