

Report

TUG 2013 in Tokyo



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1 TUG

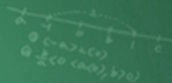
2 TUG 2013 in Tokyo

3 Epilogue

TUG

$$\begin{aligned}(a-b)^2 &= (a+b)^2 \\ &= a^2 + 2ab + b^2 \\ &= a^2 + b^2\end{aligned}$$

$$\begin{aligned}A+B &= (x-1)^2 + (x+1)^2 \\ &= x^2 - 2x + 1 + x^2 + 2x + 1 \\ &= 2x^2 + 2\end{aligned}$$



- 1 The T_EXUsers Group (TUG, <http://tug.org>) was founded in 1980 to provide an organization for people who are interested in typography and font design, and/or are users of the TEX typesetting system invented by Donald Knuth (http://wikipedia.org/wiki/Donald_Knuth).
- 2 Some background: TUG is a not-for-profit organization by, for, and of its members, also representing the interests of T_EXusers worldwide. It is almost entirely member-supported, so if you use any T_EX-related programs (T_EX, L^AT_EX, ConT_EXt, Metafont, MetaPost, Texinfo, et al.), please consider joining TUG (<http://tug.org/join.html>), or another T_EXuser group (<http://tug.org/usergroups.html>).

- 3 Among TUG membership benefits are the journal TUGboat (available both in print and online, <http://tug.org/TUGboat>) and the \TeX software collection (<http://tug.org/texcollection>, consisting of TEX Live, proTEXt, MacTEX, etc.). TUG also holds an annual \TeX conference (<http://tug.org/meetings>), such as the present one in Japan!
- 4 <http://tug.org/tug2013/>

- 1 TUG is a clearinghouse organization for \TeX activities of all kinds. It takes in revenue, mostly as membership dues and donations, with some sales of DVDs and other products (<http://tug.org/store>). Then it disburses that money back out, mostly funding the printing and mailing of TUGboat and the production of the software DVDs, and also making some relatively small development grants (<http://tug.org/tc/devfund>) and other projects.
- 2 It doesn't have the funds to employ programmers as employees; all technical work is done by volunteers. TUG is formally a not-for-profit charitable organization in the USA, and has run essentially at break-even over the years.
- 3 Organizationally, TUG is ultimately run by a volunteer board of directors. All members are eligible to run, and directors are elected by membership vote every two years.

- 1 In the early years of \TeX , TUG was naturally focused on development and porting of the core programs to different systems, as perusing the online TUGboat archives shows. The conferences also played a major role in disseminating knowledge and basic information on getting \TeX running, and then actually using it.
- 2 Nowadays, of course that is all well established, and the focus is on usability and extensions into new areas. As you know, \TeX , \LaTeX , and related programs continue to develop. It is a testament to the flexibility and foresightedness of Knuth's design that \TeX is still viable, indeed widely used, today — the web, PDF, OpenType, and much more were not dreamed of when \TeX was conceived, and yet it has adapted to everything that has come along, with no signs of demise.

- 1 You may have used the \TeX executables on a new computer — TUG supported the development and distribution of those programs. You've hopefully found style files or documentation online that helped you get your job done — TUG supported the CTAN archive that is a common collection point for those. You may have used new fonts already set up for TEX, or an editor or utilities that make writing your papers go more smoothly, and by now you won't be surprised that it may well be that TUG helped those to happen.
- 2 TUG exists as part of the \TeX community, helping it to remain the vibrant place it has always been.

- 1 <http://tug.org> — TUG home page.
- 2 <http://tug.org/join.html> — join (or renew with) TUG.
- 3 <http://tug.org/texlive> — TeXLive software.
- 4 <http://tug.org/TUGboat>—TUGboat.
- 5 http://tug.org/aims_ben.html — aims of the organization & benefits of joining.

TUG 2013 in Tokyo



1 TUG 2013 - Day 1

<http://www.preining.info/blog/2013/10/tug-2013-day-1/>

2 TUG 2013 - Day 2

<http://www.preining.info/blog/2013/10/tug-2013-day-2/>

3 TUG 2013 - Day 3

<http://www.preining.info/blog/2013/10/tug-2013-day-3/>

4 TUG 2013 - Day 4

<http://www.preining.info/blog/2013/10/tug-2013-day-4/>

- 1 <http://www.preining.info/blog/2013/10/tug-2013-day-1/>
- 2 Pre-Conference reception
- 3 Morning Session
- 4 Lunch
- 5 Afternoon Session
 - 1 Yasuhide Minoda - TeX in educational institutions (slides)
 - 2 Wanmin Liu - Online publishing via pdf2htmlEX (abstract)
<https://github.com/coolwanglu/pdf2htmlEX>
- 6 Overtime: German Beer

- 1 <http://www.preining.info/blog/2013/10/tug-2013-day-2/>
- 2 Morning Session
 - ① Masataka Kaneko - Making math textbooks and materials with TeX+K^ETpic+hyperlink
(abstract, slides) <http://tug.org/tug2013/slides/Masataka-Kaneko/>
- 3 Lunch
- 4 Afternoon Session
- 5 Overtime: Making my lecture notes.

- 1 <http://www.preining.info/blog/2013/10/tug-2013-day-3/>
- 2 Printing Museum
- 3 Lunch
- 4 Letterpress Printing workshop
- 5 Calligraphy workshop
- 6 Dinner

1 <http://www.preining.info/blog/2013/10/tug-2013-day-4/>

2 Morning Session

- ① Matthew Skala - Tsukurimashou: A Japanese-language font meta-family (abstract, slides)
- ② Jin-Hwan Cho - A case study on TeX's superior power: Giving different colors to building blocks of Korean syllables (abstract, slides)

3 Lunch

4 Afternoon Session

- ① Ross Moore - Making mathematical content accessible using Tagged PDF and LaTeX (abstract)

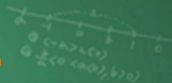
5 Overtime: Party

- 1 Jin-Hwan Cho - A case study on TeX's superior power: Giving different colors to building blocks of Korean syllables (abstract, slides)
- 2 The last talk before lunch was from our honored guest from Korea, Jin-Hwan Cho, well known for his contributions to various Korean TeX packages as well as the main author of dvipdfmx, widely used not only in Korea, but also Japan. His talk gave a short introduction to the Hangeul characters and their formation, followed by an excursion into auto-composition of all the Hangeul characters from relatively few components. And as a consequence the ability to display the parts of Hangeul ideographs in different colors, something completely unthinkable with any other software. It was particularly interesting for me to see the relation between the first talk and this one, both touching the problem of how to compose glyphs from simpler components.

Epilogue

$$(a-b)^2 = (a+b)^2 - 4ab \\ = a^2 + 2ab + b^2 - 4ab \\ = a^2 - 2ab + b^2$$

$$A+B = (x-1)^2 + (x+1)^2 \\ = x^2 - 2x + 1 + x^2 + 2x + 1 \\ = 2x^2 + 2$$



- 1 <http://www.preining.info/blog/2013/11/tug-2013-closing/>
- 2 141 active participants (at least), 35 interesting and funny talks, an excursion full of experiences, and not to forget the long chats during breaks, dinner, at any free time.
- 3 Conference dinner

THE END

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