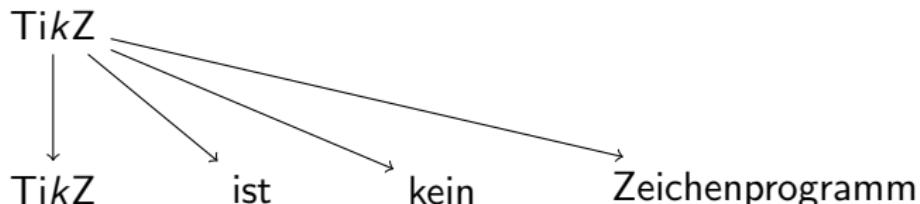


# TikZ an introduction

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# TikZ



- ▶ TikZ is not a drawing program ⇒ forget about WYSIWYG.
- ▶ TikZ generates vector graphics directly into PDFs straight from code.
- ▶ “Programmed images” ⇒ easier to automate, simpler to make significant changes



# Resources and Examples

- ▶ PGF Manual (CTAN)
- ▶ A very minimal introduction to *TikZ* - Jacques Crémer
- ▶ A *TikZ* tutorial: Generating graphics in the spirit of *TeX* - Andrew Mertz and William Slough (*TUGboat* **30** 2)
- ▶ *TeX* and Friends - Marc van Dongen
- ▶ *TeX* Cookbook - Stefan Kottwitz
- ▶ The *tikz-pgf* tag on <https://tex.stackexchange.com>
- ▶ <https://texample.net/tikz>
- ▶ <https://PGFPLOTS.net>

# Using TikZ

- ▶ Necessary setup

```
\usepackage{tikz}
```

- ▶ Introduces a new command and environment

- ▶ The `tikz` macro

```
\tikz
```

- ▶ The `tikzpicture` environment

```
\begin{tikzpicture}
```

```
<TikZ code>
```

```
\end{tikzpicture}
```

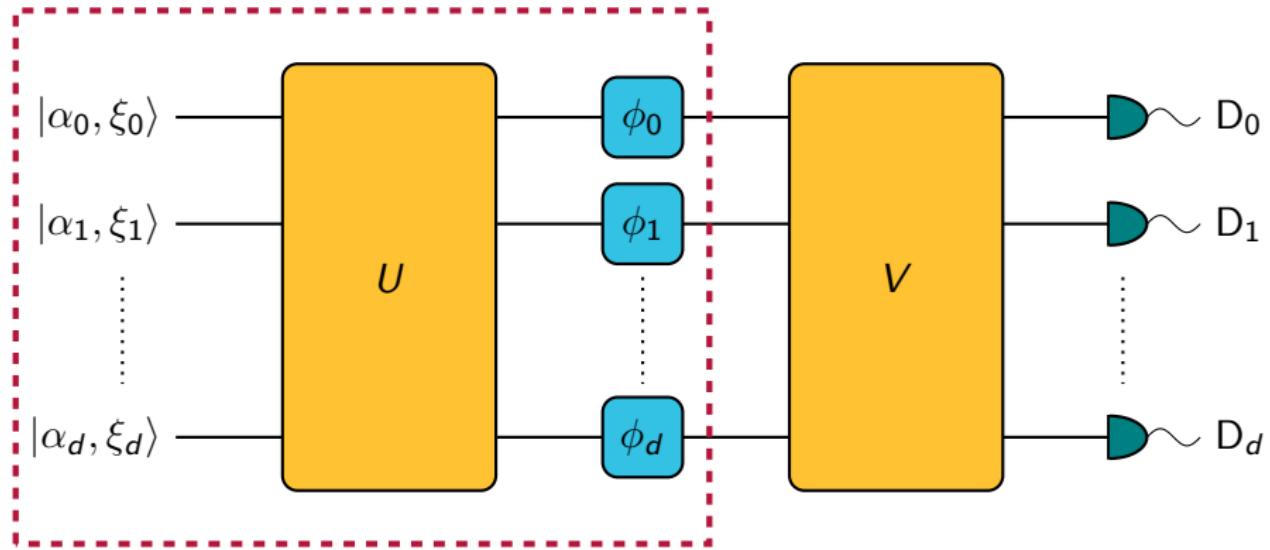
- ▶ Loads `pgf`

# pgf

## Under the hood

- ▶ pgf is the lower-level system upon which TikZ is based.
- ▶ pgfplots is also based on pgf but without requiring TikZ.
- ▶ The pgf bundle includes other L<sup>A</sup>T<sub>E</sub>X features such as a key-val interface (pgfkeys), loops (pgffor), and mathematical libraries (pgfmath).

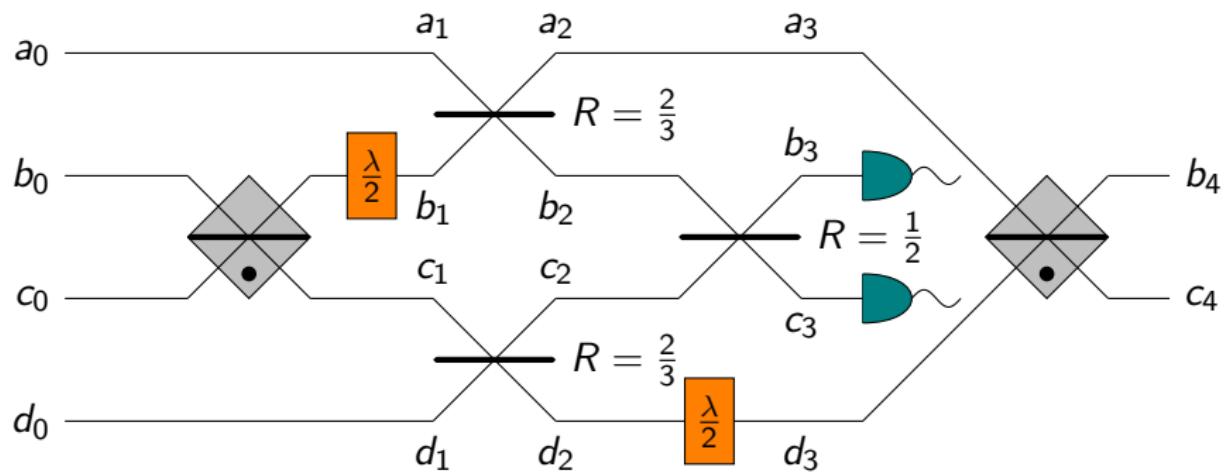
## Diagrams



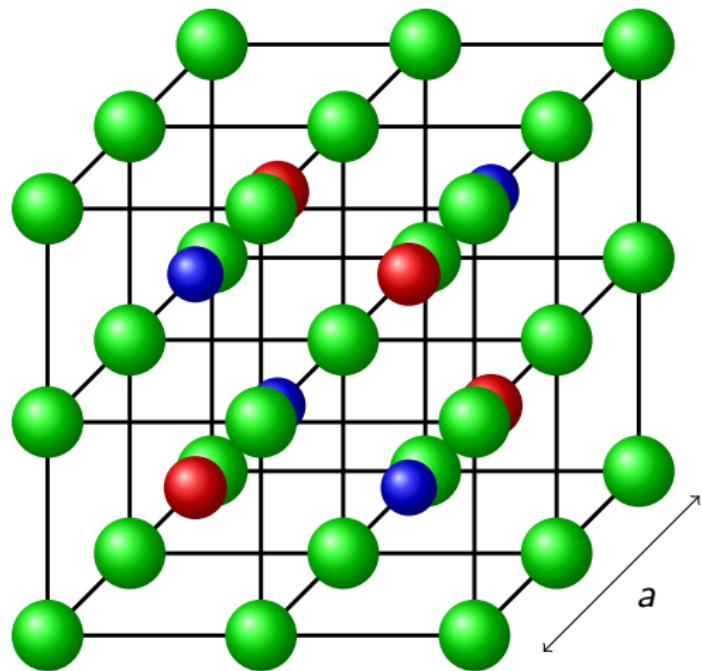
# The (not particularly intelligent) code

```
\foreach \i / \ilbl in { 0 / d, 2 / 1, 3 / 0 }
{
\node [left] at (0,\i) {$\ket{\alpha_{\ilbl}},\xi_{\ilbl}$};
\draw [thick] (0,\i) -- (1,\i);
\draw [thick] (4.75,\i) -- (5.75,\i);
\draw [thick] (3,\i) -- (4,\i);
\draw [rounded corners, thick, fill=\phasecolour] (4,\i-0.375) rectangle (4.75,
\node at (4.375,\i) {$\phi_{\ilbl}$};
\draw [thick] (7.75,\i) -- (8.75,\i);
\draw [thick] (8.74,\i-0.21) -- (8.74,\i+0.21);
\draw [thick, domain=0:1, fill=\detectorcolour] plot ({8.75+0.35*sin(180*x)},{
\draw [domain=0:1] plot ({9.1+0.5*x},{\i+0.08*sin(360*x)});
\node [right] at (9.6,\i) {D_{\ilbl}};
}
\draw [rounded corners, thick, fill=\ucolour] (1,-0.5) rectangle (3,3.5);
\draw [rounded corners, thick, fill=\vcolour] (5.75,-0.5) rectangle (7.75,3.5);
\draw [thick, dotted] (-0.5,1.5) -- (-0.5,0.5);
\draw [thick, dotted] (4.375,1.5) -- (4.375,0.5);
\draw [thick, dotted] (8.875,1.5) -- (8.875,0.5);
\node at (2,1.5) {$U$};
\node at (6.75,1.5) {$V$};
\draw [dashed, warwickrubyred, ultra thick] (-1.5,-1) rectangle (5,4);
```

# Optics



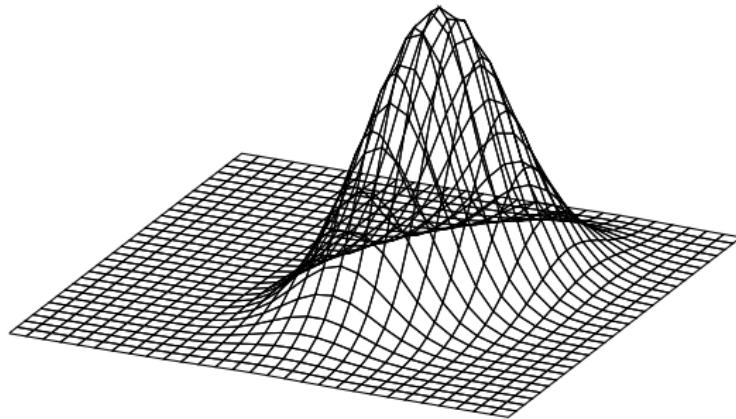
# Atomic Lattice



Source: Nelson Yeung

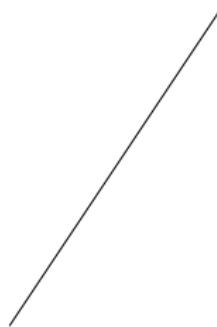
# pgfplots

```
\begin{tikzpicture}
\begin{axis}[xmin=-4,xmax=4,ymin=-4,ymax=4,hide axis]
\addplot3[mesh,draw=black,samples=30,domain=-4:4] %
{0.15*exp(-0.9*x^2 + 1.8*x %
+ 0.5*x*y - 0.5*y - 0.4*y*y)};
\end{axis}
\end{tikzpicture}
```

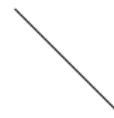


## draw

```
\begin{tikzpicture}
  \draw (0,0) -- (2,3);
\end{tikzpicture}
```

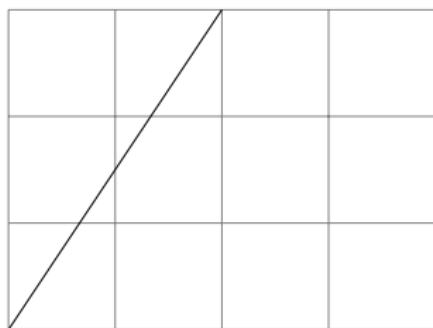


```
\begin{tikzpicture}
  \path (0,0) -- (2,3);
  \path [draw] (1,2) -- (2,1);
\end{tikzpicture}
```



## help lines

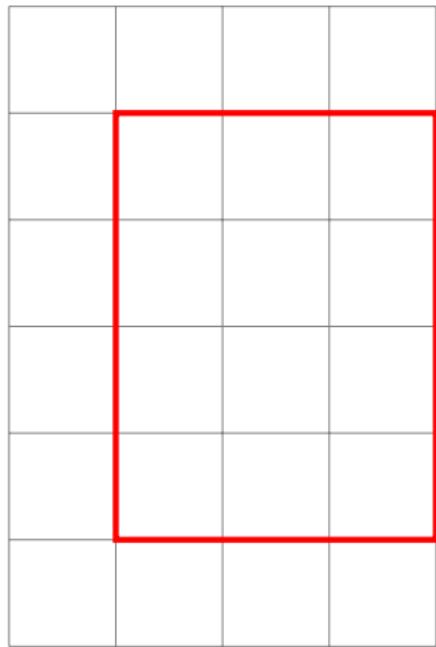
```
\begin{tikzpicture}
  \draw [help lines] (0,0) grid (4,3);
  \draw (0,0) -- (2,3);
\end{tikzpicture}
```



- ▶ `--` produces an edge
- ▶ `grid` produces a grid
- ▶ `rectangle` produces a rectangle
- ▶ `[help lines]` option to the `\draw` command reduces opacity of the grid

# Drawing a rectangle

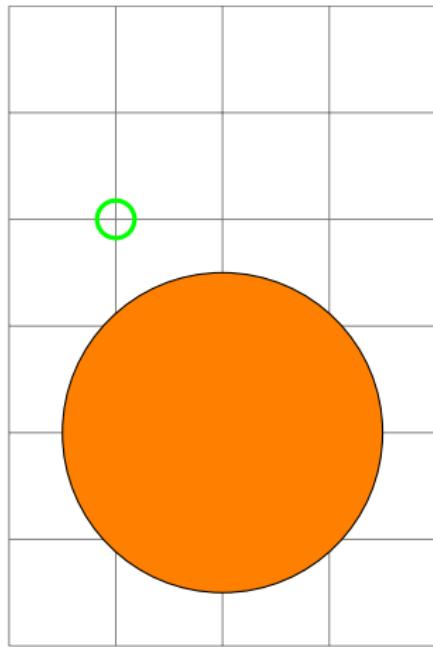
```
\draw [red,ultra thick] (1,1) rectangle (4,5);
```



- ▶ `\draw [foo]` options `foo` are keyval options used to draw the path
- ▶ Thickness
  - ▶ Natural language `thick`, `very thick`, `ultra thick`, `thin`, `very thin`
  - ▶ Precise dimensions  
`line width=<dimension>`
- ▶ red colours can also be used directly

## Drawing a circle

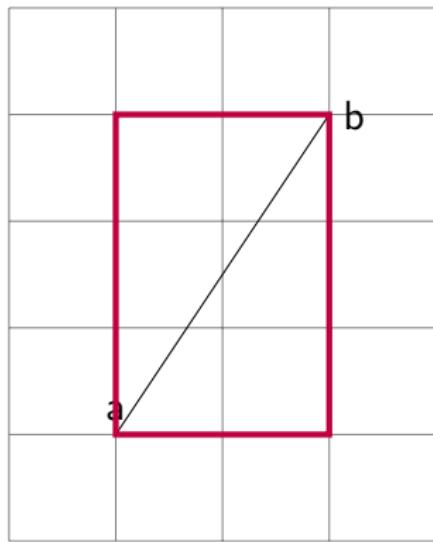
```
\draw [fill=orange] (2,2) circle (1.5cm);  
\draw [green,very thick] (1,4) circle (5pt);
```



- ▶ `circle` takes an origin and a radius as argument
- ▶ `fill` option specifies a colour to be used for the interior of a path

## Using a coordinate

```
\coordinate [label=a] (one) at (1,1);  
\coordinate [label=right:b] (two) at (3,4);  
\draw (one) -- (two);  
\draw [purple,ultra thick] (one) rectangle (two);
```

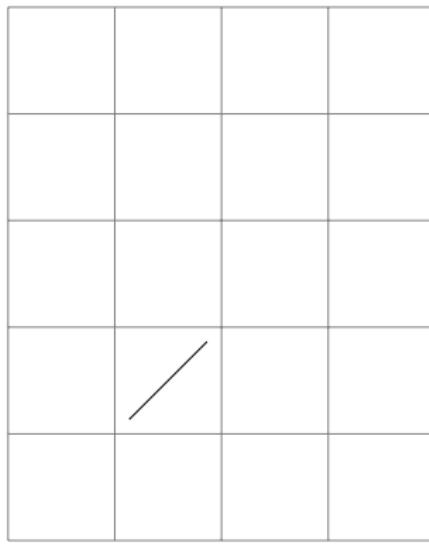


- ▶ `\coordinate (<name>) at (<coord>)`
  - ▶ Creates coordinate named `<name>` at `<coord>` which can be re-used
  - ▶ Enables relative positioning ⇒ a complicated image can be defined by only a few points which receive an explicit coordinate
- ▶ `label=a` produces label above `label=right:a`

# Using a node

A coordinate with size

```
\node (a) at (1,1) {};
\node (b) at (2,2) {};
\draw (a) -- (b);
```

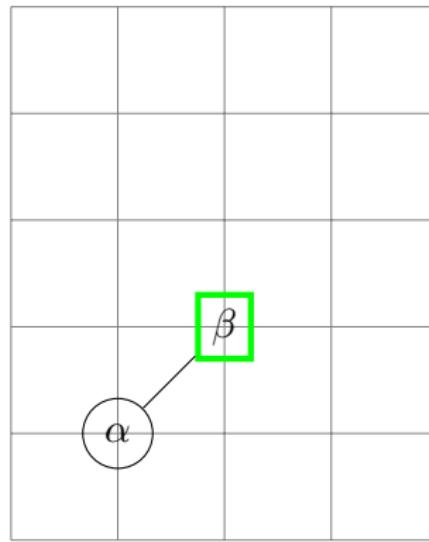


- ▶ A node can have things inside it, the contents of the {}
- ▶ By default it has some size to it

# Using a node

A coordinate with size

```
\node [circle,draw] (a) at (1,1) {$\alpha$};  
\node [rectangle,draw=green,ultra thick] %  
    (b) at (2,2) {$\beta$};  
\draw (a) -- (b);
```



- ▶ A node can have things inside it, the contents of the {}
- ▶ By default it has some size to it

# The positioning library

```
\documentclass[tikz]{standalone}
\usepackage{tikz}
\usetikzlibrary{positioning}
\begin{document}
\begin{tikzpicture}
\node (tikzroot) {Ti\textit{k}Z};
\node (tikz) [below={of tikzroot}] {Ti\textit{k}Z};
\node (ist) [right={of tikz}] {ist};
\node (kein) [right={of ist}] {kein};
\node (zeichen) [right={of kein}] {Zeichenprogramm};
\end{tikzpicture}
\end{document}
```

TikZ

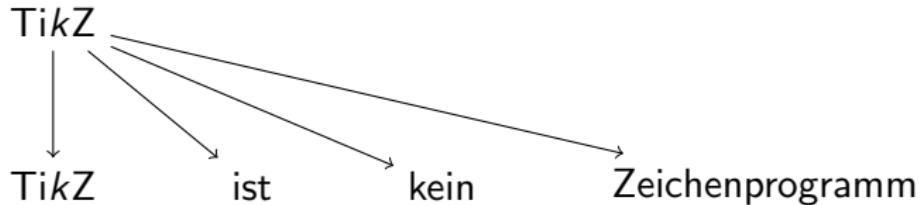
TikZ

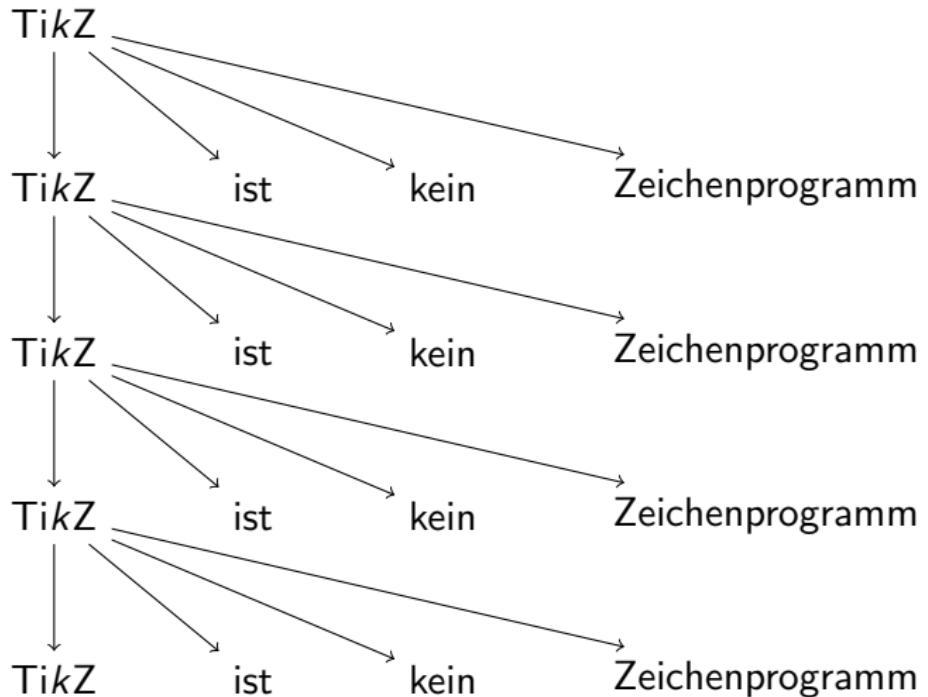
ist

kein

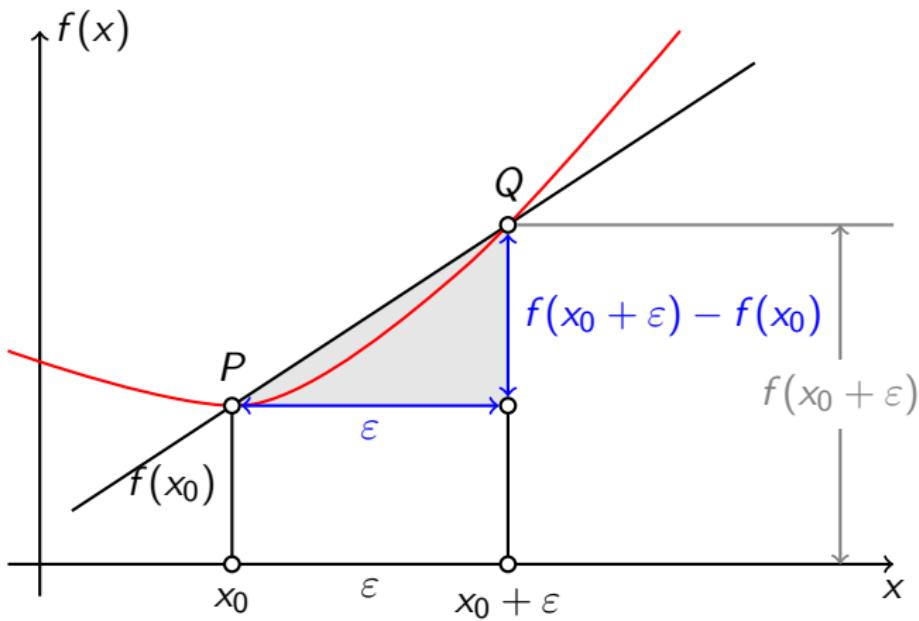
Zeichenprogramm

```
\begin{tikzpicture}
\node (tikzroot) {\texttt{\TikZ}};
\node (tikz) [below={of tikzroot}] {\texttt{\TikZ}};
\node (ist) [right={of tikz}] {ist};
\node (kein) [right={of ist}] {kein};
\node (zeichen) [right={of kein}] {Zeichenprogramm};
\draw [->] (tikzroot) -- (tikz);
\draw [->] (tikzroot) -- (ist);
\draw [->] (tikzroot) -- (kein);
\draw [->] (tikzroot) -- (zeichen);
\end{tikzpicture}
```





```
\begin{tikzpicture}
\node (tikz-0) at (0,0) {\TikZ};
\foreach [evaluate=\i as \j using {int(\i-1)}] \i in {%
 1,...,4}
{
  \node (tikz-\i) [below={of tikz-\j}] {\TikZ};
  \node (ist-\i) [right={of tikz-\i}] {ist};
  \node (kein-\i) [right={of ist-\i}] {kein};
  \node (zeichen-\i) [right={of kein-\i}] {Zeichenprogramm};
  \draw [->] (tikz-\j) -- (tikz-\i);
  \draw [->] (tikz-\j) -- (ist-\i);
  \draw [->] (tikz-\j) -- (kein-\i);
  \draw [->] (tikz-\j) -- (zeichen-\i);
}
\end{tikzpicture}
```



Source: Henri Menke

<http://tex.stackexchange.com/a/168307/>

Three coordinates on the axis and two paths are defined with absolute coordinates, everything else is constructed using relative coordinates.

```

\begin{tikzpicture}[thick,
    dot/.style = {draw,fill=white,circle,inner sep=0pt,minimum size=4pt}
]
\coordinate (0) at (0,0);
\draw[->] (-0.3,0) -- (8,0) coordinate[label={below:$x$}] (xmax);
\draw[->] (0,-0.3) -- (0,5) coordinate[label={right:$f(x)$}] (ymax);
\path[name path=x] (0.3,0.5) -- (6.7,4.7);
\path[name path=y] plot[smooth] coordinates {(-0.3,2) (2,1.5) (4,2.8) (6,5)};
\begin{scope}[name intersections={of=x and y,name=i}]
\fill[gray!20] (i-1) -- (i-2 |- i-1) -- (i-2) -- cycle;
\draw (0.3,0.5) -- (6.7,4.7);
\draw[red] plot[smooth] coordinates {(-0.3,2) (2,1.5) (4,2.8) (6,5)};
\draw (i-1) node[dot,label={above:$P$}] (i-1) {} -- node[left] {$f(x_0)$} (i-1);
\path (i-2) node[dot,label={above:$Q$}] (i-2) {} -- (i-2 |- i-1) node[dot] (i-2);
\draw (i-12) -- (i-12 |- 0) node[dot,label={below:$x_0 + \epsilon$}] {};
\draw[blue,<->] (i-2) -- node[right] {$f(x_0 + \epsilon) - f(x_0)$} (i-12);
\draw[blue,<->] (i-1) -- node[below] {$\epsilon$} (i-12);
\path (i-1 |- 0) -- node[below] {$\epsilon$} (i-2 |- 0);
\draw[gray] (i-2) -- (i-2 |- xmax);
\draw[gray,<->] ([xshift=-0.5cm]i-2 |- xmax) -- node[fill=white] {$f(x_0 + \epsilon)$} (xmax);
\end{scope}
\end{tikzpicture}

```

Source: Henri Menke <http://tex.stackexchange.com/a/168307>

Three coordinates on the axis and two paths are defined with absolute coordinates, everything else is constructed using relative coordinates.