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## New Members of the TUG Board

The 1997 election process did not attract as many candidates as there were open positions. According to TUG Election Procedures, when the number of candidates is fewer than the number of open positions, all candidates who have met the qualifications are declared elected by acclamation. Several additional positions were filled by appointment by the President. A current list of members of the TUG Board of Directors may be seen inside the front cover.

Since election ballots were not mailed to the membership, T<sub>E</sub>X Users Group members have not had the opportunity to read the biographies and personal statements of the candidates. Without this information it is difficult to know the particular interests of each, and what their vision is for the future of T<sub>E</sub>X Users Group. The biographies and personal statements of new board members are presented below, to introduce these individuals to the membership.

Barbara Beeton  
For the Elections Committee

### Karl Berry

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#### Biography:

My first contact with T<sub>E</sub>X was in 1982. Subsequently, many installations at many organizations (and many readings of the *T<sub>E</sub>Xbook*). Co-author of *T<sub>E</sub>X for the Impatient*, one of the first comprehensive non-Knuthian books on T<sub>E</sub>X. I took over maintenance of the UNIX port of T<sub>E</sub>X (i.e., Web2c) in 1990 from Tim Morgan. Besides Web2c, I also wrote a library for path searching and variants of three DVI drivers that use it; Eplain, a macro package that extends plain T<sub>E</sub>X (and an unpublished alternative to L<sup>A</sup>T<sub>E</sub>X based on it); `modes.mf`, a collection of METAFONT modes and adaptations; a list of short fontnames for use across platforms; and adapted the Adobe Lucida Math fonts for T<sub>E</sub>X. Besides such programming tasks, I've also produced the usual books, articles, collections, and ephemera, studied typeface design, and co-written several articles on reading research and mathematical analysis of type. For TUG, I run the [tug.org](http://tug.org) machine and domain, serve as the system coordinator for UNIX, and participate on several committees (notably CTAN and the T<sub>E</sub>X directory structure).

Personal statement: For T<sub>E</sub>X to grow, and perhaps even to survive, I believe there must be substantive development of the basic T<sub>E</sub>X program, and that TUG should support such. I am particularly interested furthering the cause of T<sub>E</sub>X as a public program and competitive alternative to commercial typesetting programs.

### Kaja P. Christiansen

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#### Biography:

I was born in Warsaw, Poland. After obtaining an MSc in Mathematics at the University of Warsaw, I eventually moved to Denmark. I came to love my new country, where I have now lived and worked for more than 20 years.

My job at the Department of Computer Science of the University of Aarhus involves system administration, system and software support for our SUN machines and responsibility for all aspects of a well-functioning T<sub>E</sub>X system on our UNIX and Macintosh platforms: maintenance, local styles, in-house classes and (very) frequent user support, both at our department and others. The department has about 550 students, 80 employees, a large number of active research groups, close ties to the National Centre for IT Research (CIT), and it hosts the BRICS Research Centre and International PhD School.

#### Personal statement:

The first time I heard about T<sub>E</sub>X was in 1979. On leave in Palo Alto, I wanted to take some courses at Stanford and my top priority was lectures by Prof. Donald Knuth. That's impossible, I was told, Prof. Knuth was on leave due to work on "a text processing project". Back home, it didn't take long before we had installed a runnable system and thus introduced an early version of T<sub>E</sub>X in Denmark. Times were different: we were on friendly terms with TANGLE and WEAVE, and local modifications (Danish!) were managed with our own style files. Since then, T<sub>E</sub>X (and later L<sup>A</sup>T<sub>E</sub>X) has been used by our faculty, students and staff for research publications and all sorts of documents.

T<sub>E</sub>X is more than a task to me—it is also a hobby. Much has changed over the years. There are impressive developments within package libraries, font area and multilingual support—just to name a few. New tools are designed for a portable and standardized system. In an ever-changing and dynamic field, T<sub>E</sub>X remains an irreplaceable tool, used

and loved by a worldwide T<sub>E</sub>X community. As a new member of the board, I am committed to help promoting T<sub>E</sub>X-related projects—and TUG. For a start, I hope to contribute to projects of immediate value to T<sub>E</sub>X users, like T<sub>E</sub>XLive, *TUGboat* and TUG’s WEB site.

### Kristoffer Hfigsbro Rose

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#### Biography:

I am a researcher in computer science, more specifically in the theory of programming languages (I obtained my Ph.D. in 1996). I began working with T<sub>E</sub>X in 1984 when the company where I had a part-time job got this new computer (a SUN 2) and were supposed to evaluate its usefulness in conjunction with a fancy new “small laser printer” they sold (the Canon LBP A1). One experiment was to obtain the T<sub>E</sub>X82 software from Stanford (the WEB Pascal source, and the AM series of fonts in p<sub>x</sub>1 form) and make it work with Nelson Beebe’s DVI driver suite. It worked, and a retired SUN/Canon combination served as my personal text processing system during my graduate days (and was also partly responsible for prolonging their number).

Once I’d started macro programming with T<sub>E</sub>X I was hooked: the fact that one can write formulae and programs that directly result in beautifully typeset output fascinates me still (and I regularly bugger colleagues and students to write their projects such that the proofs seen in their L<sup>A</sup>T<sub>E</sub>X-typeset reports are produced by automatic processing of their program output).

The largest T<sub>E</sub>X thing I have written, and the one that got me onto the T<sub>E</sub>X stage, is a drawing system called X<sub>Y</sub>-pic. The philosophy behind it is that a simple (textual) markup notation with few but regular conventions should be used not only to do text and mathematics but also drawings . . . whether this works well is still a matter of intense debate but one thing is certain: X<sub>Y</sub>-pic drawing markup blends fairly well with T<sub>E</sub>X markup, so people who feel comfortable with one of them tend to do so with the other as well. An important side effect is that one can then easier produce drawings by automatic means. There is more information about me and X<sub>Y</sub>-pic on my home page, <http://www.ens-lyon.fr/~krisrose>.

Personal statement: I believe that the world is finally maturing to what it means that documents are available in electronic form: instead of each document being an incomprehensible monolithic binary-format blob of data, it should be searchable, categorisable, etc. We in the T<sub>E</sub>X community are used to the luxuries provided by text files with well-defined markup, however, it has taken more than ten years for SGML<sup>1</sup> to become accepted. A workable standard for mathematics is even emerging, MathML,<sup>2</sup> thus SGML is quickly invading the domain where T<sub>E</sub>X has been reigning for more than a decade.

This is a huge challenge for us in the T<sub>E</sub>X community, and many principles will have to be bent in the time to come. For example, should we encourage T<sub>E</sub>X engines used to convert directly from SGML to PDF,<sup>3</sup> completely bypassing text with \s and the venerable DVI format that we all know and love? I believe so, and hope that it will be as easy to interchange documents with advanced mathematics (and drawings!) as it is to exchange textual mail; I am certain that T<sub>E</sub>X has its place as the typographical engine producing output for a multitude of devices in the highest quality available for mathematical typesetting.

In my opinion we are ready to tackle that challenge.<sup>4</sup>

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<sup>1</sup> The *Standard Generalized Markup Language* is an ISO standard, ISO 8879:1986, which supplies a formal notation for the definition of generalized markup languages.

<sup>2</sup> The *Mathematical Markup Language* was recently issued as a “stable document” by the World-Wide Web consortium.

<sup>3</sup> The *Portable Document Format* is a standard of Adobe, Inc., for interchange of viewable and printable documents, based on PostScript.

<sup>4</sup> We have, in fact, already started, as the delegates at the TUG annual meeting 1998 will know.