# The unisugar Package<sup>\*</sup>

Yossi Gil<sup>†</sup>

Department of Computer Science The Technion—Israel Institute of Technology Technion City, Haifa 32000, Israel

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#### Abstract

This package provides syntactic sugar for LATEX commands, using selected UNICODE characters: Selected UNICODE characters can be used as shorthand for certain LATEX commands. The package also makes it possible to use the familiar command key symbol, # as a prefix of T<sub>F</sub>X's macros (the backlash character,  $\setminus$ , can still be used). And it allows the use of visual space,  $\Box$ , within the names of macros, thus making it easier to write macros whose names are composed of more than one word.

In this document I describe these syntactical extensions, and explain why they make it easier to compose right-to-left documents.

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#### 3 History

\* Copyright © 2011 by Yossi Gil mailto:yogi@cs.technion.ac.il. This work may be distributed and/or modified under the conditions of the  $IAT_EX$  Project Public License (LPPL), either version 1.3 of this license or (at your option) any later version. The latest version of this license is in http://www.latex-project.org/lppl.txt and version 1.3 or later is part of all distributions of  $IAT_EX$  version 2005/12/01 or later. This work has the LPPL maintenance status 'maintained'. The Current Maintainer of this work is Yossi Gil. This work consists of the files unisugar.tex and unisugar.sty and the derived file unisugar.pdf

<sup>†</sup>mailto:yogi@cs.Technion.ac.IL

<sup>&</sup>lt;sup>‡</sup> This document describes unisugar V 0.91.

#### 4 Acknowledgements

# 1 Introduction

You do not really *need* this package. As its name implies, all it offers is what people call "syntactic sugar"—the ability to use a selected number of UNICODE characters instead of and within the most common LATEX commands.

Some may appreciate the fact that using this package, the text you type—the input to  $IAT_EX$ —will look a bit more neat and infinitesimally closer to the output. Others will argue against it, mentioning that the input document will be less portable, and less "IAT\_EX-like" (whatever this term means).

Still, using this package, you will find yourself typing a bit less, provided you can configure your text editor or keyboard driver to generate the handful of UNICODE characters defined by this package.

More importantly, if your input files include right-to-left text, you are likely to find this package indispensable. If your document is indeed going to include right-to-left text, please pay special attention to Section 2.2, which describes how unisugar should help you with your document divisioning directives, and to Section 2.5, which explains how unisugar makes it easier to intermix IATEX commands with your text. If however you are not likely to include right-to-left text in your documents, you do not need to read these sections.

# 2 User Guide

Simply apply a \usepackage directive to use this package.

\usepackage{unisugar}

There are no package options at this time.

You would then have to use a UNICODE based version of LATEX, that is XHATEX or LuaLATEX to process your input file, e.g., for processing the document you are now reading, I typed at my shell command prompt

xelatex unisugar.tex

#### 2.1 Document Divisioning Commands

Two of UNICODE's typographical characters,  $\P$  (code point B6, the pilcrow sign) and \$ (code point A7, the section sign) are employed in unisugar to make shorthands for LATEX traditional document divisioning commands:

\section, \subsection, \and the lesser units, \paragraph, and \subparagraph commands.

Thus, instead of writing

\section{User Guide}

at the beginning of this section, I typed just

§ User Guide

Similarly, instead of

\subsection{Document Divisioning Commands}

I typed

§§ Document Divisioning Commands

to generate the header of this subsection.

Observe that I did not need to type nor an opening curly bracket, {, neither a closing curly bracket, }. The division's title extends from the § character (in case of a section), or the §§ characters pair (in case of a subsection) until the end of the line.

Table 1 summarizes the shorthands for the document divisioning commands. The original versions are always there, in case you need to use the starred version of the divisioning command, or pass an optional argument to it.

Division	Ŀ₽TEX	unisugar
part	\part	
chapter	\chapter	
section	\section	§
sub-section	\section	§§
sub-sub-section	\subsection	§§§
paragraph	\paragraph	¶
sub-paragraph	\subparagraph	¶¶

Table 1: Shorthands for divisioning commands

### 2.2 Right-to-left Text Editing

There is a great advantage of using these sugared replacements in composing leftto-right documents. Think of a a Hebrew document including a section named (Which means "Introduction" in Hebrew). Then, with plain  $X_{\overline{H}}$  the document would start with a directive \section{מבוא}

Even if your text editor can manage well mixed directionality text, you will find editing the above line a bit confusing. The reason is that the character following the opening curly brackets is not  $\aleph$  but rather  $\aleph$ .

As the cursor moves forward beginning at the first character in the line, it hits the opening curly brackets, and then you may expect it to proceed to the adjacent letter  $\aleph$ . This so called *visual* flow is in fact incorrect. The more correct *logical* flow prescribes that the cursor should instead "jump" to the to the letter  $\aleph$ , which is the first letter of the word  $\aleph$ .

Some editors adhere to the visual flow, others, more modern editors, to the logical flow. But experience shows that both are quite confusing.

Our sugared version of the divisioning directives offer a more sane alternative. You can write instead

מבוא §

To understand why the latter is so much better than the former, you need to know a bit about the manner in which UNICODE deals with text directionality. Broadly speaking, characters come in three major varieties:

- 1. Left-to-right directed characters, including e.g., Latin characters.
- 2. Right-to-left directed characters, including e.g., characters of the Hebrew alphabet.
- 3. Undirected characters, including the digits 0-9, punctuation characters, and characters such as §, ¶, ⊥, and **#** which are not part of specific writing script.

UNICODE assigns a direction to each line according to the first strongly directed character of that line, and then proceeds to assigning directionality to subsequences of characters occurring in that line.<sup>1</sup>

Most text editors follow UNICODE's algorithm. The line

\section{מבוא}

will thus be classified as left-to-right, with the מבוא portion classified right-to-left, leading to the visual vs. logical confusion and to irritating cursor jumps.

Further, the fact that the entire line is left-to-right will lead text editors such as gedit to place the first character of that line at the left most position in the window. This might be confusing even further since the section body will, most likely, be classified as right-to-left, and hence will be laid out on the screen with the first character at the right-most position.

<sup>&</sup>lt;sup>1</sup>The full algorithm is fairly complicated, taking into account "weak" directionality of some of the undirected characters, explicit directionality markers and nested directionality levels; details can be found here http://unicode.org/reports/tr9.



Figure 1: Using traditional sectioning directive with right-to-left text

Figure 1 depicting the use of gedit to compose a Hebrew  $IAT_EX$  document may help in visualizing the difficulty. Line 18 containing the section title is laid out left-to-right, despite the fact that the title is written Hebrew, in visual discrepancy with lines 19 and on, containing the section body, which are laid out right-to-left.

In contrast, the sugared version of our document divisioning command

§ מבוא

has no left-to-right characters, and hence will be classified as being entirely rightto-left: The cursor will not jump as it moves across that line.

Compare Figure 1 with Figure 2 in which the sugared version of the  $\section$  directive is used. We see that in Figure 2 *all* lines are laid out right-to-left.

2	example.tex (~/Doc	uments/cs234319/unisugar) - gedit 📃 🗆 🗙				
Eile Edit View Search Documents Help						
🤷 📮 Op	an 🗸 🎍 Save 🛛 🚍	🔄 Undo 🧬 🖌 🖶 💼 🔍 🕵				
example.tex X						
17		<u>^</u>				
18	4	מבוא 🖇				
19		מבוא דותן היא התנחלות 🝵				
20		ויישוב קהילתי πילוני–מסורתי				
21		בצפון–מערב השומרון, השייד				
22		למועצה אזורית שומרון.				
23						
		LaTeX 🗸 Tab Width: 2 🖌 Ln 18, Col 7 INS				

Figure 2: Using sugared sectioning directive with right-to-left text

### 2.3 Other Useful Unicode Characters

The above sugar replacement for divisioning commands does not scale well. With the exception of mathematical symbols, it is difficult to find reasonable substitutes for UNICODE replacements for the majority of LATEX commands.

Still, four more UNICODE characters are used by unisugar as aliases for common LATEX commands:

1. Code point 2022, the bullet, rendered as •, is yet another name for the **\item** command. In fact, to obtain this item, I typed

```
• Code point 2022, the bullet, rendered as \•,
is yet another name for the \verb+\item+ command.
In fact, to obtain this item, I typed:
```

2. Code point 23CE, the return symbol, rendered as *⇔* is an alias for \\. The \author directive of this manuscript was typed out as

```
\author{
  Yossi Gil
   {\url{mailto:yogi@cs.technion.ac.il}}
  Department of Computer Science
   The Technion---Israel Institute
        of Technology
   Technion City, Haifa 32000, Israel
}
```

3. Code point 2316 (position indicator), rendered as [] is an alias for IAT<sub>E</sub>X's \label command. To generate a label for Table 1, I wrote:

□{Table:divisions}

4. Code point 261D (white up pointing index) rendered as d is an alias IAT<sub>E</sub>X's \ref command. To reference Table 1, I wrote

```
To reference Table d{Table:divisions}, I wrote
```

#### 2.4 Extended Syntax for Commands

It is futile to try to introduce an pictorial, easy to remember, symbol for each of the LATEX commands in ordinary use, or even for a substantial portion of these. As large as it is, the UNICODE character repertoire simply does not include icons that associated visually with notions such as \verb+, \begin{description}, etc. And even if it was, such a large set would be difficult to memorize. Worse, methods for producing so many characters would be cumbersome.

Thus, you would have to type  $\mathbb{I}_{E} X$  commands every so often. This package offers a slightly better syntax for writing these.

First, UNICODE's code point 2318, rendered as #, is used in many computing systems to denote the command key. With unisugar, the # character can be used as a control sequence prefix, So, instead of writing at the beginning of this document

\begin{document}
\maketitle
\begin{abstract}
This package provides syntactic sugar...

I wrote

```
%begin{document}
%maketitle
%begin{abstract}
This package provides syntactic sugar...
```

Second, unisugar, extends to the usual set of 52 letters (a–z and A–Z) UNICODE character 2423, the open box, which looks like like visible space in its rendering  $\Box$ . This character can thus participate in control sequences. The intention is that it will serve for separating words in the case that your control sequence is composed of several words.

The names of large number of LATEX commands are made from two words There are even a dozen or so control sequences whose name consists of three words, e.g., \enlargethispage and \addcontentsline. Although unisugar does not provide aliases for any of these multi-word commands, you can do so yourself. For example, at the preamble of this document, right after \usepackage{unisugar}, I wrote

```
%let%use_package=%usepackage
%use_package{xspace}
%let%new_command=%newcommand
%new_command%unisugar{%texttt{unisugar}%xspace}
```

### 2.5 Intermixing Commands with Right-to-Left Text

You may not appreciate so much the advantage of typing UNICODE's # instead of plain ASCII's \. Granted, on most keyboards, typing \ would be easier.

However, the nice property of **#** is that it directionally neutral. You would have to think about a sentence involving at least one LATEX control sequence and/or a slash character to understand what I mean. You would not have to think so hard, since, this last sentence, namely,

"You would have to think about a sentence involving at least one  $IAT_EX$  control sequence and/or a slash character to understand what I mean."

is a perfect example, since it is a sentence which involves a  $IAT_EX$  control sequence, since the  $IAT_EX$  logo is printed out using the "\LaTeX\" control sequence. Further, this sentence includes the slash character.

Typing this sentence in English is fairly straightforward.

You would have to think about a sentence involving at least one <code>\LaTeX\</code> control sequence and/or a slash character to understand what I mean.

Let me translate this sentence into Hebrew for you.

יהיה עליך לחשוב על משפט המכיל לפחות פקודת בקרה אחת של שאו לוכסן בכדי להבין למה אני מתכוון. למה אני מתכוון.

What input does IATEX require in order to produce the above? Using backslashes and traditional IATEX notation I would have written

יהיה עליך לחשוב על משפט המכיל לפחות פקודת בקרה אחת של \LaTeX ו/או לוכסן בכדי להבין למה אני מתכוון.

Figure 3 shows what this might look on an actual text editor. This may not seem too complicated, but a closer look would reveal that the production and inspection of this LATEX is hindered by two or three annoying hidden issues.

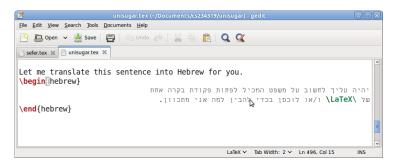


Figure 3: A Hebrew sentence containing a control sequence (without unisugar).

First, the two backslash characters in the figure are not really *backslashes*. The reason is that Hebrew is written right-to-left, and the  $\$  character leans in the text direction, and should therefore be considered a *forward* slash in this context.

The second annoyance is the distinction between the two occurrences of this character: the first is at the beginning of the control sequence \LaTeX, denoting that the control sequence starts at that point. The second occurrence is at the end of the same control sequence, with the purpose of escaping the space that follows. This escape is required to prevent the control sequence from consuming the spaces that follow.

The distinction between the first and which is the last "backslash" is clear in the case that the enclosing sentence is written left-to-right. But, both humans and text processing devices may be confused when the enclosing sentence is right-to-left.

(There is yet a third difficulty in the above sentence which I will not address here. The English forward slash character is used in Hebrew for separating the day, month and year components of a date. This is natural, since dates involve digits, and these are written, even in Hebrew, left to right. Most Hebrew authors extrapolate this convention to the separation of Hebrew words by a "forward" (left-leaning) slash as in the phrase  $1 \times 1$  in the above. Other authors would right this phrase with the slash leaning in the text

direction, i.e., ו\או)

The fact that the **#** character does not lean neither left nor right, takes care of the first annoyance.

The remedy for the second is simpler—use a pair of curly brackets to mark the end of the control sequence.

Thus, with unisugar, I would write:

```
יהיה עליך לחשוב על משפט המכיל לפחות פקודת בקרה אחת
של {{LaTeX#ו/או לוכסן בכדי להבין למה אני מתכוון.
```

Figure 3 shows this sugared input as it appears in the gedit editor. We can see that the entire control sequence phrase is written left-to-right, with the escape character first, and the pair of curly brackets last.

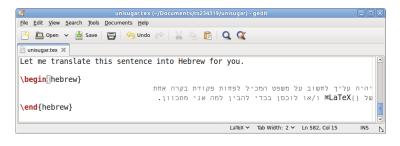


Figure 4: A Hebrew sentence containing a control sequence (with unisugar).

Evidently, mixed directionality text is slightly easier and clearer. But we can do even better, if we allow Hebrew characters in control sequences. This is carried out by (a yet to be published) another package, named sukkar, which, relying on unisugar does precisely this and more. Package sukkar also translates many common LATEX commands to Hebrew, and since juxtaposition of words looks weird in Hebrew, it uses the Unicode character to separate words. With sukkar one can write, e.g., אינורת Unicode character to separate words. With sukkar one

# 3 History

Version 0.9 Initial release.

Version 0.91 Placed under

# 4 Acknowledgements

Will Robertson advised gave the advise of using X<sub>T</sub>IAT<sub>E</sub>X and polyglossia to circumvent a bug of utf8x. I pay tribute to Bruno Le Floch and Martin Scharrer

who together devised the mechanism that made it possible to define a command which takes the rest of the line as argument. Martin Scharrer and Will Robertson encouraged me to work on this package. Vafa Khalighi devotion to bidirectional text processing with  $LAT_EX$  was truly inspirational.