

# How to annoy Evan with L<sup>A</sup>T<sub>E</sub>X

## 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. See also <https://web.evanchen.cc/latex-style-guide.html>.

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, \cdots, n</code>	$1, \cdots, n$	<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 \mid n\$</code>	$p \mid n$	(4)
<code>\$\ell \parallel m\$</code>	$\ell \parallel m$	<code>\$\ell \parallel m\$</code>	$\ell \parallel m$	
<code>\$a \bmod 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&lt; x, y \right&gt;\$</code>	$\langle x, y \rangle$	<code>\$&lt;x,y&gt;\$</code>	$\langle x, y \rangle$	(6)
<code>\[ 1+1=2 \]</code>	See (7)	<code>\$\$1+1=2\$\$</code>	See (7)	(7)

### Notes

1. This also applies to `cos`, `tan`, `gcd`, `min`, `max`, `deg`, `log`, `ln`, `exp`, `inf`, `sup`, .... (For custom operators, say  $\operatorname{lcm}(a, b)$ , write `$\operatorname{lcm}(a,b)$`. Or put `\DeclareMathOperator{lcm}{lcm}` in the preamble to define `\lcm`.)
2. 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-detect which case you are in.
3. The spacing right before the variable  $b$  is affected.
4. Also in set notation, e.g.  $\{x \mid f(x) > 0\}$  is `$\left\{ x \mid f(x) > 0 \right\}$`.
5. `$a \bmod n$` gives “ $a \bmod n$ ”, `$a \bmod n$` gives “ $a \text{ mod } n$ ”.
6. `\left` and `\right` are also used for resizing `()`, `[]`, `\{\}` to match heights of tall inputs. Compare `\[ f\left( \frac{1}{2} \right) \]` and `\[ f( \frac{1}{2} ) \]`:

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

7. `$$...$$` is a T<sub>E</sub>X primitive, not officially supported by L<sup>A</sup>T<sub>E</sub>X. It “usually” works, but there are occasional mysterious breakages (whereas `\[ ... \]` 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

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