

How to annoy Evan with L^AT_EX

A list of pet peeves

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It is assumed you are using `amsmath` and `amssymb` packages, which you likely are already if you are trying to type math.

Instead of . . .		Annoy Evan by using . . .		Notes
<code>‘quotes’</code>	“quotes”	<code>"quotes"</code>	”quotes”	
<code>sin(x)</code>	$\sin(x)$	<code>sin(x)</code>	$\sin(x)$	(1)
<code>1, \dots, n</code>	$1, \dots, n$	<code>1, \dots, n</code>	$1, \dots, n$	(2)
<code>1, \dots, n</code>	$1, \dots, n$	<code>1, \cdots, n</code>	$1, \cdots, n$	(2)
<code>a\$, \$b\$, and \$c\$</code>	$a, b, \text{ and } c$	<code>\$a, b, \$ and \$c\$</code>	$a, b, \text{ and } c$	(3)
<code>p \mid n</code>	$p \mid n$	<code>p n</code>	$p n$	(4)
<code>\ell \parallel m</code>	$\ell \parallel m$	<code>\ell m</code>	ℓm	
<code>a \pmod n</code>	$a \pmod n$	<code>a (\text{mod } n)</code>	$a \pmod n$	(5)
<code>2 \cdot 3 = 6</code>	$2 \cdot 3 = 6$	<code>2 * 3 = 6</code>	$2 * 3 = 6$	
<code>2 \times 3 = 6</code>	$2 \times 3 = 6$	<code>2x3 = 6</code>	$2x3 = 6$	
<code>\left< x, y \right></code>	$\langle x, y \rangle$	<code><x,y></code>	$\langle x, y \rangle$	(6)
<code>\[1+1=2 \]</code>	See (7)	<code>\$\$1+1=2\$\$</code>	See (7)	(7)

Notes

- This also applies to `cos`, `tan`, `gcd`, `min`, `max`, `deg`, `log`, `ln`, `exp`, `inf`, `sup`, (For custom operators, say `lcm(a, b)`, write `\operatorname{lcm}(a, b)`. Or put `\DeclareMathOperator{lcm}{lcm}` in the preamble to define `\lcm`.)
- Generally, you should almost always use `\dots`, even outside math mode. The two dots commands, `\ldots` (. . .) and `\cdots` (. . .) put the dots in different places. Generally, you want the former for lists and text, the latter between operators. The smarter `\dots` will auto-detects which case you are in.
- The spacing right before the variable b is affected.
- Also in set notation, e.g. $\{x \mid f(x) > 0\}$ is `\left\{ x \mid f(x) > 0 \right\}`.
- `$a \bmod n$` gives “ $a \bmod n$ ”, `$a \pmod n$` gives “ $a \pmod n$ ”.
- `\left` and `\right` are also used for resizing `()`, `[]`, `\{\}` to match heights of tall inputs. Compare `\left(\frac{1}{2} \right)` and `\left(f(\frac{1}{2}) \right)`:

$$f\left(\frac{1}{2}\right) \quad \text{vs.} \quad f\left(\frac{1}{2}\right).$$

- `$$\dots$$` is a T_EX primitive, not officially supported by L^AT_EX. It “usually” works, but there are **occasional mysterious breakages** (whereas `\[\dots \]` always works). For example, the `\qedhere` command will break:

Example proof with double dollar signs. Follows by

$$1 + 1 = 2. \quad \square$$

Example proof with correct syntax. Follows by

$$1 + 1 = 2. \quad \square$$