# A Guide to Presentations in LaTEX-beamer with a detour to Geometric Analysis

#### Eduardo Balreira



Major Seminar, Fall 2008







▲ロト ▲圖ト ▲屋ト ▲屋ト









・ロト ・回ト ・ヨト ・ヨト











- 4 回 2 - 4 □ 2 - 4 □











(4回) (4回) (4回)

LaTeX is a mathematics typesetting program.

• Standard Language to Write Mathematics

◆□ ▶ ◆ □ ▶ ◆ □ ▶

LaTeX is a mathematics typesetting program.

- Standard Language to Write Mathematics
- $(M^2,g) \leftrightarrow (M^2,g)$

▲□→ ▲ 田 → ▲ 田 →

LaTeX is a mathematics typesetting program.

• Standard Language to Write Mathematics

• 
$$(M^2,g) \leftrightarrow$$
 (M^2,g) \$

• 
$$\Delta u - \mathcal{K}(x) - e^{2u} = 0 \leftrightarrow$$
Delta u - $\mathcal{K}(x) - e^{2u} = 0$ 

◆□ ▶ ◆ □ ▶ ◆ □ ▶

LaTeX is a mathematics typesetting program.

• Standard Language to Write Mathematics

• 
$$(M^2,g) \leftrightarrow$$
  $(M^2,g)$ 

• 
$$\Delta u - \mathcal{K}(x) - e^{2u} = 0 \leftrightarrow$$
 Delta u -K(x) - e^{2u} = 0

• 
$$\inf_{n\in\mathbb{N}}\left\{\frac{1}{n}\right\}=0$$

 $\int n\left[n\right] = 0$ 

向下 イヨト イヨト

## Compare displaystyle

• 
$$\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$$
 versus  $\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$ 



## Compare displaystyle

• 
$$\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$$
 versus  $\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6}$ 

•  $\sum_{n=1}^{\int \int n^2}=\frac{1}{n^2}$ 

#### and

 $\displaystyle \sum_{n=1}^{infty}\int n^2=\frac{pi^2}{6}$ 

▲圖 ▶ ▲ 臣 ▶ ▲ 臣 ▶

Geometric Analysis

## Common functions

•  $\cos x \rightarrow \ x$ 

・ロン ・回 と ・ ヨ と ・ ヨ と

Geometric Analysis

## Common functions

• 
$$\cos x \rightarrow \cos x$$

#### • $\arctan x \rightarrow \x \ x$

## Common functions

• 
$$\cos x \rightarrow \cos x$$

• 
$$\arctan x \rightarrow \x \ x$$

• 
$$f(x) = \sqrt{x^2 + 1} \rightarrow f(x) = \operatorname{sqrt}{x^2+1}$$

## Common functions

• 
$$\cos x \rightarrow \cos x$$

• 
$$\arctan x \rightarrow \x x$$

• 
$$f(x) = \sqrt{x^2 + 1} \rightarrow f(x) = \operatorname{sqrt}\{x^2+1\}$$

• 
$$f(x) = \sqrt[n]{x^2 + 1} \to f(x) = \operatorname{sqrt}[n] \{x^2 + 1\}$$

## Theorems - code

Theorem (Poincaré Inequality)

If  $|\Omega| < \infty$ , then

$$\lambda_1(\Omega) = \inf_{u
eq 0} rac{|
abla u|_2^2}{\|u\|^2} > 0$$

is achieved.

```
\begin{thm}[Poincar\'{e} Inequality]
If $|\Omega| < \infty$, then
\[
    \lambda_1(\Omega) =
    \inf_{u\neq 0} \dfrac{|\nabla u|^2_2}{\|u\|^2} > 0
\]
is achieved.
\end{thm}
```

▲冊▶ ▲ 臣▶ ▲ 臣▶

Intro	to	ΑT	EX
-------	----	----	----

Intro to Beamer

Geometric Analysis

# Example - Arrays

• 
$$\begin{cases} -\Delta u + \lambda u = |u|^{p-2}, & \text{in } \Omega \\ u \geq 0, & u \in H^1_0(\Omega) \end{cases}$$

・ロ・ ・ 日・ ・ ヨ・

Intro to AT	FΧ
-------------	----

Geometric Analysis

#### Example - Arrays Change centering

• 
$$\begin{cases} -\Delta u + \lambda u = |u|^{p-2}, & \text{in } \Omega \\ u \ge 0, & u \in H_0^1(\Omega) \end{cases}$$

## More Examples

• 
$$\varphi(u) = \int_{\Omega} \left[ \frac{\|\nabla u\|^2}{2} + \lambda \frac{u^2}{2} - \frac{(u^+)^p}{p} \right] d\mu$$

## More Examples

• 
$$\varphi(u) = \int_{\Omega} \left[ \frac{\|\nabla u\|^2}{2} + \lambda \frac{u^2}{2} - \frac{(u^+)^p}{p} \right] d\mu$$

• \$\ds \varphi (u) = \int\_{\Omega} \left[
 \dfrac{\|\nabla u\|^2}{2} +
 \lambda\dfrac{u^2}{2} \dfrac{(u^+)^p}{p} \right] d\mu \$

▲御▶ ▲臣▶ ▲臣▶

#### De Morgan's Law

• 
$$\left(\bigcup_{i=1}^{n}A_{i}\right)^{c}=\bigcap_{i=1}^{n}A_{i}^{c}$$

・ロト ・回ト ・ヨト ・ヨト

De Morgan's Law

• 
$$\left(\bigcup_{i=1}^{n}A_{i}\right)^{c}=\bigcap_{i=1}^{n}A_{i}^{c}$$

• \$\ds \left(\bigcup\_{i=1}^{n} A\_i\right)^c = \bigcap\_{i=1}^n A\_i^c\$

▲□ ▶ ▲ □ ▶ ▲ □ ▶

De Morgan's Law

• 
$$\left(\bigcup_{i=1}^{n}A_{i}\right)^{c}=\bigcap_{i=1}^{n}A_{i}^{c}$$

• \$\ds \left(\bigcup\_{i=1}^{n} A\_i\right)^c = \bigcap\_{i=1}^n A\_i^c\$

• 
$$A \times B = \{(a, b) | a \in A, b \in B\}$$

▲□ ▶ ▲ □ ▶ ▲ □ ▶

De Morgan's Law

• 
$$\left(\bigcup_{i=1}^{n}A_{i}\right)^{c}=\bigcap_{i=1}^{n}A_{i}^{c}$$

• \$\ds \left(\bigcup\_{i=1}^{n} A\_i\right)^c = \bigcap\_{i=1}^n A\_i^c\$

• 
$$A \times B = \{(a, b) | a \in A, b \in B\}$$

• \$A\times B = \set{(a,b)|a\in A, b\in B}\$

<回> < 回> < 回> < 回> -

• Consider the equation of Energy below.

$$E(u) = \int |\nabla u|^2 dx \tag{1}$$

イロト イヨト イヨト イヨト

-2

This is how we refer to (1).

Intro	to	lat <sup>e</sup> x
-------	----	--------------------

• Consider the equation of Energy below.

$$E(u) = \int |\nabla u|^2 dx \tag{1}$$

This is how we refer to (1).

\begin{equation}\label{eq:energy}
 E(u) = \int |\nabla u|^2 dx
 \end{equation}

```
This is how we refer to \eqref{eq:energy}.
```

• Consider the equation without a number below.

$$E(u)=\int |\nabla u|^2 dx$$

イロン イヨン イヨン イヨン

• Consider the equation without a number below.

$$E(u)=\int |\nabla u|^2 dx$$

 \begin{equation}\label{eq:energy}
 E(u) = \int |\nabla u|^2 dx \nonumber \end{equation}

< 同 > < 臣 > < 臣 >

Intro to	<b>ATEX</b>
----------	-------------

#### Equations Tag an equation

• Consider the equation with a tag

$$E(u) = \int |\nabla u|^2 dx \tag{E}$$

(4日) (日)

2

\_∢ ≣ ≯

If u is harmonic, (E) is preserved.

#### Equations Tag an equation

• Consider the equation with a tag

$$E(u) = \int |\nabla u|^2 dx \tag{E}$$

同 ト イヨ ト イヨト

If u is harmonic, (E) is preserved.

• \begin{equation}\label{eq:energytag}
 E(u) = \int |\nabla u|^2 dx \tag{E}
 \end{equation}

If \$u\$ is harmonic, \eqref{eq:energytag} is preserved.

## Equations a small proof

・ロ・ ・ 日・ ・ 日・ ・ 日・

Intro	to	ΑT	EX
-------	----	----	----

Intro to Beamer

Geometric Analysis

#### Equations in an array

#### • Consider the expression below

$$(a+b)^2 = (a+b)(a+b)$$
  
=  $a^2 + 2ab + b^2$  (2)

・ロト ・回ト ・ヨト ・ヨト

#### Equations in an array

#### • Consider the expression below

$$(a+b)^2 = (a+b)(a+b)$$
  
=  $a^2 + 2ab + b^2$  (2)

・ロト ・回ト ・ヨト ・ヨト

## Environments

In LaTeX, environments must match:

```
    \begin{...}
    .
    .
    .
    .
    .
    \end{...}
```

イロン イヨン イヨン イヨン

## Environments

In LaTeX, environments must match:

```
    \begin{...}
    .
    .
    .
    .
    \end{...}
```

 $\bullet~\$~...\$ \rightarrow$  for math symbols

(4回) (4回) (日)

## Environments

In LaTeX, environments must match:

- \begin{...}
   .
   .
   .
   .
   .
   \end{...}
- $\bullet~\$~...\$ \rightarrow$  for math symbols
- \[ ... \]  $\rightarrow$  for centering expressions

★御★ ★注★ ★注★
### Environments

In LaTeX, environments must match:

- \begin{...}
   .
   .
   .
   .
   .
   lend{...}
- $\bullet~\$~...\$$   $\rightarrow$  for math symbols
- \[ ... \]  $\rightarrow$  for centering expressions
- <code>\left( ... \right)</code>  $\rightarrow$  match size of parentheses

・回 と く ヨ と く ヨ と

Intro to ATEX	
---------------	--

Intro to Beamer

Geometric Analysis

#### Environments delimiters

• 
$$(\int |\nabla u|^p d\mu)^p$$
 versus  $\left(\int |\nabla u|^p d\mu\right)^p$ 

・ロン ・回 と ・ ヨ と ・ ヨ と

æ

Intro to ATEX	
---------------	--

Intro to Beamer

Geometric Analysis

#### Environments delimiters

• 
$$(\int |\nabla u|^p d\mu)^p$$
 versus  $\left(\int |\nabla u|^p d\mu\right)^p$ 

- $(\ u|^p d)^p$
- $\left( \frac{u}{p d}\right)^{p}$

▲冊▶ ▲臣▶ ▲臣▶



#### Consider the truth table:

・ロト ・回ト ・ヨト ・ヨト

#### Tables - code

```
\begin{tabular}{c c c | c}
$P$ & $Q$ & $\neg P$ & $\neg P\to (P \vee Q)$ \\ \hline
T & T & F & T \\
T & F & F & T \\
F & T & T & T \\
F & T & T & T \\
F & F & T & F
```

\end{tabular}

/⊒ ► < ≣ ►

### Inserting Pictures - code

# \begin{center} \includegraphics{Mountain\_Pass.eps} \end{center}

▲ 御 ▶ ▲ 臣 ▶

2

\_∢≣≯

#### Inserting Pictures - code - psfrags - Code

```
\begin{frame}
  \frametitle{Variational Calculus - psfrags}
  \uncover<1->{Rolle's Theorem has the following landscape
  \uncover<2->{\begin{figure}[h]
\begin{center}
\begin{psfrags}
psfrag{x1}{$x_1$}psfrag{x2}{$x_2$}
\psfrag{x3}{$x_3$}\psfrag{x3'}{$x_3'$}
psfrag{v=f(x)}{$v=f(x)$}
\includegraphics{rolle.eps}
\end{psfrags}
\end{center}
\end{figure}
  }
```

 $\end{frame}$ 

▲□ ▶ ▲ □ ▶ ▲ □ ▶

Intro to LATEX

Intro to Beamer

Geometric Analysis

A Proof

# How a Slide is done in Beamer my subtitle

#### This is a slide

- First Item
- Second Item

イロト イヨト イヨト イヨト

æ

# How a Slide is done in Beamer

The code should look like:

```
\begin{frame}
```

```
\frametitle{How a Slide is done in Beamer}
\framesubtitle{my subtitle} % optional
This is a slide
\begin{itemize}
    \item First Item
    \item Second Item
    \end{itemize}
```

 $\end{frame}$ 

Intro to LATEX

Intro to Beamer

Geometric Analysis

A Proof

# How a Slide with pause is done in Beamer

This is a slide

First Item

イロト イヨト イヨト イヨト

-2

Intro to LATEX

Intro to Beamer

Geometric Analysis

A Proof

# How a Slide with pause is done in Beamer

This is a slide

- First Item
- Second Item

- 4 回 2 - 4 □ 2 - 4 □

# How a Slide with pause is done in Beamer

The code should look like:

```
\begin{frame}
```

```
\frametitle{How a Slide with pause is done in Beamer}
This is a slide
  \begin{itemize}
    \item First Item
    \pause
    \item Second Item
  \end{itemize}
```

\end{frame}

#### • First item

#### • Fourth item

ヘロア 人間 アメヨアメヨア

- First item
- Second item

• Fourth item

・ロト ・回ト ・ヨト ・ヨト

- First item
- Second item
- Third item
- Fourth item

・ロト ・回ト ・ヨト ・ヨト

The code should look like:

```
\begin{frame}[fragile]
  \frametitle{Overlay example}
```

```
\begin{itemize}
   \only<1->{\item First item}
   \uncover<2->{\item Second item}
   \uncover<3->{\item Third item}
   \only<1->{\item Fourth item}
\end{itemize}
```

 $\end{frame}$ 

Need a plain slide?

Add [plain] option to the slide.



A simple Idea to solve equations:

| 4 回 2 4 U = 2 4 U =

æ

A simple Idea to solve equations:

- Solve f(x) = 0
- Suppose we know that F' = f.

▲□ ▶ ▲ □ ▶ ▲ □ ▶

A simple Idea to solve equations:

- Solve *f*(*x*) = 0
- Suppose we know that F' = f.
- Critical points of F are solutions of f(x) = 0.

伺 ト イヨト イヨト

An idea from Calculus I:

#### Theorem (Rolle)

Let  $f \in C^1([x_1, x_2]; \mathbb{R})$ . If  $f(x_1) = f(x_2)$ , then there exists  $x_3 \in (x_1, x_2)$  such that  $f'(x_3) = 0$ .

$$\begin{thm}[Rolle] \\ Let $f\in C^1([x_1,x_2];\mathbb{R})$. If $f(x_1)=f(x_2)$, \\ then there exists $x_3\in(x_1,x_2)$ \\ such that $f'(x_3) = 0$. \\ \end{thm} \end{thm} \end{thm} \end{thm} \end{thm}$$

| 4 回 2 4 U = 2 4 U =

#### Theorem (Finite Dimensional MPT, Courant)

Suppose that  $\varphi \in C^1(\mathbb{R}^n, \mathbb{R})$  is coercive and possesses two distinct strict relative minima  $x_1$  and  $x_2$ .

▲ □ ► < □ ►</p>

#### Theorem (Finite Dimensional MPT, Courant)

Suppose that  $\varphi \in C^1(\mathbb{R}^n, \mathbb{R})$  is coercive and possesses two distinct strict relative minima  $x_1$  and  $x_2$ . Then  $\varphi$  possesses a third critical point  $x_3$  distinct from  $x_1$  and  $x_2$ 

< 🗇 > < 🖃 >

#### Theorem (Finite Dimensional MPT, Courant)

Suppose that  $\varphi \in C^1(\mathbb{R}^n, \mathbb{R})$  is coercive and possesses two distinct strict relative minima  $x_1$  and  $x_2$ . Then  $\varphi$  possesses a third critical point  $x_3$  distinct from  $x_1$  and  $x_2$ , characterized by

$$\varphi(x_3) = \inf_{\Sigma \in \Gamma} \max_{x \in \Sigma} \varphi(x)$$

< 🗇 > < 🖃 >

#### Theorem (Finite Dimensional MPT, Courant)

Suppose that  $\varphi \in C^1(\mathbb{R}^n, \mathbb{R})$  is coercive and possesses two distinct strict relative minima  $x_1$  and  $x_2$ . Then  $\varphi$  possesses a third critical point  $x_3$  distinct from  $x_1$  and  $x_2$ , characterized by

$$\varphi(x_3) = \inf_{\Sigma \in \Gamma} \max_{x \in \Sigma} \varphi(x)$$

# where $\Gamma = \{\Sigma \subset \mathbb{R}^n; \Sigma \text{ is compact and connected and } x_1, x_2 \in \Sigma\}.$

▲ 同 ▶ ▲ 三 ▶ ▲

#### Theorem (Finite Dimensional MPT, Courant)

Suppose that  $\varphi \in C^1(\mathbb{R}^n, \mathbb{R})$  is coercive and possesses two distinct strict relative minima  $x_1$  and  $x_2$ . Then  $\varphi$  possesses a third critical point  $x_3$  distinct from  $x_1$  and  $x_2$ , characterized by

$$\varphi(x_3) = \inf_{\Sigma \in \Gamma} \max_{x \in \Sigma} \varphi(x)$$

#### where

 $\Gamma = \{\Sigma \subset \mathbb{R}^n; \Sigma \text{ is compact and connected and } x_1, x_2 \in \Sigma\}.$ Moreover,  $x_3$  is not a relative minimizer, that it, in every neighborhood of  $x_3$  there exists a point x such that  $\varphi(x) < \varphi(x_3)$ .

イロン イヨン イヨン イヨン

#### Theorem (Hadamard)

# Let X and Y be finite dimensional Euclidean spaces, and let $\varphi : X \to Y$ be a $C^1$ function such that:

< □ > < □ > < □ >

-1

#### Theorem (Hadamard)

Let X and Y be finite dimensional Euclidean spaces, and let  $\varphi : X \to Y$  be a  $C^1$  function such that:

(i)  $\varphi'(x)$  is invertible for all  $x \in X$ .

伺 とく ヨ とく

#### Theorem (Hadamard)

Let X and Y be finite dimensional Euclidean spaces, and let  $\varphi : X \to Y$  be a  $C^1$  function such that:

(i)  $\varphi'(x)$  is invertible for all  $x \in X$ .

(ii)  $\|\varphi(x)\| \to \infty$  as  $\|x\| \to \infty$ .

回 と く ヨ と く ヨ と

#### Theorem (Hadamard)

Let X and Y be finite dimensional Euclidean spaces, and let  $\varphi : X \to Y$  be a  $C^1$  function such that:

(i)  $\varphi'(x)$  is invertible for all  $x \in X$ .

(ii)  $\|\varphi(x)\| \to \infty$  as  $\|x\| \to \infty$ .

Then  $\varphi$  is a diffeomorphism of X onto Y.

▲圖 ▶ ▲ 臣 ▶ ▲ 臣 ▶

Geometric Analysis

An Application of MPT Hadamard's Theorem - Idea of Proof

• Check that  $\varphi$  is onto.



・ロト ・回ト ・ヨト ・ヨト

æ

- Check that  $\varphi$  is onto.
- Prove injectivity by contradiction.

- 4 回 2 - 4 □ 2 - 4 □

- Check that  $\varphi$  is onto.
- Prove injectivity by contradiction.
- Suppose  $\varphi(x_1) = \varphi(x_2) = y$ , then define

$$f(x) = \frac{1}{2} \|\varphi(x) - y\|^2$$

・ 回 ト ・ ヨ ト ・ ヨ ト

-2

- Check that  $\varphi$  is onto.
- Prove injectivity by contradiction.
- Suppose  $\varphi(x_1) = \varphi(x_2) = y$ , then define

$$f(x) = \frac{1}{2} \|\varphi(x) - y\|^2$$

• Check the MPT geometry for f.

▲圖 ▶ ▲ 臣 ▶ ▲ 臣 ▶

- Check that  $\varphi$  is onto.
- Prove injectivity by contradiction.
- Suppose  $\varphi(x_1) = \varphi(x_2) = y$ , then define

$$f(x) = \frac{1}{2} \|\varphi(x) - y\|^2$$

- Check the MPT geometry for f.
- $\exists x_3, f(x_3) > 0$  (i.e.,  $\|\varphi(x_3) y\| > 0$ .)

・ 回 と ・ ヨ と ・ ヨ と …

- Check that  $\varphi$  is onto.
- Prove injectivity by contradiction.
- Suppose  $\varphi(x_1) = \varphi(x_2) = y$ , then define

$$f(x) = \frac{1}{2} \|\varphi(x) - y\|^2$$

- Check the MPT geometry for f.
- $\exists x_3, f(x_3) > 0$  (i.e.,  $\|\varphi(x_3) y\| > 0$ .)
- $f'(x_3) = \nabla^T \varphi(x_3) \cdot (\varphi(x_3) y) = 0$

▲撮♪ ▲屋♪ ★屋♪