

TeX Reference Card

(for Plain TeX)

Greek Letters

α	<code>\alpha</code>	ι	<code>\iota</code>	ϱ	<code>\varrho</code>
β	<code>\beta</code>	κ	<code>\kappa</code>	σ	<code>\sigma</code>
γ	<code>\gamma</code>	λ	<code>\lambda</code>	ς	<code>\varsigma</code>
δ	<code>\delta</code>	μ	<code>\mu</code>	τ	<code>\tau</code>
ϵ	<code>\epsilon</code>	ν	<code>\nu</code>	υ	<code>\upsilon</code>
ε	<code>\varepsilon</code>	ξ	<code>\xi</code>	ϕ	<code>\phi</code>
ζ	<code>\zeta</code>	\omicron	<code>\omicron</code>	φ	<code>\varphi</code>
η	<code>\eta</code>	π	<code>\pi</code>	χ	<code>\chi</code>
θ	<code>\theta</code>	ϖ	<code>\varpi</code>	ψ	<code>\psi</code>
ϑ	<code>\vartheta</code>	ρ	<code>\rho</code>	ω	<code>\omega</code>
Γ	<code>\Gamma</code>	Ξ	<code>\Xi</code>	Φ	<code>\Phi</code>
Δ	<code>\Delta</code>	Π	<code>\Pi</code>	Ψ	<code>\Psi</code>
Θ	<code>\Theta</code>	Σ	<code>\Sigma</code>	Ω	<code>\Omega</code>
Λ	<code>\Lambda</code>	Υ	<code>\Upsilon</code>		

Symbols of Type Ord

\aleph	<code>\aleph</code>	\prime	<code>\prime</code>	\forall	<code>\forall</code>
\hbar	<code>\hbar</code>	\emptyset	<code>\emptyset</code>	\exists	<code>\exists</code>
\imath	<code>\imath</code>	∇	<code>\nabla</code>	\neg	<code>\neg</code> or <code>\not</code>
\jmath	<code>\jmath</code>	\surd	<code>\surd</code>	\flat	<code>\flat</code>
ℓ	<code>\ell</code>	\top	<code>\top</code>	\natural	<code>\natural</code>
\wp	<code>\wp</code>	\bot	<code>\bot</code>	\sharp	<code>\sharp</code>
\Re	<code>\Re</code>	\parallel	<code>\parallel</code>	\clubsuit	<code>\clubsuit</code>
\Im	<code>\Im</code>	\angle	<code>\angle</code>	\diamondsuit	<code>\diamondsuit</code>
∂	<code>\partial</code>	\triangle	<code>\triangle</code>	\heartsuit	<code>\heartsuit</code>
∞	<code>\infty</code>	\backslash	<code>\backslash</code>	\spadesuit	<code>\spadesuit</code>

Large Operators

\sum	<code>\sum</code>	\bigcap	<code>\bigcap</code>	\bigodot	<code>\bigodot</code>
\prod	<code>\prod</code>	\bigcup	<code>\bigcup</code>	\bigotimes	<code>\bigotimes</code>
\coprod	<code>\coprod</code>	\bigsqcup	<code>\bigsqcup</code>	\bigoplus	<code>\bigoplus</code>
\int	<code>\int</code>	\bigvee	<code>\bigvee</code>	\biguplus	<code>\biguplus</code>
\oint	<code>\oint</code>	\bigwedge	<code>\bigwedge</code>		

Binary Operations

\pm	<code>\pm</code>	\cap	<code>\cap</code>	\vee	<code>\vee</code> or <code>\lor</code>
\mp	<code>\mp</code>	\cup	<code>\cup</code>	\wedge	<code>\wedge</code> or <code>\land</code>
\setminus	<code>\setminus</code>	\oplus	<code>\oplus</code>	\otimes	<code>\otimes</code>
\cdot	<code>\cdot</code>	\sqcap	<code>\sqcap</code>	\ominus	<code>\ominus</code>
\times	<code>\times</code>	\sqcup	<code>\sqcup</code>	\otimes	<code>\otimes</code>
$*$	<code>\ast</code>	\triangleleft	<code>\triangleleft</code>	\oslash	<code>\oslash</code>
\star	<code>\star</code>	\triangleright	<code>\triangleright</code>	\odot	<code>\odot</code>
\diamond	<code>\diamond</code>	\wr	<code>\wr</code>	\dagger	<code>\dagger</code>
\circ	<code>\circ</code>	\bigcirc	<code>\bigcirc</code>	\ddagger	<code>\ddagger</code>
\bullet	<code>\bullet</code>	\triangleup	<code>\triangleup</code>	\amalg	<code>\amalg</code>
\div	<code>\div</code>	\triangledown	<code>\triangledown</code>		

Page Layout

<code>\hsize=(dimen)</code>	set width of page
<code>\vsize=(dimen)</code>	set height of page
<code>\displaywidth=(dimen)</code>	set width of math displays
<code>\hoffset=(dimen)</code>	move page horizontally
<code>\voffset=(dimen)</code>	move page vertically

Relations

\leq	<code>\leq</code> or <code>\le</code>	\geq	<code>\geq</code> or <code>\ge</code>	\equiv	<code>\equiv</code>
\prec	<code>\prec</code>	\succ	<code>\succ</code>	\sim	<code>\sim</code>
\preceq	<code>\preceq</code>	\succeq	<code>\succeq</code>	\simeq	<code>\simeq</code>
\ll	<code>\ll</code>	\gg	<code>\gg</code>	\asymp	<code>\asymp</code>
\subset	<code>\subset</code>	\supset	<code>\supset</code>	\approx	<code>\approx</code>
\subseteq	<code>\subseteq</code>	\supseteq	<code>\supseteq</code>	\cong	<code>\cong</code>
\sqsubset	<code>\sqsubset</code>	\sqsupseteq	<code>\sqsupseteq</code>	\bowtie	<code>\bowtie</code>
\in	<code>\in</code>	\notin	<code>\notin</code>	\ni or <code>\owns</code>	<code>\ni</code> or <code>\owns</code>
\vdash	<code>\vdash</code>	\dashv	<code>\dashv</code>	\models	<code>\models</code>
\smile	<code>\smile</code>	\mid	<code>\mid</code>	\doteq	<code>\doteq</code>
\frown	<code>\frown</code>	\parallel	<code>\parallel</code>	\perp	<code>\perp</code>
\propto	<code>\propto</code>				

Most relations can be negated by prefixing them with `\not`.

\neq	<code>\not\equiv</code>	\notin	<code>\notin</code>	\neq	<code>\neq</code>
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Arrows

\leftarrow	<code>\leftarrow</code> or <code>\gets</code>	\longleftarrow	<code>\longleftarrow</code>
\Leftarrow	<code>\Leftarrow</code>	\Lleftarrow	<code>\Lleftarrow</code>
\rightarrow	<code>\rightarrow</code> or <code>\to</code>	\longrightarrow	<code>\longrightarrow</code>
\Rightarrow	<code>\Rightarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>
\leftrightarrow	<code>\leftrightarrow</code>	\longleftrightarrow	<code>\longleftrightarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\Leftrightarrow	<code>\Leftrightarrow</code>
\mapsto	<code>\mapsto</code>	\longmapsto	<code>\longmapsto</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\hookrightarrow</code>
\uparrow	<code>\uparrow</code>	\Uparrow	<code>\Uparrow</code>
\downarrow	<code>\downarrow</code>	\Downarrow	<code>\Downarrow</code>
\updownarrow	<code>\updownarrow</code>	\Updownarrow	<code>\Updownarrow</code>
\nearrow	<code>\nearrow</code>	\searrow	<code>\searrow</code>
\nrightarrow	<code>\nrightarrow</code>	\swarrow	<code>\swarrow</code>

The `\buildrel` macro puts one symbol over another. The format is `\buildrel<superscript>\over<relation>`.

$$f(x) \stackrel{\alpha\beta}{\text{def}} x+1 \quad f(x) \; ; \; \{\buildrel{\rm def}\over{=} \; \}; x+1$$

Delimiters

$[$	<code>\lbrack</code> or <code>[</code>	$\{$	<code>\lbrace</code> or <code>\{</code>	\langle	<code>\langle</code>
\rceil	<code>\rceil</code> or <code>\rceil</code>	\lfloor	<code>\lfloor</code> or <code>\}</code>	\rangle	<code>\rangle</code>
\lceil	<code>\lceil</code> or <code>\lceil</code>	\rfloor	<code>\rfloor</code>	\lceil	<code>\lceil</code>
\llbracket	<code>\llbracket</code>	\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>
\llbracket	<code>\llbracket</code>	\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>

Left and right delimiters will be enlarged if they are prefixed with `\left` or `\right`. Each `\left` must have a matching `\right`, one of which may be an empty delimiter (`\left.` or `\right.`). To specify a particular size, use the following:

`\bigl`, `\bigr`, `\Bigl`, `\Bigr`, `\biggl`, `\biggr`

You can also say `\bigm` for a large delimiter in the middle of a formula, or just `\big` for one that acts as an ordinary symbol.

Every Time Insertions

<code>\everypar</code>	insert whenever a paragraph begins
<code>\everymath</code>	insert whenever math in text begins
<code>\everydisplay</code>	insert whenever displayed math begins
<code>\everycr</code>	insert after every <code>\cr</code>

Accents

Type	Example	In Math	In Text
hat	\hat{a}	<code>\hat</code>	<code>\^</code>
expanding hat	\widehat{abc}	<code>\widehat</code>	none
check	\check{a}	<code>\check</code>	<code>\v</code>
tilde	\tilde{a}	<code>\tilde</code>	<code>\~</code>
expanding tilde	\widetilde{abc}	<code>\widetilde</code>	none
acute	\acute{a}	<code>\acute</code>	<code>\'</code>
grave	\grave{a}	<code>\grave</code>	<code>\`</code>
dot	\dot{a}	<code>\dot</code>	<code>\.</code>
double dot	\ddot{a}	<code>\ddot</code>	<code>\"</code>
breve	\breve{a}	<code>\breve</code>	<code>\u</code>
bar	\bar{a}	<code>\bar</code>	<code>\=</code>
vector	\vec{a}	<code>\vec</code>	none

The `\skew(number)` command shifts accents for proper positioning, the larger the (number), the more right the shift. Compare

$$\hat{\hat{A}} \quad \text{\skew6}\hat{\hat{A}}$$

Elementary Math Control Sequences

overline a formula	$\overline{x+y}$	<code>\overline{x+y}</code>
underline a formula	$\underline{x+y}$	<code>\underline{x+y}</code>
square root	$\sqrt{x+2}$	<code>\sqrt{x+2}</code>
higher order roots	$\sqrt[n]{x+2}$	<code>\root n\of{x+2}</code>
fraction	$\frac{n+1}{3}$	<code>{n+1\over 3}</code>
fraction, no line	$n+1$	<code>{n+1\atop 3}</code>
binomial coeff.	$\binom{n+1}{3}$	<code>{n+1\choose 3}</code>
braced fraction	$\left\{ \frac{n+1}{3} \right\}$	<code>{n+1\brace 3}</code>
bracketed fraction	$\left[\frac{n+1}{3} \right]$	<code>{n+1\brack 3}</code>

The following specify a style for typesetting formulas.

`\displaystyle` `\textstyle` `\scriptstyle` `\scriptscriptstyle`

Non-Italic Function Names

<code>\arccos</code>	<code>\cos</code>	<code>\csc</code>	<code>\exp</code>	<code>\ker</code>	<code>\limsup</code>	<code>\min</code>	<code>\sinh</code>
<code>\arcsin</code>	<code>\cosh</code>	<code>\deg</code>	<code>\gcd</code>	<code>\lg</code>	<code>\ln</code>	<code>\Pr</code>	<code>\sup</code>
<code>\arctan</code>	<code>\cot</code>	<code>\det</code>	<code>\hom</code>	<code>\lim</code>	<code>\log</code>	<code>\sec</code>	<code>\tan</code>
<code>\arg</code>	<code>\coth</code>	<code>\dim</code>	<code>\inf</code>	<code>\liminf</code>	<code>\max</code>	<code>\sin</code>	<code>\tanh</code>
<code>a \bmod m</code>	<code>a (mod m)</code>						mod with parentheses
<code>a \bmod m</code>	<code>a mod m</code>						mod without parentheses

The following examples use `\mathop` to create function names.

Example	Command	Plain TeX	Definition
$\lim_{x \rightarrow 2}$	<code>\lim_{x\to2}</code>	<code>\def\lim{\mathop{\rm lim}}</code>	
\log_2	<code>\log_2</code>	<code>\def\log{\mathop{\rm log}\nolimits}</code>	

Footnotes, Insertions, and Underlines

<code>\footnote{marker}{(text)}</code>	footnote
<code>\topinsert{vmode material}\endinsert</code>	insert at top of page
<code>\pageinsert{vmode material}\endinsert</code>	insert on top page
<code>\midinsert{vmode material}\endinsert</code>	insert middle of page
<code>\underbar{(text)}</code>	underline text

Useful Parameters and Conversions

<code>\day, \month, \year</code>	the current day, month, year
<code>\jobname</code>	name of current job
<code>\rom numeral{number}</code>	convert to lower case roman nums.
<code>\uppercase{(token list)}</code>	convert to upper case
<code>\lowercase{(token list)}</code>	convert to lower case

Fills, Leaders and Ellipses

Text or Math:	...	<code>\dots</code>
Math:	...	<code>\ldots</code> <code>\cdots</code> <code>\vdots</code> <code>\ddots</code>

The following fill space with the indicated item.

`\hrulefill` `\rightarrowfill` `\leftarrowfill` `\dotfill`

The general format for constructing leaders is

`\leaders(box or rule)\hspace{glue}` repeat box or rule
`\leaders(box or rule)\hfill` fill space with box or rule

TeX Fonts and Magnification

`\rm` Roman `\bf` Bold `\tt` Typewriter
`\sl` Slant `\it` Italic `\/` "italic correction"

`\magnification=(number)` scale document by $n/1000$
`\magstep(number)` scaling factor of $1.2^n \times 1000$
`\magstephalf` scalling factor of $\sqrt{1.2}$
`\font\FN=(fontname)` load a font, naming it `\FN`
`\font\FN=(fontname) at <dimen>` load font scaled to dimension
`\font\FN=(fontname) scaled <number>` load font scaled by $n/1000$
`true <dimen>` dimension with no scaling

Alignment Displays

`\settabs(number)\columns` set equally spaced tabs
`\settabs+(sample line)\cr` set tabs as per sample line
`\+(text1)&(text2)&...&\cr` tabbed text to be typeset
`\halign` horizontal alignment
`\halign to(dimen)` horizontal alignment
`\openup(dimen)` add space between lines
`\noalign{(vmode material)}` insert material after any `\cr`
`\tabskip=(glue)` set glue at tab stops
`\omit` omit the template for a column
`\span` span two columns
`\multispan(number)` span several columns
`\hidewidth` ignore the width of an entry
`\cr cr` insert `\cr` if one is not present

Boxes

`\hbox to(dimen)` hbox of given dimension
`\vbox to(dimen)` vbox, bottom justified
`\vtop to(dimen)` vbox, top justified
`\vcenter to(dimen)` vbox, center justified (math only)
`\rlap` right overlap material
`\llap` left overlap material

Overfull Boxes

`\hfuzz` allowable excess in hboxes
`\vfuzz` allowable excess in vboxes
`\overfullrule` width of overfull box marker. To eliminate entirely, set `\overfullrule=0pt`.

Indentation and Itemized Lists

`\indent` indent
`\noindent` do not indent
`\parindent=(dimen)` set indentation of paragraphs
`\displayindent=(dimen)` set indentation of math displays
`\leftskip=(dimen)` skip space on left
`\rightskip=(dimen)` skip space on right
`\narrower` make paragraph narrower
`\item{(label)}` singly indented itemized list
`\itemitem{(label)}` doubly indented itemized list
`\hangindent=(dimen)` hanging indentation for paragraph
`\hangafter=(number)` start hanging indent after line n .
If $n < 0$, indent first $|n|$ lines.
`\parshape=(number)` general paragraph shaping macro

Headers, Footers, and Page Numbers

`\nopagenumbers` turn off page numbering
`\pageno` current page number. To get roman nums, set `\pageno=(negative number)`
`\folio` current page number, roman num if < 0
`\footline` material to put at foot of page
`\headline` material to put at top of page. To leave space, set `\voffset=2\baselineskip`, make room with `\advance\vsiz` by `-\voffset`.

Macro Definitions

`\def\cs{(replacement text)}` define the macro `\cs`
`\def\cs#1...#n{(repl. text)}` macro with parameters
`\let\cs=(token)` give `\cs` token's current meaning
Advanced Macro Definition Commands
`\long\def` macro whose args may include `\par`
`\outer\def` macro not allowed inside definitions
`\global\def` or `\gdef` definition that transcends grouping
`\edef` expand while defining macro
`\xdef` or `\global\edef` global version of `\edef`
`\noexpand(token)` do not expand token
`\expandafter(token)` expand item after token first
`\futurelet\cs(tok1)(tok2)` equals `\let\cs=(tok1)(tok2)`
`\csname... \endcsname` create a control sequence name
`\string\cs` list characters in name, `\ c s`
`\number(number)` list of characters in number
`\the(internal quantity)` list of tokens giving value of quantity

Conditionals

The general format of a conditional is

`\if(condition)<true text>\else<false text>\fi`
`\ifnum(num1)<relation>(num2)` compare two integers
`\ifdim(dimen1)<relation>(dimen2)` compare two dimensions
`\ifodd(num)` test for an odd integer
`\ifmmode` test for math mode
`\if(token1)(token2)` test if character codes agree
`\ifdim` compare two dimensions
`\ifx(token1)(token2)` test if tokens agree
`\ifeof(number)` test for end of file
`\iftrue, \iffalse` always true, always false
`\ifcase(number)<text0>\or<text1>\or... \or<textn>\else<text>\fi` choose text by (number)
`\loop α \if...β \repeat` loop $\alpha\beta\alpha\cdots\alpha$ until `\if` is false
`\newif\ifblob` create a new conditional called `\ifblob`
`\blobtrue, \blobfalse` set conditional `\ifblob` true, false

Dimensions, Spacing, and Glue

Dimensions are specified as `<number><unit of measure>`.
Glue is specified as `<dimen> plus(dimen) minus(dimen)`.

point	pt	pica	pc	inch	in	centimeter	cm
m width	em	x height	ex	math unit	mu	millimeter	mm
1 pc =	12 pt	1 in =	72.72 pt	2.54 cm =	1 in	18 mu =	1 em

Horizontal Spacing: `\quad` (skip 1em) `\qquad`
Horizontal Spacing (Text): `\thinspace` `\enspace` `\enskip`
`\hskip(glue)` `\hfil` `\hfill` `\hfilneg`
Horizontal Spacing (Math): thin space `\,` medium space `\>`
thick space `\;` neg. thin space `\!` `\mskip(mu glue)`

Vertical Spacing: `\vskip(glue)` `\vfill` `\vfill`
`\strut` box w/ ht and depth of "(", zero width
`` invisible box with dim of (text)
`\vphantom{(text)}` box w/ ht & depth of (text), zero width
`\hphantom{(text)}` box w/ width of (text), zero ht & depth
`\smash{(text)}` typeset (text), set ht & depth to zero
`\raise(dimen)\hbox{(text)}` raise box up
`\lower(dimen)\hbox{(text)}` lower box down
`\moveleft(dimen)\vbox{(text)}` move box left
`\moveright(dimen)\vbox{(text)}` move box right

Skip Space Between Lines: `\smallskip` `\medskip` `\bigskip`
encourage a break `\smallbreak` `\medbreak` `\bigbreak`
break if no room `\filbreak`
Set Line Spacing: `\baselineskip = (glue)`
single space `\baselineskip = 12pt`
1 1/2 space `\baselineskip = 18pt`
double space `\baselineskip = 24pt`

Increase Line Spacing `\openup(dimen)`
use `\jot's` `1\jot = 3pt`
Allow Unjustified Lines `\raggedright`
Allow Unjustified Pages `\raggedbottom`

Braces and Matrices

`\matrix` rectangular array of entries
`\pmatrix` matrix with parentheses
`\bordermatrix` matrix with labels on top and left
`\overbrace` overbrace, may be superscripted
`\underbrace` underbrace, may be subscripted

For small matrices in text, use the following constructions:

$$\{a,b \ \text{\choose} \ c,d\} \qquad \begin{pmatrix} a \\ c \\ d \end{pmatrix}$$
$$\left(\{a\atop c\} \{b\atop d\} \right) \qquad \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

Displayed Equations

`\eqno` equation number at right
`\leqno` equation number at left
`\eqalign` display several aligned equations
`\eqalignno` display aligned equations numbered at right
`\leqalignno` display aligned equations numbered at left
`\displaylines` display several equations, centered
`\cases` case by case definitions
`\noalign` to insert space between lines in displays, use `\noalign{\vskip(glue)}` after any `\cr`
`\openup(dimen)` add space between all lines in a display

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