Introduction to LaTeX

Week 05: Theorems, Algorithms, Code, Units

2026-11-12

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Theorem-Like Environments: \newtheorem

Input

```
\usepackage{amsthm}
\newtheorem{theorem}{Theorem}[section]
\begin{document}
\section{Numbers}
\begin{theorem}[Fermat]
  \label{theorem:fermat}
  There are no positive integers $x, y, z$
  with $x^n + y^n = z^n$ for any $n \ge 3$.
\end{theorem}
```

Output

1 Numbers

Theorem 1.1 (Fermat)**.** *There are no positive integers* x, y, z *with* $x^n + y^n = z^n$ *for any* $n \geq 3$.

- `\newtheorem` defines the environment `theorem` with the heading "Theorem".
- `[section]` numbers theorems within sections: 1.1, 1.2, 2.1, ...
- The optional argument of `\begin{theorem}` adds a note, such as a name.

Using the amsthm Package

One Counter for All

share the counter with theorem

Definitions of theorem-like environments

```
\newtheorem{theorem}{Theorem}[section]
\newtheorem{lemma}[theorem]{Lemma}
\newtheorem{corollary}[theorem]{Corollary}
```

Possible output

Lemma 1.1. ...
Theorem 1.2. ...
Corollary 1.3. ...

- `[theorem]` between the braces: `lemma` uses the counter of `theorem`.
- Subordinate environments then follow the same numbering scheme as the main (`theorem`) environment. That is, lemmas and corollaries are numbered within sections, too.

One counter or several?

With one counter, the numbers show the order: Lemma 2.4 comes after Theorem 2.3. With separate counters, Theorem 1 and Lemma 1 may be pages apart, and readers have to search.

Theorem Styles

Definitions of theorem-like environments

```
\theoremstyle{plain} % the default
\newtheorem{theorem}{Theorem}[section]
\newtheorem*{theorem*}{Theorem}

\theoremstyle{definition}
\newtheorem{definition}[theorem]{Definition}
\newtheorem*{definition*}{Definition}

\theoremstyle{remark}
\newtheorem{remark}[theorem]{Remark}
\newtheorem*{remark*}{Remark}
```

Look of the styles

`plain`:
bold heading, italic text

`definition`:
bold heading, upright text

`remark`:
italic heading, upright text

- `\theoremstyle` applies to all `\newtheorem` that follow it.
- `plain` suits theorems, lemmas and corollaries; `definition` suits definitions, examples and assumptions; `remark` suits remarks and notes.
- `\newtheorem*` defines an environment without a number.

Theorem Styles in the Document

In the document

```
\section{Sequences}
\begin{definition}
  A sequence is bounded if \dots
\end{definition}
\begin{theorem}
  Every bounded sequence
  has a convergent subsequence.
\end{theorem}
\begin{remark*}
  The converse does not hold.
\end{remark*}
```

Output

1 Sequences

Definition 1.1. A sequence is bounded if ...

Theorem 1.2. *Every bounded sequence has a convergent subsequence.*

Remark. The converse does not hold.

- Definition and theorem share one counter: the numbers follow the order of use.
- `remark*` gives a remark without a number, as `equation*` gives a display without one.

Proofs: proof

Input

```
\begin{proof}
  The claim follows by induction.
\end{proof}
\begin{proof}[Proof of the main theorem]
  For all $y$, we have
  \begin{equation*}
    f(y) \ge f(x^*).
  \qedhere
  \end{equation*}
\end{proof}
```

Output

Proof. The claim follows by induction. □

Proof of the main theorem. For all y, we have

$$f(y) \ge f(x^*). \qquad \square$$

without \qedhere: □

align* environments ending a proof need

```
\begin{align*}
  f(y) & \ge f(x^*) \\
  & \ge f(x) \tag*{\qedhere}
\end{align*}
```

- `proof` sets the heading "Proof." and the end mark □.
- When a proof ends with a display, `\qedhere` puts the end mark into its last line.
- The optional argument of `\begin{proof}` replaces the heading.

Referring to Theorems: \zcref

Input	Output
`by \zcref{theorem:fermat}`	by theorem 1.1
`by \zcref{lemma:gradient,theorem:minimizer}`	by lemma 2.1 and theorem 2.2
`\zcref[S]{theorem:minimizer} shows`	Theorem 2.2 shows

- `zref-clever.sty` names a reference after the counter. A lemma that uses the counter of `theorem` would therefore be called "theorem".
- The course package `latex-course.sty` corrects this for `lemma`, `proposition`, `corollary`, `definition`, `example` and `remark`, with one line each:

```
\AddToHook{env/lemma/begin}
  {\zcsetup{countertype = {theorem = lemma}}}
```

Your Own Theorem-Like Environment: \zcRefTypeSetup

Input

```
\theoremstyle{definition}
\newtheorem{assumption}[theorem]{Assumption}

\AddToHook{env/assumption/begin}
  {\zcsetup{countertype = {theorem = assumption}}}

\zcRefTypeSetup{assumption}{
  Name-sg = Assumption, name-sg = assumption,
  Name-pl = Assumptions, name-pl = assumptions,
}
```

\zcref to an assumption gives

without both lines:
theorem 1.2

without \zcRefTypeSetup:
?? 1.2

with both lines:
assumption 1.2

- The hook tells `zref-clever.sty` the type of the reference: `assumption`.
- \zcRefTypeSetup tells it how to name that type, in the singular and the plural, capitalized or not.
- `zref-clever.sty` knows names for theorem, lemma, corollary, proposition, definition, proof, remark, example and a few more.

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Pseudocode: The algorithmic Environment

Input

```
\begin{algorithmic}[1]
  \Procedure{Bisection}{$f, a, b, \varepsilon$}
    \While{$b - a > \varepsilon$}
      \State $m \gets (a + b) / 2$
      \If{$f(a) \, f(m) \le 0$}
        \LComment{A root lies in $[a, m]$.}
        \State $b \gets m$
      \Else
        \State $a \gets m$
      \EndIf
    \EndWhile
    \State \Return $(a + b) / 2$
  \EndProcedure
\end{algorithmic}
```

Output

1: **procedure** BISECTION(f, a, b, ε)
2: **while** $b - a > \varepsilon$ **do**
3: $m \leftarrow (a + b)/2$
4: **if** $f(a)\, f(m) \le 0$ **then**
5: ▷ *A root lies in* $[a, m]$. ◁
6: $b \leftarrow m$
7: **else**
8: $a \leftarrow m$
9: **return** $(a + b)/2$

- `\usepackage{algpseudocodex}` provides the `algorithmic` environment.
- `[1]` numbers every line.

algpseudocodex Package Documentation

Pseudocode: Block Lines and noEnd

Default

```
1: procedure Bisection(f, a, b, ε)
2:     while b − a > ε do
3:         m ← (a + b)/2
4:         if f(a) f(m) ≤ 0 then
5:             ▷ A root lies in [a, m]. ◁
6:             b ← m
7:         else
8:             a ← m
9:     return (a + b)/2
```

noEnd = false, indLines = false

```
1: procedure Bisection(f, a, b, ε)
2:     while b − a > ε do
3:         m ← (a + b)/2
4:         if f(a) f(m) ≤ 0 then
5:             ▷ A root lies in [a, m]. ◁
6:             b ← m
7:         else
8:             a ← m
9:         end if
10:    end while
11:    return (a + b)/2
12: end procedure
```

- By default, lines show where a block ends. `\usepackage[noEnd = false, indLines = false]{algpseudocodex}` shows lines such as "end while" instead.
- `\LComment{...}` sets a long comment on a line of its own; `\Comment{...}` sets a short one at the right margin.

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Source Code in the Document: `minted.sty`

Input

```
\usepackage{minted}
\begin{document}
\mintinline{python}{square(3)} returns 9.
\begin{minted}[linenos]{python}
def square(x):
  """Return the square of x."""
  return x * x
\end{minted}
```

Output

`square(3)` returns 9.

```
1  def square(x):
2    """Return the square of x."""
3    return x * x
```

- `\mintinline` sets code within a sentence, the environment `minted` sets a block of code.
- The first argument names the language; `minted.sty` knows several hundred. Options such as `[linenos]` for line numbers go before it.

Source Code from a File: \inputminted

Input

```
\inputminted{python}{squares.py}
```

Output

```python
# Print a few squares.
def square(x):
  """Return the square of x."""
  return x * x

for i in range(1, 4):
  print(i, square(i))
```

- The code stays in a file of its own.
- Changes to the file show up at the next compilation.
- `\inputminted[firstline = 2, lastline = 4]{python}{squares.py}` shows part of a file.

How `minted.sty` Works

- `minted.sty` passes the code to Pygments, a Python program, and reads the highlighted result back. The helper program `latexminted` does this.
- Running a program from LaTeX is called shell escape. By default, it is restricted to a list of trusted programs. In TeX Live 2024 and later, and on Overleaf, this list includes `latexminted`, so `minted.sty` works without further setup.
- The results are kept in a folder `_minted`, which can be deleted at any time.

Code without colors?

If the log says `minted v3+ executable is not installed`, the helper program is missing or too old for your Python. Install it with `pip install latexminted`, which brings Pygments along, update your TeX installation, or use Overleaf.

Full Shell Escape

- Older TeX Live versions do not trust `latexminted` and need full shell escape:

  ```
  pdflatex -shell-escape paper.tex
  latexmk -pdf -shell-escape paper.tex
  ```

- `latexmk` passes the option on to `pdflatex` at every run.
- MiKTeX calls the option `-enable-write18`.
- The log shows which kind was active: `restricted \write18 enabled.` or `\write18 enabled.`

When to allow full shell escape

Full shell escape lets a document run any program on your computer. Allow it only for documents you trust, and keep the restricted default otherwise.

An Older, Less Powerful Alternative to `minted.sty`: `listings.sty`

Input

```
\usepackage{listings}
\lstset{language = Python}
\begin{document}
\begin{lstlisting}
def square(x):
  """Return the square of x."""
  return x * x
\end{lstlisting}
```

Output

```
def square(x):
  """Return the square of x."""
  return x * x
```

- `listings.sty` needs no external program: TEX itself picks out keywords, comments and strings.
- It knows fewer languages, and it shows no colors until you choose them.

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What siunitx.sty Offers

Command	Sets
\num	numbers: digit groups, minus signs, exponents, uncertainties
\unit	units: upright, with prefixes, powers and fractions
\qty	quantities: a number and its unit, with the right space between
\numlist, \numrange	lists and ranges, also of quantities
\ang	angles in degrees, minutes and seconds
\complexnum	complex numbers
column type S	numbers in tables, aligned at the decimal marker

- siunitx.sty follows the rules of the International System of Units (SI): units upright, a space between number and unit.
- \sisetup changes the output for the whole document, such as a decimal comma, while the input stays the same.

Numbers: \num

Input	Output
`\num{12345.678}`	$12\,345.678$
`\num{-1.23e-4}`	-1.23×10^{-4}
`\num[exponent-product = \cdot]{-1.23e-4}`	$-1.23 \cdot 10^{-4}$
`\num{1.23(4)}`, `\num{1.23 +- 0.04}`	$1.23(4)$

- `\num` works in text and in math.
- It groups the digits of long numbers, sets a proper minus sign and writes exponents as powers of ten.
- An uncertainty may be given in parentheses or with +-.
- `\sisetup{exponent-product = \cdot}` does the same for the whole document.

Units and Quantities: \unit and \qty

Input	Output
`\unit{\kilo\gram}`	kg
`\qty{9.81}{\meter\per\second\squared}`	$9.81\,\mathrm{m\,s^{-2}}$
`\qty{9.81}{m/s^2}`	$9.81\,\mathrm{m/s^2}$
`\qty{20}{\degreeCelsius}`	$20\,^{\circ}\mathrm{C}$

$\frac{m}{s^2}$

- `\qty` joins number and unit with the right space and without a line break between them.
- Units are set upright, in text and in math alike.
- Units may also be typed literally, as in the last line.

Percentages, Ranges and Lists

Input	Output
`\qty{25}{\percent}`	$25\,\%$
`\numrange{1}{10}`	1 to 10
`\qtyrange{10}{20}{\degreeCelsius}`	$10\,^{\circ}\mathrm{C}$ to $20\,^{\circ}\mathrm{C}$
`\qtylist{1;2;3}{\meter}`	$1\,\mathrm{m}$, $2\,\mathrm{m}$ and $3\,\mathrm{m}$
`\qtyproduct{2 x 3}{\meter}`	$2\,\mathrm{m} \times 3\,\mathrm{m}$

- `\percent` treats a percentage as a quantity, with a thin space before the sign.
- Ranges, lists and products repeat the unit after every number.

One Setting for the Whole Document: \sisetup

Setting	Without	With
`per-mode = symbol`	$9.81\,\mathrm{m\,s^{-2}}$	$9.81\,\mathrm{m/s^2}$
`per-mode = fraction`	$9.81\,\mathrm{m\,s^{-2}}$	$9.81\,\frac{\mathrm{m}}{\mathrm{s}^2}$
`round-mode = places, round-precision = 2`	3.141 59	3.14
`output-decimal-marker = {,}`	3.14	3,14

- `\sisetup{...}` in the preamble applies to every number and unit in the document.
- The same keys work for a single command:
  `\qty[per-mode = symbol]{9.81}{\meter\per\second\squared}`.

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The Same Thing, Typed Forty Times

Input

```
Let $\Omega \subseteq \mathbb{R}^d$
and $f \colon \Omega \to \mathbb{R}$.
We seek $u \colon \Omega \to \mathbb{R}$
with $\norm{u}_{H^1(\Omega)}
  \le \norm{f}_{L^2(\Omega)}$.
...
For $\alpha \in \mathbb{R}$
and $\Omega \subseteq \mathbf{R}^d$, ...
```

Output

Let $\Omega \subseteq \mathbb{R}^d$ and $f \colon \Omega \to \mathbb{R}$.
We seek $u \colon \Omega \to \mathbb{R}$ with
$\|u\|_{H^1(\Omega)} \le \|f\|_{L^2(\Omega)}$. ...
For $\alpha \in \mathbb{R}$ and $\Omega \subseteq \mathbf{R}^d$, ...

- Operators and paired delimiters have names already, through `\DeclareMathOperator` and `\DeclarePairedDelimiter`.
- Everything else, such as $\mathbb{R}$ or a norm with a fixed subscript, is typed again each time.
- Sooner or later, one occurrence differs.

Commands of Your Own: \newcommand

Input

```
\newcommand{\R}{\mathbb{R}}
\newcommand{\normH}[1]{\norm{#1}_{H^1(\Omega)}}
\begin{document}
Let $f \colon \Omega \to \R$.
Then $\normH{u}
  \le \norm{f}_{L^2(\Omega)}$.
```

Output

Let $f \colon \Omega \to \mathbb{R}$. Then
$\|u\|_{H^1(\Omega)} \le \|f\|_{L^2(\Omega)}$.

- `\newcommand` goes into the preamble.
- `[1]` says that the command takes one argument; `#1` stands for it in the definition.
- To change the notation, change the definition: every occurrence follows.

Choosing Names

- Name what a thing means, not how it looks: `\asVector{x}` rather than `\bfx`. Switching from bold vectors to arrows then takes one line.
- Names consist of letters only: `\R2` is `\R` followed by 2.
- `\newcommand` refuses names that exist already, such as `\span`. Choose another name, such as `\linspan`, rather than overwriting the existing command.

When to define a command

Define a command when you type the same notation for the third time, or when you may want to change the notation later.

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Errors You Will Meet

Message	Usual cause
`! LaTeX Error: Environment theorem undefined.`	`\newtheorem` missing
`! LaTeX Error: Command \span already defined.`	the name is taken; choose another
`! Illegal parameter number in definition of \normH.`	`#1` without `[1]`
`! Undefined control sequence. "\State"`	`algpseudocodex.sty` not loaded
`! Package siunitx Error: Invalid number '3.1x'.`	letters in `\num`
`! Package minted Error: minted v3+ executable is not installed`	helper program missing or too old

Mistakes Without an Error Message

Mistake	Effect
a lemma with the counter of `theorem`, without the hook	`\zcref` calls it "theorem"
a proof ending with a display, without `\qedhere`	the end mark stands on a line of its own
`\num{1,000}`	1.000: the comma is read as the decimal marker
`$3 m/s$`	$3m/s$: the unit set in italics, as variables
-5 in text	-5: a hyphen instead of a minus sign

Some Obsolete Practices

Obsolete	Use instead	Why
`\textit{Proof.} ... $\square$`	`proof`	the end mark is placed for you
verbatim for code	minted	highlighting, line numbers, code from files
`9.81\,$\mathrm{m}/\mathrm{s}^2$`	`\qty`	consistent spacing, no line break inside
`\SI{9.81}{\meter}`, `\si{\meter}`	`\qty`, `\unit`	the names of `siunitx.sty` version 2
`\def\R{\mathbb{R}}`	`\newcommand`	`\def` overwrites existing commands without a word

References

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