

Typesetting Math with OpTeX

Version 01

Petr Olšák

This document is a brief summary about typesetting math. It describes TeX, Plain TeX and OpTeX features concerned to math. The first two types of features are documented in TeXbook in chapters 16, 17 and 18, but it is summarized here in short again in order to give a complete guide about math typesetting for OpTeX users.

The OpTeX features which differs from standard TeX or Plain TeX are documented with the red triangle at the margin (like in this paragraph). Reader can simply distinguish between “standard” features (given by TeX or Plain TeX) and new OpTeX features. ◀

There are more types of extensions: eTeX, luaTeX, Unicode math and OpTeX macros. The appropriate label (eTeX, LuaTeX, Unicode, OpTeX) is appended to the red triangle to inform you about the extension type. Nevertheless, OpTeX user doesn't have to worry about it, all extensions are available if Unicode Math font is loaded (e.g., by the command `\fontfam[lfonts]`). See section 1.3.3 in OpTeX documentation about loading Unicode math fonts.

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1 Basics structure of math formulas

1.1 General rules and terminology

The in-line math (in the paragraph) is created by $\langle math list \rangle$. The display math (standalone line between paragraphs) is created by $\langle math list \rangle$. More than one line can be here if appropriate macro is used. In-line math is processed in a $\text{T}_{\text{E}}\text{X}$ group in *in-line math mode*. The display math is processed in a $\text{T}_{\text{E}}\text{X}$ group in *display math mode*. Spaces are ignored in math modes.

The $\langle math list \rangle$ is a sequence of *math atoms* and *other materials*. The math atoms are *single math objects* or composed math atoms.

- The single math object is a single character to be printed in math mode like x , $+$, \int .
- The math atom is constructed in general by $\langle math list 1 \rangle^{\langle math list 2 \rangle}_{\langle math list 3 \rangle}$. It consists from *nucleus* $\langle math list 1 \rangle$, *exponent* $\langle math list 2 \rangle$ and *subscript* $\langle math list 3 \rangle$. Each part of the atom should be empty. If the mentioned $\langle math list \rangle$ consist only from a single math object then we need not to use brackets, for example x^2 is a math atom with x in nucleus, 2 in exponent and with empty subscript. Or $a_{i,j}$ is a math atom with a in nucleus, empty exponent and i, j in subscript. The constructors for exponent \wedge and for subscript $_$ can be used in arbitrary order followed by the nucleus, for example z_1^{x+y} it the same math atom as z^{x+y}_1 . The single math objects not followed by \wedge nor $_$ are considered as math atoms with this object in nucleus and with empty exponent and subscript (this is very common case). $\text{T}_{\text{E}}\text{X}$ assigns the *class* for each math atom, see section 1.2.
- Other material can be $\text{T}_{\text{E}}\text{X}$ box or glue (space) or $\backslash\text{kern}$ or $\backslash\text{vrule}$ etc.

Example: The $Z = \int_{\Omega} x^{2y} + z \, dx$ generates $Z = \int_{\Omega} x^{2y} + z \, dx$ and it is $\langle math list \rangle$ which consists from:

- Z is math atom with empty exponent and subscript, class: Ord,
- $=$ is math atom with empty exponent and subscript, class: Rel,
- \int_{Ω} is math atom with empty exponent and with subscript Ω , class: Op,
- x^{2y} is math atom with exponent $2y$ and empty subscript, class: Ord,
 - 2 is math atom with empty exponent and subscript, class: Ord,
 - y is math atom with empty exponent and subscript, class: Ord,
- $+$ is math atom with empty exponent and subscript, class: Bin,
- z is math atom with empty exponent and subscript, class: Ord,
- \backslash , is other material, the glue (space) in this case,
- d is math atom with empty exponent and subscript, class: Ord,
- x is math atom with empty exponent and subscript, class: Ord.

1.2 Classes of math atoms

$\text{T}_{\text{E}}\text{X}$ assigns a *class* for each math atom.¹ This data type is used when $\text{T}_{\text{E}}\text{X}$ decides about horizontal spaces between atoms in the output. (Note that spaces in the input are ignored.) For example, $\$xy\$$ prints two atoms without space between them but $\$x+y\$$ is printed with small spaces around the $+$ binary operator. Compare: xy and $x + y$.

The class is assigned depending on the nucleus of the atom. If the nucleus is not single math object, i.e. it is constructed by $\langle math list \rangle$ with braces then the atom has its class Ord. If the nucleus is single math object constructed without braces then the class of the atom depends on this single math object. Each single math object must be declared in $\text{T}_{\text{E}}\text{X}$ with its default class. The following table lists the classes with typical examples. Full set of all math objects used in math typesetting is listed in the section 1.10 with their default classes.

¹ Using terminology of $\text{T}_{\text{E}}\text{X}book$, each single math object has its *class* but the math atom has its *kind* derived from this class. I use only one word for both meanings in this document.

	Class	Meaning	Example
0	Ord	ordinary object	variables, digits, $x, \mathbb{R}, \Gamma, 0, 1$
1	Op	big operator	\sum, \int, \cup
2	Bin	binary operator	$+, \times, -, \pm, \cup$
3	Rel	relations	$=, \neq, \leq, \supseteq, \gtrsim$
4	Open	opening bracket	$\{, (, [, \langle$
5	Close	closing bracket	$\},),], \rangle$
6	Punct	punctuation	comma
	Inner	left-right	<code>\left...\right</code> outputs, see section 1.5

There are three space types used by the algorithm for horizontal spacing in the math formulas.

- Thin space: `\thinmuskip` primitive register, `\,` macro. Used around Op atoms.
- Medium space: `\medmuskip` primitive register, `\>` macro. Used around Bin atoms.
- Thick space: `\thickmusip` primitive register, `\;` macro. Used around Rel atoms.

Ord atoms are printed without spaces between them. The spaces are not cumulated, so the rules about spaces mentioned above is only rough idea. The exact rule for horizontal spaces is given for each pairs of atoms in the table here. The symbol 0 means no space, 1 thin space, 2 medium space and 3 means thick space.

		Right atom							
		Ord	Op	Bin	Rel	Open	Close	Punct	Inner
Left atom	Ord	0	1	2	3	0	0	0	1
	Op	1	1		3	0	0	0	1
	Bin	2	2			2			2
	Rel	3	3		0	3	0	0	3
	Open	0	0		0	0	0	0	0
	Close	0	1	2	3	0	0	0	1
	Punct	1	1		1	1	1	1	1
	Inner	1	1	2	3	1	0	1	1

The Bin atom is automatically transformed to the Ord atom if no atom precedes

or if Op, Bin, Rel, Open or Punct atom precedes. And it is transformed to the Ord atom if Rel, Close or Punct atom follows. This corresponds to the empty cells in the table. Why such behavior? Compare “ $0 - 1$ ” and “ -1 ”. The Bin atom in the second case behaves like Ord atom because it is *unary minus*. There is no space between unary minus and one.

All medium spaces and thick spaces and some thin spaces from this table are omitted if the `\math list` is processed in script or scriptscript styles (smaller size). See section 1.3 about math styles.

You can overwrite the default class derived from the nucleus of the atom by \TeX primitives `\mathord`, `\mathop`, `\mathbin`, `\mathrel`, `\mathopen`, `\mathclose`, `\mathpunct` and `\mathinner`. They can precede a nucleus of the atom and they set the class of the atom. For example, `x \mathrel+ y` behaves like $x = y$ in spacing point of view but $+$ is printed. Another example: `\mathop{\rm lim} z` creates the atom `lim` in roman font of class Op. So, the thin space is inserted between `lim` and `z`.

There are more special kinds of math atoms: fractions, math accents, radicals. They are constructed by special way (see next sections) but they behaves like Ord atom in the horizontal spacing algorithm.

1.3 Math styles

When a formula (or a sub-formula) is processed by \TeX then one from four styles is active: display style (D), text style (T), script style (S) or scriptscript style (SS).

The T style is started in in-line math mode $\$. . . \$$ and the D style is started in display math mode $\$\$. . . \$\$$. The first level of exponents or subscripts is processed in S style and the second and more levels of exponents or indexes are processed in SS style. There are special rules for math styles when fractions are constructed, see section 1.4.

The D and T style uses basic font size, S uses smaller font size (typically 70 %) and SS style uses more smaller font size (typically 50 %). Next levels of “more smaller fonts” are not used due to classical typographic rules.

The nucleus of Op atoms (big operators, \sum , \int , etc.) have typically bigger versions of the character shape for D style than for T style. So, there are four sizes for such math objects: one size for each math style. All other math objects (with non Op class) are printed only in three sizes: The sizes for T and D styles are equal.

The Op atom puts its exponent and subscript above and below the nucleus in D style but right to the nucleus in other styles:

$$\backslash\text{sum}_{i=1}^{\infty} \text{ gives } \sum_{i=1}^{\infty} \text{ in } D \text{ style and } \sum_{i=1}^{\infty} \text{ in } T \text{ style.}$$

This default behavior of the Op atom can be modified by placing `\limits` or `\nolimits` or `\displaylimits` TeX primitive just after the Op nucleus before the constructors of exponent and/or index. The `\nolimits` puts exponent and subscript right to the nucleus (regardless of the current style) and `\limits` puts these objects above and below the nucleus (regardless of the current style). There can be more such primitives in a queue (due to a macro expansion, for instance). Then the last primitive in the queue wins. If the last primitive is `\displaylimits` then default behavior is processed regardless there are `\limits` or `\nolimits` before it.

$$\backslash\text{sum}\backslash\text{nolimits}_{i=1}^{\infty} \text{ gives } \sum_{i=1}^{\infty} \text{ in } D \text{ style and } \sum_{i=1}^{\infty} \text{ in } T \text{ style.}$$

Atoms of all other classes have their exponents and/or subscripts only right to their nucleus without any exception.

The primitives `\displaystyle`, `\textstyle`, `\scriptstyle` and `\scriptscriptstyle` set the given style regardless the default rules. For example, you can create a formula in in-line math mode and in D style by `\displaystyle <formula>` or a formula in display mode and T style can be printed by `$$\textstyle <formula>$$`.

If the subformula is placed below something (below a rule from root symbol, below a fraction rule), then the processed style D, T, S or SS is *cramped*. The exponents are positioned slightly lower than in non-cramped style.

Several macros need to know what math style is currently processed (for example they need to draw something in an appropriate size). But it not possible simply due to the syntax of fractions (section 1.4). This syntax requires to process all math lists in two steps: the first step expands all macros and creates structured data of processed math list. The second step reads the output of the first step, switches between math styles and creates definitive output. So, macros (working in first step) cannot know the current math style because it is set only in the second step. TeX supports the primitive `\matchchoice{<D>}{<T>}{<S>}{<SS>}` which prepares four math lists in the first step and only one of these four lists are used in the second step. We can put different macros into each of the four parameters of `\mathchoice`. Plain TeX supports the macro `\mathpalette` which gives a more comfortable interface of `\mathchoice` to macro programmer.

We describe another interface for creating macros depending on current style. You can use `\mathstyles{<math list>}`. It behaves like `{<math list>}`, moreover, you can use following commands inside such `<math list>`:

◀ OpTeX

- The macro `\currstyle`. It expands to `\displaystyle`, `\textstyle`, `\scriptstyle` or `\scriptscriptstyle` depending on the current math style when the `\mathstyles` was opened.
- The `\dobystyle{<D>}{<T>}{<S>}{<SS>}` is expandable macro. It expands its parameter `<D>`, `<T>`, `<S>` or `<SS>` depending on the current math style when `\mathstyles` was opened.
- The value of the `\stylenum` register is 0, 1, 2 or 3 depending on the current math style when `\mathstyles` was opened.

Example of usage of `\mathstyles`:

```

\def\mysymbol{\mathbin\mathstyles
  {\kern1pt\vrule height\mysymbolA width\mysymbolA\kern1pt}}
\def\mysymbolA{\dobystyle{5pt}{5pt}{3.5pt}{2.5pt}}
Test:  $\$a\mysymbol b_{c \mysymbol d}\$$  or  $\$a\mysymbol b\over c\$$ .

```

This example gives Test: $a \blacksquare b_{c \blacksquare d}$ or $\frac{a \blacksquare b}{c}$.

The `\mathstyles` macro mentioned above uses TeX primitive `\mathchoice`, so it creates four math lists and only one is used. It may take more computer time in special cases. LuaTeX supports the `\mathstyle` primitive (no “s” at the end of this control sequence) which expands to values 0 to 7 depending on the current style: $D, D', T, T', S, S', SS, SS'$ (where X' means cramped variant of the style). This primitive does not use `\mathchoice` but it simply ignores the fraction syntax, so $\$a\mysymbol b\over c\$$ cannot work if `\mysymbol` is defined using the `\mathstyle` primitive. See section 7.3.1 of LuaTeX documentation for more information.

◀ LuaTeX

1.4 Fractions

The fraction can be constructed by $\{\langle numerator \rangle \over \langle denominator \rangle\}$. If the fraction is only single object in the whole math mode (between dollars), you need not to use the outer braces, so you can write $\$1\over 2\$$ to get $\frac{1}{2}$.

The $\langle numerator \rangle$ and $\langle denominator \rangle$ are printed in “smaller” math style than current math style. More exactly the following schema is used. $D: \frac{T}{T'}$, $T: \frac{S}{S}$, $S: \frac{SS}{SS}$, $SS: \frac{SS}{SS}$. For example

$\{a+b \over c\}$ is printed as $\frac{a+b}{c}$ in D style and as $\frac{a+b}{c}$ in T style.

The L^AT_EX macro `\frac{\langle numerator \rangle}{\langle denominator \rangle}` is not supported in Plain TeX nor in OpTeX but you can define such macro if you want.

The syntax with `\over` is more preferred because it is more human readable notation. You can write the fraction in the same manner as you can read it. You can compare: $\$1\over 2\$$ (one over two) with $\$\frac{1}{2}\$$ (frac twelve).

Besides the `\over` primitive, there are analogical TeX primitives which create “generalized” fractions. The result is similar as $\{\langle above \rangle \over \langle below \rangle\}$ but there is something extra:

- $\{\langle above \rangle \atop \langle below \rangle\}$ does $\{\langle above \rangle \over \langle below \rangle\}$ but without the fractional rule.
- $\{\langle above \rangle \above \langle dimen \rangle \langle below \rangle\}$ creates fractional rule with $\langle dimen \rangle$ thickness.
- $\{\langle above \rangle \overwithdelims \langle delim-l \rangle \langle delim-r \rangle \langle below \rangle\}$ adds the $\langle delim-l \rangle$ left to the fraction and the $\langle delim-r \rangle$ right to the fraction.
- $\{\langle above \rangle \atopwithdelims \langle delim-l \rangle \langle delim-r \rangle \langle below \rangle\}$ is analogical to `\overwithdelims` but without fractional rule.
- $\{\langle above \rangle \abovewithdelims \langle delim-l \rangle \langle delim-r \rangle \langle dimen \rangle \langle below \rangle\}$ behaves as `\overwithdelims` but the fractional rule has $\langle dimen \rangle$ thickness.

The `\dotswithdelims` variants read $\langle delim-l \rangle$ and $\langle delim-r \rangle$, they must be declared as *math delimiter* in TeX. They are vertically scalable math objects, typically brackets. See section 1.5 for more information about math delimiters. Example:

$\{n \atopwithdelims() k\}$ creates $\binom{n}{k}$ in D style and $\binom{n}{k}$ in T style.

The `\choose` macro is defined by `\def\choose{\atopwithdelims()}`, so the user can write $\{n \choose k\}$ in order to get binomial coefficients.

1.5 Vertically scalable objects: math delimiters

The vertically scalable objects are called *delimiters*. For example, all types of brackets are declared as delimiters. This means that you can use a bracket in arbitrary vertical size.²

² This is not exactly true, because traditional typography says that they cannot be scaled continuously but by visible steps. This means that there is a sequence of increasing brackets in the font, reader must see a difference between each two sizes of brackets.

The following objects are declared as delimiters (i.e. vertically scalable):

source: () [] \{ \} / \backslash \langle \rangle | \|
output: () [] { } / \ \langle \rangle | \|

source: \lfloor \rfloor \lceil \rceil
output: ⌊ ⌋ ⌈ ⌉

source: \uparrow \Uparrow \downarrow \Downarrow \updownarrow \Updownarrow
output: ↑ ↕ ↓ ⇓ ↕ ⇓

If you are able to produce the characters \langle, \rangle ,³ $\lfloor, \rfloor, \dots, \uparrow, \updownarrow$ directly in your text editor then you can use these Unicode characters in your source instead of control sequences `\langle`, `\rangle`, `\lfloor`, `\rfloor` ... `\updownarrow`, `\Updownarrow`. For many users (including me), there is more simple to type `\lfloor` than to find how to create the \lfloor character in my text editor. Note that there exist text editors (Emacs, for example) enabling you to type `\lfloor` and this control sequence is immediately converted to the \lfloor Unicode character. Your source looks pretty and you can use classical \TeX sequences.

◀ Unicode

There are more delimiters, but it heavily depends on loaded Unicode Math font. For example, this document is printed in `latinmodern-math` font and there are six more delimiters `\lBrack` \llbracket , `\rBrack` \rrbracket , `\lAngle` $\langle\langle$, `\rAngle` $\rangle\rangle$, `\lgroup` \langle , `\rgroup` \rangle . See section 1.10 for table of all Unicode symbols for math typesetting.

◀ Unicode

Arbitrary tall formula can be surrounded by a pair of delimiters using `\left` and `\right` \TeX primitives: `\left<delim>` $\langle formula \rangle$ `\right<delim>`. The delimiters are scaled to the height and depth of the $\langle formula \rangle$ and vertically centered to the *math axis*.⁴ Example:

$$+ \left\{ \sum_{i=1}^{\infty} x_i \right\}$$

The pair `\left<delim>` $\langle formula \rangle$ `\right<delim>` creates the formula in a \TeX group. Such group can be nested with another groups. Each `\left` must have its `\right` counterpart at the same group level. If you don't want to create visible delimiter, use `\dot` instead $\langle delim \rangle$. Example:

$$\left. \int_0^t e^{x^2} dx \right|_{t=42}$$

You can use `\middle<delim>` inside the $\langle formula \rangle$ which is surrounded by `\left...right`. Then the given $\langle delim \rangle$ is scaled to the same size like their `\left` and `\right` counterparts.

◀ eTeX

When a delimiter is used without `\left` nor `\right` prefix, then it is the Open, Close, Ord or Bin atom by its natural meaning: $(, [, \{, \dots, [, [$ are Open atoms, $],], \}, \dots,],]$ are Close atoms, $/, \backslash, |, \|$ are Ord atoms and $\uparrow, \updownarrow, \dots, \updownarrow$ are Bin atoms. You can overwrite this default setting, for example `\mathclose`. If delimiters are used with `\left` and `\right` prefixes then `\left<delim>` behaves like Open atom, `\right<delim>` behaves like Close atom and the math list `\left<delim>` $\langle formula \rangle$ `\right<delim>` is encapsulated as a single Inner atom. The `\middle<delim>` behaves like Open atom at its left side and like Close atom at its right side.

The sequence of increasing delimiters can be printed by the following macros:

$$(\rightarrow (, \quad \big(\rightarrow (, \quad \Big(\rightarrow (, \quad \bigg(\rightarrow (, \quad \Bigg(\rightarrow ($$

³ Do not confuse $<, >$ and \langle, \rangle . The first pair are Rel atoms with meaning “less than” or “greater than”, but the second pair are special types of brackets. They are not directly available at computer keyboards without using a keyboard macro.

⁴ Math axis is a horizontal line passing through the center of symbols $+$ and $-$. All vertically scalable objects are vertically centered with respect to this axis.

The $\backslash\text{Bigg}\langle\text{delim}\rangle$ is not maximal size of the bracket. Try $\backslash\text{left}\{\backslash\text{vbox to5cm}\}\backslash\text{right}.$, for example. You can see that the font “cheats” from certain sizes, because there are not all infinity number of sizes of brackets drawn in the font, of course.

The $\backslash\text{big}\langle\text{delim}\rangle$ creates Ord atom. We need to create Open atom for opening bracket and Close atom for closing bracket more often. Then we can use macros $\backslash\text{bigl}\langle\text{delim}\rangle$, $\backslash\text{Bigl}\langle\text{delim}\rangle$, $\backslash\text{biggl}\langle\text{delim}\rangle$, $\backslash\text{Biggl}\langle\text{delim}\rangle$ for creating Open atoms and $\backslash\text{bigr}\langle\text{delim}\rangle$, $\backslash\text{Bigr}\langle\text{delim}\rangle$, $\backslash\text{biggr}\langle\text{delim}\rangle$, $\backslash\text{Biggr}\langle\text{delim}\rangle$ for creating Close atoms. Unfortunately, the source is not too attractive when more sizes of brackets are used, but typographic traditions say that we have to distinguish brackets by the size in math mode if they are in equal types:

$$\backslash\text{Bigl}(f\backslash\text{bigl}(2(x+y) + z\backslash\text{bigr})\backslash\text{Bigr})' \quad \text{gives} \quad \left(f(2(x+y) + z)\right)'$$

1.6 Horizontally scalable objects: math accents

Arbitrary wide formula can be covered by *scalable math accent*. Example:

$$\backslash\text{overrightarrow}\{a+b+c+d+e+f\} \quad \text{gives} \quad \overrightarrow{a + b + c + d + e + f}.$$

The usage is: control sequence of selected math accent followed by $\{\langle\text{math list}\rangle\}$.

Standard scalable math accents are: $\backslash\text{overline}\overline{abc}$, $\backslash\text{overbrace}\overbrace{abc}$, $\backslash\text{overrightarrow}\overrightarrow{abc}$, $\backslash\text{overleftarrow}\overleftarrow{abc}$, $\backslash\text{underline}\underline{abc}$, $\backslash\text{underbrace}\underbrace{abc}$.

A Op atom is created. The exponents and subscripts are centered above and below the nucleus of this atom (regardless of the current style). Example:

$$\backslash\text{overbrace}\{b\backslash\text{cdot} b\backslash\text{cdot} b \backslash\text{cdots} b\}^{\sim\{k\backslash\text{times}\}} \quad \text{gives} \quad \overbrace{b \cdot b \cdot b \cdots b}^{k \times}$$

There are scalable accents with limited maximum width: $\backslash\text{widehat}\widehat{abc}$ and $\backslash\text{widetilde}\widetilde{abc}$. If the formula is wider than the font is able to cover then widest variant from the font is used and it is horizontally centered.

There are more scalable accents in Unicode math fonts: $\backslash\text{overparen}\overparen{abc}$, $\backslash\text{underparen}\underparen{abc}$, $\backslash\text{overbracket}\overbracket{abc}$, $\backslash\text{underbracket}\underbracket{abc}$, $\backslash\text{overleftrightharpoon}\overleftrightharpoon{abc}$, $\backslash\text{overleftharpoon}\overleftharpoon{abc}$, $\backslash\text{overrightharpoon}\overrightharpoon{abc}$, ◀ Unicode

1.7 Fixed math accents

Fixed math accents can be applied to single math object or to the $\{\langle\text{math list}\rangle\}$. The accent is centered (with respect of slanting axis) and the result is a nucleus of Ord atom. For example $\backslash\text{dot} x$ gives \dot{x} . The list of fixed math accents follows: $\backslash\text{acute} x \acute{x}$, $\backslash\text{bar} x \bar{x}$, $\backslash\text{breve} x \breve{x}$, $\backslash\text{check} x \check{x}$, $\backslash\text{dot} x \dot{x}$, $\backslash\text{ddot} x \ddot{x}$, $\backslash\text{grave} x \grave{x}$, $\backslash\text{hat} x \hat{x}$, $\backslash\text{vec} x \vec{x}$, $\backslash\text{tilde} x \tilde{x}$.

The additional fixed accents depends on used Unicode math font. The `latinmodern-math` ◀ Unicode supports: $\backslash\text{ovhook} x \overset{\circ}{x}$, $\backslash\text{ocirc} x \overset{\circ}{x}$, $\backslash\text{leftharpoonaccent} x \overset{\leftarrow}{x}$, $\backslash\text{rightharpoonaccent} x \vec{x}$, $\backslash\text{ddddot} x \overset{\cdot\cdot\cdot\cdot}{x}$, $\backslash\text{widebridgeabove} x \tilde{x}$, $\backslash\text{asteraccent} x \overset{*}{x}$.

There exist one special math accent ' (single quote, ASCII 39) which can be appended after a symbol like this: f' and it creates f' (typical meaning is the derivation of the given function). You can put more such accents, for example g''' gives g''' .

1.8 Roots

There is a macro $\backslash\text{sqrt}\{\langle\text{math list}\rangle\}$ to create square root. For example:

$$\backslash\text{sqrt}\{\backslash\text{sqrt}\{\backslash\text{sqrt}\{x+1\}+1\}+1\} \quad \text{gives} \quad \sqrt{\sqrt{\sqrt{x+1}+1}+1}$$

The n -th root is created by the macro $\backslash\text{root} \langle n \rangle \text{of} \{\langle\text{math list}\rangle\}$. For example $\backslash\text{root} k+1 \text{of} x$ gives $\sqrt[k+1]{x}$.

1.9 Math alphabets

Letters $a \dots z$, $A \dots Z$ and $\alpha \dots \omega$ are printed in italic in math mode. This follows the traditional typographic rule. All other math symbols, digits and uppercase Greek letters must be upright.⁵ These rules are independent of the current variant of surrounding text font.

If we want to use the letters or digits in another than this default shape, then we can use *math alphabet selectors*: `\mit`, `\rm`, `\it`, `\bf`, `\cal`. OpTeX supports more such selectors `\script`, `\frak`, `\bbchar`, `\bi`, see section 1.3.3 in the OpTeX documentation. The math selectors have local validity in the group. ◀ OpTeX

The control sequences `\rm`, `\it`, `\bf`, and `\bi` act as variant selectors of fonts in non-math mode (text mode) and they act as math alphabet selectors in math mode. This “overlying” concept is given by Plain TeX. Example: math operators `lim`, `sin`, `cos`, `log`, etc. must be printed unslanted. We are using `\lim`, `\sin`, `\cos`, `\log` etc. in math mode in order to comply this typographic convention. For example `\sin` is defined as:

```
\def\sin {\mathop{\rm sin}\nolimits}
```

The `\rm` is used here as math alphabet selector, no variant selector of text fonts.

The list of all predefined `\rm`-like math operators follows: `\arccos`, `\arcsin`, `\arctan`, `\arg`, `\cos`, `\cosh`, `\cot`, `\coth`, `\deg`, `\det`, `\dim`, `\exp`, `\gcd`, `\hom`, `\inf`, `\ker`, `\lg`, `\lim`, `\liminf`, `\limsup`, `\ln`, `\log`, `\max`, `\min`, `\Pr`, `\scs`, `\sin`, `\sinh`, `\sup`, `\tan`, `\tanh`. You can define another such operator analogically.

Unicode font can include the following math alphabets: ◀ Unicode

```
\_rmvariables      % upright letters A-Z, a-z
\_bfvariables      % bold letters A-Z, a-z
\_itvariables      % italic letters A-Z, a-z
\_bivvariables     % bold italic letters A-Z, a-z
\_calvariables     % calligraphic letters A-Z, a-z
\_bcalvariables    % calligraphic letters A-Z, a-z
\_frakvariables    % fraktur A-Z, a-z
\_bfrakvariables   % bold fraktur A-Z, a-z
\_sansvaraibales  % sans serif letters A-Z, a-z
\_bsansvaraibales % bold sans serif letters A-Z, a-z
\_isansvaraibales % slanted sans serif letters A-Z, a-z
\_bisansvaraibales % bold slanted sans serif letters A-Z, a-z
\_ttvariables      % monospace, typewriter letters A-Z, a-z
\_bbvariables      % double struck A-Z, a-z
\_rmdigits         % upright digits 0..9
\_bfdigits         % bold digits 0..9
\_sansdigits       % sans serif digits 0..9
\_bsansdigits      % bold sans serif digits 0..9
\_ttdigits         % monospace typewriter digits 0..9
\_bbdigits         % double-struck digits 0..9
\_rmgreek          % upright Greek letters \alpha-\omega
\_itgreek          % slanted Greek letters \alpha-\omega
\_bfgreek          % bold Greek letters \alpha-\omega
\_bigreek          % bold italic Greek letters \alpha-\omega
\_bsansgreek       % bold sans serif Greek letters \alpha-\omega
\_bisansgreek      % bold slanted snas serif Greek letters \alpha-\omega
\_itGreek          % slanted Greek letters \Alpha-\Omega
\_bfGreek          % bold Greek letters \Alpha-\Omega
\_biGreek          % bold italic Greek letters \Alpha-\Omega
\_bsansGreek       % bold sans serif Greek letters \Alpha-\Omega
\_bisansGreek      % bold slanted snas serif Greek letters \Alpha-\Omega
```

Not all Unicode math fonts include all math alphabets listed here. Typically, the lowercase letters of calligraphic shape and all letters of bold calligraphic shape are missing.

⁵ French typographic convention says that uppercase Greek letters have to be in italic too. Use `_itGreek` declaration in this case.

OpTeX defines internal math alphabet selectors as mentioned in the previous listing of math alphabets and sets as default: ◀ OpTeX

```
\_itvariables \_rmdigits \_itgreek \_rmGreek
```

Moreover, it defines the alphabet selectors at user level (see section 1.3.3 of the OpTeX manual). For example

```
\def\rm {\_tryload\_tenrm \_inmath{\_rmavariables \_rmdigits}}
```

The first part `_tryload_tenrm` is applicable for text fonts and the `_inmath` part is processed only in math mode and sets the math alphabets. You can see the file `unimath-codes.opm` where all user level selectors are defined. You can redefine them. For example, OpTeX defines `\bf` as a math alphabet selector which selects sans serif bold in math. This is common notation for vectors, tensors and matrices. If you dislike this, then you can define: ◀ OpTeX

```
\def\bf {\_tryloadbf\_tenbf \_inmath{\_bfvariables\_bfdigits\_bfgreek\_bfGreek}}
```

1.10 List of single math objects

All single math objects are listed in the `unimath-table.opm` or `unicode-math-table.tex` file. You can look into this file. The codes, TeX sequences, classes and comments for all possible math codes are here. Maybe, your Unicode math font which is loaded, does not support all these codes. You can try all codes of currently loaded font by ◀ Unicode

```
\input print-unimath.opm
```

The `unimath-table` is printed with characters available in loaded font. If the character is unsupported by the font then the slot is empty and only TeX sequence and the class of the code is printed in the table. For example, this document loads `latimodern-math.otf` font. And the result from `\input print-unimath.opm` looks like the following ten pages. ◀ OpTeX

Codes U+00000 ... U+10000								
!	Close	<code>\mathexclam</code>	˘	Acc	<code>\grave</code>	Λ	Alph	<code>\mupLambda</code>
#	Ord	<code>\mathoctothorpe</code>	ˆ	Acc	<code>\acute</code>	Μ	Alph	<code>\mupMu</code>
\$	Ord	<code>\mathdollar</code>	ˆ	Acc	<code>\hat</code>	Ν	Alph	<code>\mupNu</code>
%	Ord	<code>\mathpercent</code>	ˆ	Accw	<code>\widehat</code>	Ξ	Alph	<code>\mupXi</code>
&	Ord	<code>\mathampersand</code>	˜	Acc	<code>\tilde</code>	Ο	Alph	<code>\mupOmicron</code>
(Open	<code>\lparen</code>	˜	Accw	<code>\widetilde</code>	Π	Alph	<code>\mupPi</code>
)	Close	<code>\rparen</code>	¯	Acc	<code>\bar</code>	Ρ	Alph	<code>\mupRho</code>
+	Bin	<code>\mathplus</code>	¯	Acc	<code>\overbar</code>	Σ	Alph	<code>\mupSigma</code>
,	Punct	<code>\mathcomma</code>	¯	Accw	<code>\wideoverbar</code>	Τ	Alph	<code>\mupTau</code>
.	Ord	<code>\mathperiod</code>	˘	Acc	<code>\breve</code>		Alph	<code>\mupUpsilon</code>
/	Ord	<code>\mathslash</code>	˘	Accw	<code>\widebreve</code>	Φ	Alph	<code>\mupPhi</code>
:	Punct	<code>\mathcolon</code>	˙	Acc	<code>\dot</code>	Χ	Alph	<code>\mupChi</code>
;	Punct	<code>\mathsemicolon</code>	˙˙	Acc	<code>\ddot</code>	Ψ	Alph	<code>\mupPsi</code>
<	Rel	<code>\less</code>	ˆ	Acc	<code>\ovhook</code>	Ω	Alph	<code>\mupOmega</code>
=	Rel	<code>\equal</code>	ˆ	Acc	<code>\ocirc=\mathring</code>	α	Alph	<code>\mupalpha</code>
>	Rel	<code>\greater</code>	˘	Acc	<code>\check</code>	β	Alph	<code>\mupbeta</code>
?	Ord	<code>\mathquestion</code>	˘	Accw	<code>\widecheck</code>	γ	Alph	<code>\mupgamma</code>
@	Ord	<code>\mathatsign</code>	˘	Acc	<code>\candra</code>	δ	Alph	<code>\mupdelta</code>
[Open	<code>\lbrack</code>	˘	Acc	<code>\oturnedcomma</code>	ε	Alph	<code>\mupvarepsilon</code>
\	Ord	<code>\backslash</code>	˘	Acc	<code>\ocommatopright</code>	ζ	Alph	<code>\mupzeta</code>
]	Close	<code>\rbrack</code>	˘	Acc	<code>\droang</code>	η	Alph	<code>\mupeta</code>
{	Open	<code>\lbrace</code>	˘	AccBw	<code>\wideutilde</code>	θ	Alph	<code>\muptheta</code>
	Fence	<code>\vert</code>	˘	AccBw	<code>\mathunderbar</code>	ι	Alph	<code>\mupiota</code>
}	Close	<code>\rbrace</code>	˘	AccO	<code>\notaccent</code>	κ	Alph	<code>\mupkappa</code>
£	Ord	<code>\mathsterling</code>	˘	AccBw	<code>\underleftrightharrow</code>	λ	Alph	<code>\muplambda</code>
¥	Ord	<code>\mathyen</code>	A	Alph	<code>\mupAlpha</code>	μ	Alph	<code>\mupmu</code>
§	Ord	<code>\mathsection</code>	B	Alph	<code>\mupBeta</code>	ν	Alph	<code>\mupnu</code>
¬	Ord	<code>\neg=\lnot</code>	Γ	Alph	<code>\mupGamma</code>	ξ	Alph	<code>\mupxi</code>
±	Bin	<code>\pm</code>	Δ	Alph	<code>\mupDelta</code>	ο	Alph	<code>\mupomicron</code>
¶	Ord	<code>\mathparagraph</code>	E	Alph	<code>\mupEpsilon</code>	π	Alph	<code>\muppi</code>
·	Bin	<code>\cdot</code>	Z	Alph	<code>\mupZeta</code>	ρ	Alph	<code>\muprho</code>
×	Bin	<code>\times</code>	H	Alph	<code>\mupEta</code>		Alph	<code>\mupvarsigma</code>
	Alph	<code>\matheth=\eth</code>	Θ	Alph	<code>\mupTheta</code>	σ	Alph	<code>\mupsigma</code>
÷	Bin	<code>\div</code>	I	Alph	<code>\mupIota</code>	τ	Alph	<code>\muptau</code>
	Ord	<code>\Zbar</code>	K	Alph	<code>\mupKappa</code>	υ	Alph	<code>\mupsilon</code>

φ	Alph	<code>\mupvarphi</code>	\mathcal{R}	Alph	<code>\mscrR</code>	Ord	<code>\barleftarrowrightarrowbar</code>
χ	Alph	<code>\mupchi</code>	\Re	Alph	<code>\Re</code>	Ord	<code>\acwopencirclearrow</code>
ψ	Alph	<code>\muppsi</code>	\mathbb{R}	Alph	<code>\BbbR</code>	Ord	<code>\cwopencirclearrow</code>
ω	Alph	<code>\mupomega</code>	\mathbb{Z}	Alph	<code>\BbbZ</code>	Rel	<code>\leftharpoonup</code>
ϑ	Alph	<code>\mupvartheta</code>	\mathbb{U}	Ord	<code>\mho</code>	Rel	<code>\leftharpoondown</code>
ϕ	Alph	<code>\mupphi</code>	\mathbb{Z}	Alph	<code>\mfracZ</code>	Rel	<code>\upharpoonright</code>
ϖ	Alph	<code>\mupvarpi</code>		Alph	<code>\turnediota</code>	Rel	<code>\upharpoonleft</code>
	Alph	<code>\upDigamma</code>	\AA	Alph	<code>\Angstrom</code>	Rel	<code>\rightharpoonup</code>
	Alph	<code>\updigamma</code>	\mathcal{B}	Alph	<code>\mscrB</code>	Rel	<code>\rightharpoondown</code>
\varkappa	Alph	<code>\mupvarkappa</code>	\mathcal{C}	Alph	<code>\mfracC</code>	Rel	<code>\downharpoonright</code>
ϱ	Alph	<code>\mupvarrho</code>		Alph	<code>\mscre</code>	Rel	<code>\downharpoonleft</code>
Θ	Alph	<code>\mupvarTheta</code>	\mathcal{E}	Alph	<code>\mscrE</code>	Rel	<code>\rightleftarrows</code>
ϵ	Alph	<code>\mupepsilon</code>	\mathcal{F}	Alph	<code>\mscrF</code>	Rel	<code>\updownarrows</code>
	Ord	<code>\upbackepsilon=\backepsilon</code>		Ord	<code>\Finv</code>	Rel	<code>\leftrightarrows</code>
-	Alph	<code>\maththyphen</code>	\mathcal{M}	Alph	<code>\mscrM</code>	Rel	<code>\leftleftarrows</code>
	Ord	<code>\horizbar</code>		Alph	<code>\mscro</code>	Rel	<code>\upuparrows</code>
	Fence	<code>\Vert</code>	\aleph	Alph	<code>\aleph</code>	Rel	<code>\rightrightarrows</code>
	Ord	<code>\twolowline</code>	\beth	Alph	<code>\beth</code>	Rel	<code>\downdownarrows</code>
†	Bin	<code>\dagger</code>	λ	Alph	<code>\gimel</code>	Rel	<code>\leftrightharpoons</code>
‡	Bin	<code>\ddagger</code>	\daleth	Alph	<code>\daleth</code>	Rel	<code>\rightleftharpoons</code>
•	Bin	<code>\smbkcircle=\bullet</code>	\aleph	Ord	<code>\Bbbpi</code>	Rel	<code>\nLeftarrow</code>
	Ord	<code>\enleadertwodots</code>	\aleph	Alph	<code>\Bbbgamma</code>	Rel	<code>\nLeftrightarrow</code>
...	Ord	<code>\unicodeellipsis</code>	\aleph	Alph	<code>\BbbGamma</code>	Rel	<code>\nRightarrow</code>
'	Ord	<code>\prime</code>	\aleph	Alph	<code>\BbbPi</code>	Rel	<code>\Leftarrow</code>
"	Ord	<code>\dprime</code>	Σ	Op	<code>\Bbbsum</code>	Rel	<code>\Uparrow</code>
'''	Ord	<code>\trprime</code>		Ord	<code>\Game</code>	Rel	<code>\Rightarrow</code>
\	Ord	<code>\backprime</code>		Ord	<code>\sansLturned</code>	Rel	<code>\Downarrow</code>
˘	Ord	<code>\backdprime</code>		Ord	<code>\sansLmirrored</code>	Rel	<code>\Leftrightarrow</code>
˙	Ord	<code>\backtrprime</code>		Ord	<code>\Yup</code>	Rel	<code>\Updownarrow</code>
	Ord	<code>\caretinsert</code>	D	Ord	<code>\mitBbbD</code>	Rel	<code>\Nwarrow</code>
	Ord	<code>\Exclam</code>	d	Ord	<code>\mitBbbd</code>	Rel	<code>\Nearrow</code>
	Bin	<code>\tieconcat</code>	e	Ord	<code>\mitBbbe</code>	Rel	<code>\Searrow</code>
	Ord	<code>\hyphenbullet</code>	i	Ord	<code>\mitBbbi</code>	Rel	<code>\Swarrow</code>
/	Bin	<code>\fracslash</code>	j	Ord	<code>\mitBbbj</code>	Rel	<code>\Lleftarrow</code>
?	Ord	<code>\Question</code>		Ord	<code>\PropertyLine</code>	Rel	<code>\rightarrow</code>
	Rel	<code>\closure</code>		Bin	<code>\upand</code>	Rel	<code>\leftsquigarrow</code>
'''	Ord	<code>\qprime</code>	\leftarrow	Rel	<code>\leftarrow=\gets</code>	Rel	<code>\rightsquigarrow</code>
	Ord	<code>\euro</code>	\uparrow	Rel	<code>\uparrow</code>	Ord	<code>\nHuparrow</code>
ˆ	Acc	<code>\leftharpoonaccent</code>	\rightarrow	Rel	<code>\rightarrow=\to</code>	Ord	<code>\nHdownarrow</code>
˜	Accw	<code>\overleftarrow</code>	\downarrow	Rel	<code>\downarrow</code>	Ord	<code>\leftdasharrow</code>
˘	Acc	<code>\rightharpoonaccent</code>	\leftrightarrow	Rel	<code>\leftrightarrow</code>	Ord	<code>\updasharrow</code>
˙	Accw	<code>\overrightarrow</code>	\updownarrow	Rel	<code>\updownarrow</code>	Ord	<code>\rightdasharrow</code>
	Acc	<code>\vertoverlay</code>	\nwarrow	Rel	<code>\narrow</code>	Ord	<code>\downdasharrow</code>
ˆ	Accw	<code>\overleftarrow</code>	\nearrow	Rel	<code>\nearrow</code>	Rel	<code>\barleftarrow</code>
ˆ	Accw	<code>\overrightarrow</code>	\searrow	Rel	<code>\searrow</code>	Rel	<code>\rightarrowbar</code>
ˆ	Acc	<code>\vec</code>	\swarrow	Rel	<code>\swarrow</code>	Ord	<code>\leftwhitearrow</code>
...	Acc	<code>\dddot</code>	\leftarrow	Rel	<code>\nleftarrow</code>	Ord	<code>\upwhitearrow</code>
...	Acc	<code>\dddodot</code>	\rightarrow	Rel	<code>\nrightarrow</code>	Ord	<code>\rightwhitearrow</code>
	Ord	<code>\enclosecircle</code>	Rel	<code>\leftwavyarrow</code>	Ord	<code>\downwhitearrow</code>	
	Ord	<code>\enclosesquare</code>	Rel	<code>\rightwavyarrow</code>	Ord	<code>\whitearrowupfrombar</code>	
	Ord	<code>\enclosediamond</code>	\leftarrow	Rel	<code>\twoheadleftarrow</code>	Rel	<code>\circleonrightarrow</code>
ˆ	Accw	<code>\overrightarrow</code>	\uparrow	Rel	<code>\twoheaduparrow</code>	Rel	<code>\downuparrows</code>
	Ord	<code>\enclosetriangle</code>	\rightarrow	Rel	<code>\twoheadrightarrow</code>	Rel	<code>\righthreearrows</code>
	Acc	<code>\annuity</code>	\downarrow	Rel	<code>\twoheaddownarrow</code>	Rel	<code>\nleftarrow</code>
	AccB	<code>\threeunderdot</code>	\leftarrow	Rel	<code>\leftarrowtail</code>	Rel	<code>\nrightarrow</code>
	Acc	<code>\widebridgeabove</code>	\rightarrow	Rel	<code>\rightarrowtail</code>	Rel	<code>\nleftrightarrow</code>
	AccBw	<code>\underrightharpoondown</code>	\leftarrow	Rel	<code>\mapsfrom</code>	Rel	<code>\nVleftarrow</code>
	AccBw	<code>\underleftarrow</code>	\uparrow	Rel	<code>\mapsup</code>	Rel	<code>\nVrightarrow</code>
	AccBw	<code>\underleftarrow</code>	\mapsto	Rel	<code>\mapsto</code>	Rel	<code>\nVleftrightarrow</code>
	AccBw	<code>\underrightarrow</code>	\downarrow	Rel	<code>\mapsdown</code>	Rel	<code>\leftarrowtriangle</code>
*	Acc	<code>\asteraccent</code>	Ord	<code>\updownarrowbar</code>	Rel	<code>\rightarrowtriangle</code>	
\mathbb{C}	Alph	<code>\BbbC</code>	\leftarrow	Rel	<code>\hookleftarrow</code>	Rel	<code>\leftrightarrowtriangle</code>
\mathcal{E}	Ord	<code>\Eulerconst</code>	\rightarrow	Rel	<code>\hookrightarrow</code>	Ord	<code>\forall</code>
	Alph	<code>\mscrg</code>	\leftarrow	Rel	<code>\looparrowleft</code>	Ord	<code>\complement</code>
\mathcal{H}	Alph	<code>\mscrH</code>	\rightarrow	Rel	<code>\looparrowright</code>	Alph	<code>\partial</code>
\mathbb{H}	Alph	<code>\mfracH</code>	\leftrightarrow	Rel	<code>\leftrightsquigarrow</code>	Ord	<code>\exists</code>
\mathbb{H}	Alph	<code>\BbbH</code>	\leftrightarrow	Rel	<code>\nleftrightarrow</code>	Ord	<code>\nexists</code>
h	Ord	<code>\Planckconst</code>	Rel	<code>\downzigzagarrow</code>	Ord	<code>\emptyset</code>	
\hbar	Alph	<code>\hslash=\hbar</code>	\updownarrow	Rel	<code>\Lsh</code>	Ord	<code>\nothing=\emptyset</code>
\mathcal{I}	Alph	<code>\mscrI</code>	\updownarrow	Rel	<code>\Rsh</code>	Ord	<code>\increment</code>
\mathbb{I}	Alph	<code>\Im</code>	\downarrow	Rel	<code>\Ldsh</code>	Alph	<code>\nabla</code>
\mathcal{L}	Alph	<code>\mscrL</code>	\downarrow	Rel	<code>\Rdsh</code>	Rel	<code>\in</code>
ℓ	Alph	<code>\ell</code>	Ord	<code>\linefeed</code>	Rel	<code>\notin</code>	
\mathbb{N}	Alph	<code>\BbbN</code>	Ord	<code>\carriagereturn</code>	Rel	<code>\smallin</code>	
\wp	Alph	<code>\wp</code>	Rel	<code>\curvearrowleft</code>	Rel	<code>\ni=\owns</code>	
\mathbb{P}	Alph	<code>\BbbP</code>	\curvearrowright	Rel	<code>\curvearrowright</code>	Rel	<code>\nni</code>
\mathbb{Q}	Alph	<code>\BbbQ</code>	Ord	<code>\barovernorthwestarrow</code>	Rel	<code>\smallni</code>	
					Ord	<code>\QED</code>	

\prod	Op	<code>\prod</code>	\triangleq	Rel	<code>\wedgeeq</code>	\dagger	Rel	<code>\assert</code>
\coprod	Op	<code>\coprod</code>	\llcorner	Rel	<code>\veeeq</code>	\ddagger	Rel	<code>\models</code>
\sum	Op	<code>\sum</code>	\star	Rel	<code>\stareq</code>	\vdash	Rel	<code>\vDash</code>
$-$	Bin	<code>\minus</code>	\triangle	Rel	<code>\triangleqeq</code>	\Vdash	Rel	<code>\Vdash</code>
\mp	Bin	<code>\mp</code>	\triangleleft	Rel	<code>\eqdef</code>	\Vvdash	Rel	<code>\Vvdash</code>
$\dot{+}$	Bin	<code>\dotplus</code>	\equiv	Rel	<code>\measeq</code>	\Vdash	Rel	<code>\Vdash</code>
$/$	Bin	<code>\divslash</code>	$\stackrel{?}{=}$	Rel	<code>\questeq</code>	\nvdash	Rel	<code>\nvdash</code>
\setminus	Bin	<code>\smallsetminus</code>	\neq	Rel	<code>\ne=\neq</code>	\nVdash	Rel	<code>\nVdash</code>
$*$	Bin	<code>\ast</code>	\equiv	Rel	<code>\equiv</code>	\nVdash	Rel	<code>\nVdash</code>
\circ	Bin	<code>\vysmwhtcircle=\circ</code>	\neq	Rel	<code>\nequiv</code>	\nVDash	Rel	<code>\nVDash</code>
\bullet	Bin	<code>\vsmbllkcircle</code>	\equiv	Rel	<code>\equiv</code>		Rel	<code>\prurel</code>
$\sqrt{\quad}$	Open	<code>\sqrt</code>	\triangleleft	Rel	<code>\leq=\le</code>		Rel	<code>\scurel</code>
\surd	Ord	<code>\surd</code>	\triangleleft	Rel	<code>\geq=\ge</code>	\triangleleft	Rel	<code>\vartriangleleftleft</code>
$\sqrt[n]{\quad}$	Open	<code>\cuberoot</code>	\triangleleft	Rel	<code>\leqq</code>	\triangleright	Rel	<code>\vartrianglerightright</code>
$\sqrt[4]{\quad}$	Open	<code>\fourthroot</code>	\triangleleft	Rel	<code>\geqq</code>	\triangleleft	Rel	<code>\triangleleftleftteq</code>
\propto	Rel	<code>\propto</code>	\triangleleft	Rel	<code>\lneqq</code>	\triangleright	Rel	<code>\trianglerightrightteq</code>
∞	Ord	<code>\infty</code>	\triangleleft	Rel	<code>\gneqq</code>	\circ	Rel	<code>\origof</code>
\llcorner	Ord	<code>\rightangle</code>	\triangleleft	Rel	<code>\ll</code>	$\bullet\circ$	Rel	<code>\imageof</code>
\sphericalangle	Ord	<code>\angle</code>	\triangleright	Rel	<code>\gg</code>	\circ	Rel	<code>\multimap</code>
\sphericalangle	Ord	<code>\measuredangle</code>	\triangleleft	Rel	<code>\between</code>	\dagger	Ord	<code>\hermitmatrix</code>
\sphericalangle	Ord	<code>\sphericalangle</code>	\triangleleft	Rel	<code>\nasymp</code>	\dagger	Bin	<code>\intercal</code>
$ $	Rel	<code>\mid</code>	\triangleleft	Rel	<code>\nless</code>	\vee	Bin	<code>\veebar</code>
$ $	Rel	<code>\nmid</code>	\triangleleft	Rel	<code>\ngtr</code>	$\bar{\vee}$	Bin	<code>\barwedged</code>
\parallel	Rel	<code>\parallel</code>	\triangleleft	Rel	<code>\nleq</code>	$\bar{\vee}$	Bin	<code>\barvee</code>
\nparallel	Rel	<code>\nparallel</code>	\triangleleft	Rel	<code>\ngeq</code>	\lrcorner	Ord	<code>\measuredrightangle</code>
\wedge	Bin	<code>\wedge=\land</code>	\triangleleft	Rel	<code>\lessssim</code>	\triangleleft	Ord	<code>\varlrrtriangle</code>
\vee	Bin	<code>\vee=\lor</code>	\triangleleft	Rel	<code>\gtrsim</code>	\bigwedge	Op	<code>\bigwedge</code>
\cap	Bin	<code>\cap</code>	\triangleleft	Rel	<code>\nlessssim</code>	\bigvee	Op	<code>\bigvee</code>
\cup	Bin	<code>\cup</code>	\triangleleft	Rel	<code>\ngtrsim</code>	\bigcup	Op	<code>\bigcup</code>
\int	Op	<code>\int</code>	\triangleleft	Rel	<code>\lessgtr</code>	\bigcup	Op	<code>\bigcup</code>
\iint	Op	<code>\iint</code>	\triangleleft	Rel	<code>\gtrless</code>	\diamond	Bin	<code>\smwhtdiamond=\diamond</code>
\iiint	Op	<code>\iiint</code>	\triangleleft	Rel	<code>\nlessgtr</code>	\cdot	Bin	<code>\cdot</code>
\oint	Op	<code>\oint</code>	\triangleleft	Rel	<code>\ngtrless</code>	\star	Bin	<code>\star</code>
\oiint	Op	<code>\oiint</code>	\triangleleft	Rel	<code>\prec</code>	\ast	Bin	<code>\divideontimes</code>
\oiiint	Op	<code>\oiiint</code>	\triangleleft	Rel	<code>\succ</code>	\bowtie	Rel	<code>\bowtie</code>
$\int\limits_{\circlearrowleft}$	Op	<code>\intclockwise</code>	\triangleleft	Rel	<code>\preccurlyeq</code>	\times	Bin	<code>\ltimes</code>
$\int\limits_{\circlearrowright}$	Op	<code>\varointclockwise</code>	\triangleleft	Rel	<code>\succcurlyeq</code>	\times	Bin	<code>\rtimes</code>
$\int\limits_{\circlearrowleft}$	Op	<code>\ointctrlockwise</code>	\triangleleft	Rel	<code>\prec\sim</code>	\times	Bin	<code>\leftthreetimes</code>
\therefore	Ord	<code>\therefore</code>	\triangleleft	Rel	<code>\succ\sim</code>	\times	Bin	<code>\rightthreetimes</code>
\because	Ord	<code>\because</code>	\triangleleft	Rel	<code>\nprec</code>	\lessdot	Rel	<code>\backsim</code>
$:$	Rel	<code>\mathratio</code>	\triangleleft	Rel	<code>\nsucc</code>	\curlyvee	Bin	<code>\curlyvee</code>
$::$	Rel	<code>\Colon</code>	\subset	Rel	<code>\subset</code>	\curlywedge	Bin	<code>\curlywedge</code>
$\dot{-}$	Bin	<code>\dotminus</code>	\supset	Rel	<code>\supset</code>	\Subset	Rel	<code>\Subset</code>
\dashv	Rel	<code>\dashcolon</code>	\subset	Rel	<code>\nsubset</code>	\Supset	Rel	<code>\Supset</code>
$\dot{-}$	Rel	<code>\dotsminusdots</code>	\supset	Rel	<code>\nsupset</code>	\Cap	Bin	<code>\Cap</code>
\sphericalangle	Rel	<code>\kernelcontraction</code>	\subset	Rel	<code>\subseteq</code>	\Cup	Bin	<code>\Cup</code>
\sim	Rel	<code>\sim</code>	\supset	Rel	<code>\supseteq</code>		Rel	<code>\pitchfork</code>
\backsimeq	Rel	<code>\backsimeq</code>	\supset	Rel	<code>\nsubseteq</code>	$\#$	Rel	<code>\equalparallel</code>
\invlazys	Bin	<code>\invlazys</code>	\supset	Rel	<code>\nsupseteq</code>	\lessdot	Rel	<code>\lessdot</code>
\sinewave	Ord	<code>\sinewave</code>	\supset	Rel	<code>\subsetneq</code>	\gtrdot	Rel	<code>\gtrdot</code>
\wr	Bin	<code>\wr</code>	\supset	Rel	<code>\supsetneq</code>	\lll	Rel	<code>\lll</code>
\nsim	Rel	<code>\nsim</code>	\supset	Bin	<code>\cupleftarrow</code>	\ggg	Rel	<code>\ggg</code>
\eqsim	Rel	<code>\eqsim</code>	\supset	Bin	<code>\cupdot</code>	\lesseqgtr	Rel	<code>\lesseqgtr</code>
\simeq	Rel	<code>\simeq</code>	\supset	Bin	<code>\uplus</code>	\gtreqless	Rel	<code>\gtreqless</code>
\nsime	Rel	<code>\nsime</code>	\supset	Rel	<code>\sqsubset</code>	<code>\leqless</code>	Rel	<code>\leqless</code>
\sime	Rel	<code>\sime</code>	\supset	Rel	<code>\sqsupset</code>	<code>\leqgtr</code>	Rel	<code>\leqgtr</code>
\nsimeq	Rel	<code>\nsimeq</code>	\supset	Rel	<code>\sqsubseteq</code>	\curlyeqprec	Rel	<code>\curlyeqprec</code>
\cong	Rel	<code>\cong</code>	\supset	Rel	<code>\sqsupseteq</code>	\curlyeqsucc	Rel	<code>\curlyeqsucc</code>
\simneqq	Rel	<code>\simneqq</code>	\supset	Bin	<code>\sqcap</code>	\npreccurlyeq	Rel	<code>\npreccurlyeq</code>
\ncong	Rel	<code>\ncong</code>	\supset	Bin	<code>\sqcup</code>	\nsucccurlyeq	Rel	<code>\nsucccurlyeq</code>
\approx	Rel	<code>\approx</code>	\oplus	Bin	<code>\oplus</code>	\nsqsubseteq	Rel	<code>\nsqsubseteq</code>
\napprox	Rel	<code>\napprox</code>	\otimes	Bin	<code>\ominus</code>	\nsqsupseteq	Rel	<code>\nsqsupseteq</code>
\approxeq	Rel	<code>\approxeq</code>	\otimes	Bin	<code>\otimes</code>	$\sqsubseteq\neq$	Rel	<code>\sqsubseteq\neq</code>
\approxident	Rel	<code>\approxident</code>	\odot	Bin	<code>\oslash</code>	$\sqsupset\neq$	Rel	<code>\sqsupset\neq</code>
\backcong	Rel	<code>\backcong</code>	\odot	Bin	<code>\odot</code>	\lnsim	Rel	<code>\lnsim</code>
\asymp	Rel	<code>\asymp</code>	\odot	Bin	<code>\circledcirc</code>	\gnsim	Rel	<code>\gnsim</code>
\bumpeq	Rel	<code>\bumpeq</code>	\odot	Bin	<code>\circledast</code>	\precnsim	Rel	<code>\precnsim</code>
\bumpeq	Rel	<code>\bumpeq</code>	\odot	Bin	<code>\circledequal</code>	\succnsim	Rel	<code>\succnsim</code>
\doteq	Rel	<code>\doteq</code>	\odot	Bin	<code>\circleddash</code>	\nvartriangleleft	Rel	<code>\nvartriangleleft</code>
\doteq	Rel	<code>\doteq</code>	\boxplus	Bin	<code>\boxplus</code>	\nvartriangleright	Rel	<code>\nvartriangleright</code>
\fallingdotseq	Rel	<code>\fallingdotseq</code>	\boxminus	Bin	<code>\boxminus</code>	\triangleleftleftteq	Rel	<code>\triangleleftleftteq</code>
\risingdotseq	Rel	<code>\risingdotseq</code>	\boxtimes	Bin	<code>\boxtimes</code>	\trianglerightrightteq	Rel	<code>\trianglerightrightteq</code>
\coloneq	Rel	<code>\coloneq</code>	\boxdot	Bin	<code>\boxdot</code>	\unicodedots	Rel	<code>\unicodedots</code>
\eqcolon	Rel	<code>\eqcolon</code>	\vdash	Rel	<code>\vdash</code>	\unicodecdots	Ord	<code>\unicodecdots</code>
\eqcirc	Rel	<code>\eqcirc</code>	\dashv	Rel	<code>\dashv</code>	\unicodeadots	Rel	<code>\unicodeadots</code>
\circeq	Rel	<code>\circeq</code>	\top	Ord	<code>\top</code>	\unicodeddots	Rel	<code>\unicodeddots</code>
\arceq	Rel	<code>\arceq</code>	\bot	Ord	<code>\bot</code>	\disin	Rel	<code>\disin</code>

Rel	\varisins)	Over	\overparen	Ord	\blacklefthalfcircle	
Rel	\isins)	Under	\underparen	Ord	\blackrighthalfcircle	
Rel	\isindot)	Over	\overbrace	Ord	\inversebullet	
Rel	\varisinobar)	Under	\underbrace	Ord	\inversewhitecircle	
Rel	\isinobar)	Ord	\obrbrak	Ord	\invwhiteupperhalfcircle	
Rel	\isinvb)	Ord	\ubrbrak	Ord	\invwhitelowerhalfcircle	
Rel	\isinE)	Ord	\trapezium	Ord	\ularc	
Rel	\nisd)	Ord	\benzenr	Ord	\urarc	
Rel	\varnis)	Ord	\strns	Ord	\lrarc	
Rel	\nis)	Ord	\fltns	Ord	\llarc	
Rel	\varniobar)	Ord	\accurent	Ord	\topsemicircle	
Rel	\niobar)	Ord	\elinters	Ord	\botsemicircle	
Rel	\bagmember)	Ord	\blanksymbol	Ord	\lrblacktriangle	
Ø	Ord		Ord	\mathvisiblespace	Ord	\llblacktriangle	
Ord	\house)	Ord	\bdtriplevdash	Ord	\ulblacktriangle	
Bin	\varbarwedge)	Ord	\blockuphalf	Ord	\urblacktriangle	
Bin	\vardoublebarwedge)	Ord	\blocklowhalf	o	Ord	\smwhtcircle
Open	\lceil)	Ord	\blockfull	Ord	\squareleftblack	
Close	\rceil)	Ord	\blocklefthalf	Ord	\squarerightblack	
Open	\lfloor)	Ord	\blockrighthalf	Ord	\squareulblack	
Close	\rfloor)	Ord	\blockqtrshaded	Ord	\squarelrblack	
Ord	\invnot)	Ord	\blockhalfshaded	Bin	\boxbar	
Ord	\sqlozenge)	Ord	\blockthreeqtrshaded	Ord	\triangleleftdot	
Ord	\proflin	■	Ord	\mdlgblksquare	Ord	\triangleleftblack	
Ord	\profsurf	□	Ord	\mdlgwhtsquare	Ord	\trianglerightblack	
Ord	\viewdata)	Ord	\squoval	○	Ord	\lgwhtcircle
Ord	\turnednot)	Ord	\blackinwhitesquare	Ord	\squareulquad	
Open	\ulcorner)	Ord	\squarehfill	Ord	\squarellquad	
Close	\urcorner)	Ord	\squarevfill	Ord	\squarelrquad	
Open	\llcorner)	Ord	\squarehvfll	Ord	\squareurquad	
Close	\lrcorner)	Ord	\squarewsefill	Ord	\circleulquad	
Ord	\inttop)	Ord	\squareneswfill	Ord	\circlellquad	
Ord	\intbottom)	Ord	\squarecrossfill	Ord	\circlelrquad	
Rel	\frown	•	Ord	\smbklsquare	Ord	\circlelurquad	
Rel	\smile	◦	Ord	\smwhtsquare	Ord	\ultriangle	
Ord	\varhexagonlrbonds)	Ord	\hrectangleblack	Ord	\urtriangle	
Ord	\conictaper	□	Ord	\hrectangle	Ord	\lltriangle	
Ord	\topbot)	Ord	\vrectangleblack	Ord	\mdwhtsquare	
Bin	\obar)	Ord	\vrectangle	Ord	\mdbklsquare	
Rel	\APLnotslash)	Ord	\parallelogramblack	Ord	\mdsmwhtsquare	
Ord	\APLnotbackslash)	Ord	\parallelogram	Ord	\mdsmbklsquare	
Ord	\APLboxupcaret	▲	Ord	\bigblacktriangleup	Ord	\lrtriangle	
Ord	\APLboxquestion	△	Bin	\bigtriangleup	Ord	\bigstar	
Ord	\rangledownzigzagarrow)	Ord	\blacktriangle	Ord	\bigwhitestar	
Ord	\hexagon)	Rel	\vartriangle	Ord	\astrosun	
Ord	\lparenued	▶	Ord	\blacktriangleright	Ord	\danger	
Ord	\lparenxtender	▷	Bin	\triangleright	Ord	\blacksmiley	
Ord	\lparenend)	Ord	\smallblacktriangleright	Ord	\sun	
Ord	\rparenued)	Ord	\smalltriangleright	Ord	\rightmoon	
Ord	\rparenxtender)	Ord	\blackpointerright	Ord	\leftmoon	
Ord	\rparenend)	Ord	\whitepointerright	Ord	\female	
Ord	\lbrackued	▼	Ord	\bigblacktriangledown	Ord	\male	
Ord	\lbrackxtender	▽	Ord	\bigtriangledown	♠	Ord	\spadesuit
Ord	\lbracklend)	Ord	\blacktriangledown	♡	Ord	\heartsuit
Ord	\rbrackued)	Ord	\triangledown	◇	Ord	\diamondsuit
Ord	\rbrackxtender	◀	Ord	\blacktriangleleft	♣	Ord	\clubsuit
Ord	\rbracklend	◁	Bin	\triangleleft	♠	Ord	\varspadesuit
Ord	\lbraceued)	Ord	\smallblacktriangleleft	♥	Ord	\varheartsuit
Ord	\lbracemid)	Ord	\smalltriangleleft	♦	Ord	\vardiamondsuit
Ord	\lbracelend)	Ord	\blackpointerleft	♣	Ord	\varclubsuit
Ord	\vbraceextender)	Ord	\whitepointerleft	♠	Ord	\quarternote
Ord	\vbraceued)	Ord	\mdlgblkdiamond	Ord	Ord	\eighthnote
Ord	\vbracemid)	Ord	\mdlgwhtdiamond	Ord	Ord	\twonotes
Ord	\vbracelend)	Ord	\blackinwhitediamond	b	Ord	\flat
Ord	\intextender)	Ord	\fisheye	♯	Ord	\natural
Ord	\harrowxtender)	Ord	\mdlgwhtlozenge	♯	Ord	\sharp
Open	\lmoustache	◇	Bin	\mdlgwhtcircle=\bigcirc	Ord	Ord	\acidfree
Close	\rmoustache	○	Ord	\dottedcircle	Ord	Ord	\dicei
Ord	\sumtop)	Ord	\circlevertfill	Ord	Ord	\diceii
Ord	\sumbottom)	Ord	\bullseye	Ord	Ord	\diceiii
Over	\overbracket	●	Ord	\mdlgblkcircle	Ord	Ord	\diceiv
Under	\underbracket)	Ord	\circlelefthalfblack	Ord	Ord	\dicev
Ord	\bbrktbrk)	Ord	\circlelighthalfblack	Ord	Ord	\dicevi
Ord	\sqrtbottom)	Ord	\circlebottomhalfblack	Ord	Ord	\circledrightdot
Ord	\lvboxline)	Ord	\circletophalfblack	Ord	Ord	\circledtwodots
Ord	\rvboxline)	Ord	\circlelurquadblack	Ord	Ord	\blackcircledrightdot
Ord	\varcarriagereturn)	Ord	\blackcircleulquadwhite	Ord	Ord	\blackcircledtwodots

	Ord	\Hermaphrodite		Rel	\twoheadmapsto	Rel	\barleftharpoonup
	Ord	\mdwhitcircle	⇌	Rel	\Mapsfrom	Rel	\rightharpoonupbar
	Ord	\mdblkcircle	⇒	Rel	\Mapsto	Rel	\barupharpoonright
	Ord	\mdsmwhitcircle		Rel	\downarrowbarred	Rel	\downharpoonleftbar
	Ord	\neuter		Rel	\uparrowbarred	Rel	\barleftharpoondown
✓	Ord	\checkmark		Rel	\Uparrow	Rel	\rightharpoondownbar
✠	Ord	\maltese		Rel	\Ddownarrow	Rel	\barupharpoonleft
	Ord	\circledstar		Rel	\leftbkarrow	Rel	\downharpoonleftbar
	Ord	\varstar		Rel	\rightbkarrow	Rel	\leftharpoonupbar
	Ord	\dingasterisk		Rel	\leftdbkarrow	Rel	\barrightharpoonup
	Open	\lbrbrak		Rel	\dbkarrow=\dbkarow	Rel	\upharpoonrightbar
	Close	\rbrbrak		Rel	\drbkarow=\drbkarow	Rel	\bardownharpoonright
	Ord	\draftingarrow		Rel	\rightdotarrow	Rel	\leftharpoondownbar
	Ord	\threedangle		Rel	\baruparrow	Rel	\barrightharpoondown
	Ord	\whiteinwhitetrangle		Rel	\downarrowbar	Rel	\upharpoonleftbar
⊥	Rel	\perp		Rel	\nVrightarrowtail	Rel	\bardownharpoonleft
	Ord	\subsetcirc		Rel	\nVrightarrowtail	Rel	\leftharpoonsupdown
	Ord	\supsetcirc		Rel	\twoheadrightarrowtail	Rel	\upharpoonsleft
	Open	\lbag		Rel	\nvtwoheadrightarrowtail	Rel	\rightharpoonsupdown
	Close	\rbag		Rel	\Ntwoheadrightarrowtail	Rel	\downharpoonsleft
	Bin	\veedot		Rel	\lefttail	Rel	\leftrightharpoonsup
	Rel	\bsolhsb		Rel	\righttail	Rel	\leftrightharpoonsdown
	Rel	\supsol		Rel	\leftdbltail	Rel	\rightleftharpoonsup
	Open	\longdivision		Rel	\rightdbltail	Rel	\rightleftharpoonsdown
	Ord	\diamondcdot		Rel	\diamondleftarrow	Rel	\leftharpoonupdash
	Bin	\wedgedot		Rel	\rightarrowdiamond	Rel	\dashleftharpoondown
	Rel	\upin		Rel	\diamondleftarrowbar	Rel	\rightharpoonupdash
	Rel	\pullback		Rel	\barrightarrowdiamond	Rel	\dashrightharpoondown
	Rel	\pushout		Rel	\nwsearrow	Rel	\updownharpoonsleft
	Op	\leftouterjoin		Rel	\neswarrow	Rel	\downupharpoonsleft
	Op	\rightouterjoin		Rel	\hknwarrow	Rel	\rightimply
	Op	\fullouterjoin		Rel	\hknearrow	Rel	\equalrightarrow
⊥	Op	\bigbot		Rel	\hksearrow=\hksearrow	Rel	\similarrightarrow
⊤	Op	\bigtop		Rel	\hkswarrow=\hkswarrow	Rel	\leftarrowsimilar
≠	Rel	\DashVDash		Rel	\tona	Rel	\rightarrowsimilar
≠	Rel	\dashVdash		Rel	\toea	Rel	\rightarrowapprox
○	Rel	\multimapin		Rel	\tosa	Rel	\ltlarr
⊥	Rel	\vlongdash		Rel	\towa	Rel	\leftarrowless
⊥	Rel	\longdashv		Ord	\rdiagovfdiag	Rel	\gtrarr
	Rel	\cirbot		Ord	\fdiagovrdiag	Rel	\subrarr
♊	Bin	\lozengeminus		Ord	\seovnearrow	Rel	\leftarrowsubset
♋	Bin	\concavediamond		Ord	\neovsearrow	Rel	\suplarr
♌	Bin	\concavediamondtickleft		Ord	\fdiagovnearrow	Rel	\leftfishtail
♍	Bin	\concavediamondtickright		Ord	\rdiagovsearrow	Rel	\rightfishtail
	Bin	\whitesquaretickleft		Ord	\neovnwarrow	Rel	\upfishtail
	Bin	\whitesquaretickright		Ord	\nwovnearrow	Rel	\downfishtail
⌈	Open	\lBrack		Rel	\rightcurvedarrow	Fence	\Vvert
⌋	Close	\rBrack		Ord	\uprightcurvedarrow	Ord	\mdsmbkcircle
⟨	Open	\langle		Ord	\downrightcurvedarrow	Rel	\typecolon
⟩	Close	\rangle		Rel	\leftdowncurvedarrow	Open	\lBrace
⟨⟨	Open	\lAngle		Rel	\rightdowncurvedarrow	Close	\rBrace
⟩⟩	Close	\rAngle		Rel	\cwrightararrow	Open	\lParen
	Open	\Lbrbrak		Rel	\acwleftararrow	Close	\rParen
	Close	\Rbrbrak		Rel	\acwoverararrow	Open	\lparenthesis
(Open	\lgroup		Rel	\acwunderararrow	Close	\rparenthesis
)	Close	\rgroup		Rel	\curverarrowrightminus	Open	\llangle
	Rel	\Uparrow		Rel	\curvearrowleftplus	Close	\rrangle
	Rel	\Ddownarrow		Rel	\cwundercurvearrow	Open	\lbrackubar
	Rel	\acwgapcirclearrow		Rel	\ccwundercurvearrow	Close	\rbrackubar
	Rel	\cwgapcirclearrow		Rel	\acwcirclearrow	Open	\lbrackultick
⊕	Rel	\rightarrowonoplus		Rel	\cwcirclearrow	Close	\rbracklrtick
←	Rel	\longleftarrow		Rel	\rightarrowshortleftarrow	Open	\lbracklltick
→	Rel	\longrightarrow		Rel	\leftarrowshortrightarrow	Close	\rbrackurtick
↔	Rel	\longleftrightarrow		Rel	\shortrightarrowleftarrow	Open	\langedot
⇐	Rel	\Longleftarrow		Rel	\rightarrowplus	Close	\rangedot
⇒	Rel	\Longrightarrow		Rel	\leftarrowplus	Open	\lparenless
⇔	Rel	\Longleftrightarrow		Rel	\rightarrowx	Close	\rpangtr
↶	Rel	\longmapsfrom		Rel	\leftrightharpooncircle	Open	\Lparengrtr
↷	Rel	\longmapsto		Rel	\twoheaduparrowcircle	Close	\Rparenless
⇌	Rel	\Longmapsfrom		Rel	\leftrightharpoonupdown	Open	\lblkbrak
⇒	Rel	\Longmapsto		Rel	\leftrightharpoondownup	Close	\rblkbrak
↷↶	Rel	\longrightsquigarrow		Rel	\updownharpoonrightleft	Ord	\fourvdots
	Rel	\nvtwoheadrightarrow		Rel	\updownharpoonleftright	Ord	\vzigzag
	Rel	\Ntwoheadrightarrow		Rel	\leftrightharpoonupup	Ord	\measuredangleleft
	Rel	\nVleftarrow		Rel	\updownharpoonrightright	Ord	\rightanglesqr
	Rel	\nVrightarrow		Rel	\leftrightharpoondowndown	Ord	\rightanglemdot
	Rel	\nVleftrightarrow		Rel	\updownharpoonleftleft	Ord	\angles

Ord	<code>\angdnr</code>	Ord	<code>\circledownarrow</code>	Bin	<code>\triangleplus</code>		
Ord	<code>\gtlpar</code>	Ord	<code>\blackcircledownarrow</code>	Bin	<code>\triangleminus</code>		
Ord	<code>\sphericalangleup</code>	Ord	<code>\errbarsquare</code>	Bin	<code>\triangleretimes</code>		
Ord	<code>\turnangle</code>	Ord	<code>\errbarblacksquare</code>	Bin	<code>\intprod</code>		
Ord	<code>\revangle</code>	Ord	<code>\errbardiamond</code>	Bin	<code>\intprodr</code>		
Ord	<code>\angleubar</code>	Ord	<code>\errbarblackdiamond</code>	Bin	<code>\fcmp</code>		
Ord	<code>\revangleubar</code>	Ord	<code>\errbarcircle</code>	II	Bin	<code>\amalg</code>	
Ord	<code>\wideangledown</code>	Ord	<code>\errbarblackcircle</code>	Bin	<code>\capdot</code>		
Ord	<code>\wideangleup</code>	Rel	<code>\ruledelayed</code>	Bin	<code>\uminus</code>		
Ord	<code>\measanglerutone</code>	\	Bin	<code>\setminus</code>	Bin	<code>\barcup</code>	
Ord	<code>\measanglerelutone</code>	Bin	<code>\dsol</code>	Bin	<code>\barcap</code>		
Ord	<code>\measanglerdtose</code>	Bin	<code>\rsolbar</code>	Bin	<code>\capwedge</code>		
Ord	<code>\measangleldtosw</code>	Op	<code>\xsol</code>	Bin	<code>\cupvee</code>		
Ord	<code>\measangleurtone</code>	Op	<code>\xbsol</code>	Bin	<code>\cupovercap</code>		
Ord	<code>\measangleultone</code>	Bin	<code>\doubleplus</code>	Bin	<code>\capovercup</code>		
Ord	<code>\measangleldrtose</code>	Bin	<code>\tripleplus</code>	Bin	<code>\cupbarcap</code>		
Ord	<code>\measangleldltosw</code>	Open	<code>\lcurvyangle</code>	Bin	<code>\capbarcup</code>		
Ord	<code>\reemptyset</code>	Close	<code>\rcurvyangle</code>	Bin	<code>\twocups</code>		
Ord	<code>\emptysetobar</code>	Bin	<code>\tplus</code>	Bin	<code>\twocaps</code>		
Ord	<code>\emptysetocirc</code>	Bin	<code>\tminus</code>	Bin	<code>\closedvarcup</code>		
Ord	<code>\emptysetoarr</code>	⊙	Op	<code>\bigodot</code>	Bin	<code>\closedvarcap</code>	
Ord	<code>\emptysetoarrl</code>	⊕	Op	<code>\bigoplus</code>	Bin	<code>\Ssqcap</code>	
Bin	<code>\circlehbar</code>	⊗	Op	<code>\bigotimes</code>	Bin	<code>\Ssqcup</code>	
Bin	<code>\circledvert</code>	∪	Op	<code>\bigcupdot</code>	Bin	<code>\closedvarcupsmashprod</code>	
Bin	<code>\circledparallel</code>	⊔	Op	<code>\biguplus</code>	Bin	<code>\wedgeodot</code>	
Bin	<code>\obslash</code>	⊥	Op	<code>\bigsqcap</code>	Bin	<code>\veeodot</code>	
Bin	<code>\operp</code>	⊥	Op	<code>\bigsqcup</code>	Bin	<code>\Wedge</code>	
Ord	<code>\obot</code>	⊗	Op	<code>\conjquant</code>	Bin	<code>\Vee</code>	
Ord	<code>\olcross</code>	⊗	Op	<code>\disjquant</code>	Bin	<code>\wedgeonwedge</code>	
Ord	<code>\odotslashdot</code>	⊗	Op	<code>\bigtimes</code>	Bin	<code>\veeonvee</code>	
Ord	<code>\uparrowoncircle</code>	⊗	Op	<code>\modtwosum</code>	Bin	<code>\bigslantedvee</code>	
Ord	<code>\circledwhitebullet</code>	∑	Op	<code>\sumint</code>	Bin	<code>\bigslantedwedge</code>	
Ord	<code>\circledbullet</code>	∫	Op	<code>\iiint</code>	Rel	<code>\veeonwedge</code>	
Bin	<code>\lessthan</code>	∫	Op	<code>\intbar</code>	Bin	<code>\wedgemidvert</code>	
Bin	<code>\ogreaterthan</code>	∫	Op	<code>\intBar</code>	Bin	<code>\veemidvert</code>	
Ord	<code>\cirscir</code>	∫	Op	<code>\fint</code>	Bin	<code>\midbarwedge</code>	
Ord	<code>\cirE</code>	∫	Op	<code>\cirfnint</code>	Bin	<code>\midbarvee</code>	
Bin	<code>\boxdiag</code>	∫	Op	<code>\awint</code>	Bin	<code>\doublebarwedge</code>	
Bin	<code>\boxbslash</code>	∫	Op	<code>\rppolint</code>	Bin	<code>\wedgebar</code>	
Bin	<code>\boxast</code>	∫	Op	<code>\scpolint</code>	Bin	<code>\wedgedoublebar</code>	
Bin	<code>\boxcircle</code>	∫	Op	<code>\npolint</code>	Bin	<code>\varveebar</code>	
Bin	<code>\boxbox</code>	∫	Op	<code>\pointint</code>	Bin	<code>\doublebarvee</code>	
Ord	<code>\boxonbox</code>	∫	Op	<code>\sqint</code>	Bin	<code>\veedoublebar</code>	
Ord	<code>\triangleodot</code>	∫	Op	<code>\intlarhk</code>	Bin	<code>\dsup</code>	
Ord	<code>\triangleubar</code>	∫	Op	<code>\intx</code>	Bin	<code>\rsub</code>	
Ord	<code>\triangles</code>	∫	Op	<code>\intcap</code>	Rel	<code>\eqdot</code>	
Bin	<code>\triangleserifs</code>	∫	Op	<code>\intcup</code>	Rel	<code>\dotequiv</code>	
Rel	<code>\rtriltri</code>	∫	Op	<code>\upint</code>	Rel	<code>\equivVert</code>	
Rel	<code>\ltrivb</code>	∫	Op	<code>\lowint</code>	Rel	<code>\equivVvert</code>	
Rel	<code>\vbrtri</code>	∫	Op	<code>\Join</code>	Rel	<code>\dotssim</code>	
Rel	<code>\lfbowtie</code>	∫	Op	<code>\bigtriangleleft</code>	Rel	<code>\simrdots</code>	
Rel	<code>\rfbowtie</code>	∫	Op	<code>\zcmp</code>	Rel	<code>\siminussim</code>	
Rel	<code>\fbowtie</code>	∫	Op	<code>\zpipe</code>	Rel	<code>\congdot</code>	
Rel	<code>\lftimes</code>	∫	Op	<code>\zproject</code>	Rel	<code>\asteq</code>	
Rel	<code>\rftimes</code>	∫	Bin	<code>\ringplus</code>	Rel	<code>\hatapprox</code>	
Bin	<code>\hourglass</code>	∫	Bin	<code>\plushat</code>	Rel	<code>\approxqq</code>	
Bin	<code>\blackhourglass</code>	∫	Bin	<code>\simplus</code>	Bin	<code>\eqqplus</code>	
Open	<code>\lvzigzag</code>	∫	Bin	<code>\plusdot</code>	Bin	<code>\pluseqq</code>	
Close	<code>\rvzigzag</code>	∫	Bin	<code>\plussim</code>	Rel	<code>\eqqsim</code>	
Open	<code>\Lvzigzag</code>	∫	Bin	<code>\plussubtwo</code>	Rel	<code>\Coloneq</code>	
Close	<code>\Rvzigzag</code>	∫	Bin	<code>\plustrif</code>	Rel	<code>\eqeq</code>	
Ord	<code>\iinfin</code>	∫	Bin	<code>\commaminus</code>	Rel	<code>\eqeqeq</code>	
Ord	<code>\tieinfty</code>	∫	Bin	<code>\minusdot</code>	Rel	<code>\dotseq</code>	
Ord	<code>\nvinfty</code>	∫	Bin	<code>\minusfdots</code>	Rel	<code>\equivDD</code>	
Rel	<code>\dualmap</code>	∫	Bin	<code>\minusrdots</code>	Rel	<code>\ltcir</code>	
Ord	<code>\laplac</code>	∫	Bin	<code>\oplushrim</code>	Rel	<code>\gtcir</code>	
Rel	<code>\lrtriangleeq</code>	∫	Bin	<code>\oplusrhrim</code>	Rel	<code>\ltquest</code>	
Bin	<code>\shuffle</code>	×	Bin	<code>\vectimes</code>	Rel	<code>\gtquest</code>	
Rel	<code>\eparsl</code>	×	Bin	<code>\dottimes</code>	II	Rel	<code>\leqslant</code>
Rel	<code>\smeparsl</code>	×	Bin	<code>\timesbar</code>	II	Rel	<code>\geqslant</code>
Rel	<code>\eqvparsl</code>	×	Bin	<code>\btimes</code>	Rel	<code>\lesdot</code>	
Rel	<code>\gleichstark</code>	×	Bin	<code>\smashtimes</code>	Rel	<code>\gesdot</code>	
Ord	<code>\thermod</code>	×	Bin	<code>\otimeslhrim</code>	Rel	<code>\lesdoto</code>	
Ord	<code>\downtriangleleftblack</code>	×	Bin	<code>\otimesrhrim</code>	Rel	<code>\gesdoto</code>	
Ord	<code>\downtrianglerightblack</code>	×	Bin	<code>\otimeshat</code>	Rel	<code>\lesdotor</code>	
Ord	<code>\blackdiamonddownarrow</code>	×	Bin	<code>\Otimes</code>	Rel	<code>\gesdotol</code>	
Bin	<code>\mdlgblklozenge</code>	×	Bin	<code>\odiv</code>	II	Rel	<code>\lessapprox</code>

Rel	\setminus gtrapprox	Rel	\setminus supedot	Ord	\setminus squarellblack
Rel	\setminus lneq	Rel	\setminus subseteqq	Ord	\setminus diamondleftblack
Rel	\setminus gneq	Rel	\setminus supseteqq	Ord	\setminus diamontrightblack
Rel	\setminus lnapprox	Rel	\setminus subsetneqq	Ord	\setminus diamondtopblack
Rel	\setminus gnapprox	Rel	\setminus supsim	Ord	\setminus diamondbotblack
Rel	\setminus lesseqqgtr	Rel	\setminus subsetapprox	Ord	\setminus dottedsquare
Rel	\setminus gtreqqlless	Rel	\setminus supsetapprox	Ord	\setminus lgblksquare
Rel	\setminus lsime	Rel	\setminus subsetneqq	Ord	\setminus lgwhtsquare
Rel	\setminus gsime	Rel	\setminus supsetneqq	Ord	\setminus vysmblksquare
Rel	\setminus lsimg	Rel	\setminus lsqhook	Ord	\setminus vysmwhtsquare
Rel	\setminus gsiml	Rel	\setminus rsqhook	Ord	\setminus pentagonblack
Rel	\setminus lgE	Rel	\setminus csub	Ord	\setminus pentagon
Rel	\setminus glE	Rel	\setminus csup	Ord	\setminus varhexagon
Rel	\setminus lesges	Rel	\setminus csube	Ord	\setminus varhexagonblack
Rel	\setminus gesles	Rel	\setminus csupe	Ord	\setminus hexagonblack
Rel	\setminus eqslantless	Rel	\setminus subsup	Ord	\setminus lgblkcircle
Rel	\setminus eqslantgtr	Rel	\setminus supsub	Ord	\setminus dblkdiamond
Rel	\setminus elsdot	Rel	\setminus subsub	Ord	\setminus mdwhtdiamond
Rel	\setminus egsdot	Rel	\setminus supsup	Ord	\setminus mdblklozenge
Rel	\setminus eqqless	Rel	\setminus supsub	Ord	\setminus mdwhtlozenge
Rel	\setminus eqqgtr	Rel	\setminus supdsub	Ord	\setminus smbldiamond
Rel	\setminus eqqslantless	Rel	\setminus forkv	Ord	\setminus smblllozenge
Rel	\setminus eqqslantgtr	Rel	\setminus topfork	Ord	\setminus smwhtlozenge
Rel	\setminus simless	Rel	\setminus mlcp	Ord	\setminus blkhorzoval
Rel	\setminus simgtr	Rel	\setminus forks	Ord	\setminus wthorzoval
Rel	\setminus simlE	Rel	\setminus forksnot	Ord	\setminus blkvertoval
Rel	\setminus simgE	Rel	\setminus shortlefttack	Ord	\setminus whtvertoval
Rel	\setminus Lt	Rel	\setminus shortdowntack	Rel	\setminus circleonleftarrow
Rel	\setminus Gt	Rel	\setminus shortuptack	Rel	\setminus leftthreearrows
Rel	\setminus partialmeetcontraction	Ord	\setminus perps	Rel	\setminus leftarrowonoplus
Rel	\setminus glj	Rel	\setminus Vdash	Rel	\setminus longleftsquigarrow
Rel	\setminus gla	Rel	\setminus dashV	Rel	\setminus nvtwoheadleftarrow
Rel	\setminus ltcc	Rel	\setminus Dashv	Rel	\setminus nVtwoheadleftarrow
Rel	\setminus gtcc	Rel	\setminus DashV	Rel	\setminus twoheadmapsfrom
Rel	\setminus lescc	Rel	\setminus varVdash	Rel	\setminus twoheadleftdbkarrow
Rel	\setminus gescc	Rel	\setminus Barv	Rel	\setminus leftdotarrow
Rel	\setminus smt	Rel	\setminus vBar	Rel	\setminus nVleftarrowtail
Rel	\setminus lat	Rel	\setminus vBarv	Rel	\setminus nVleftarrowtail
Rel	\setminus smtE	Rel	\setminus barV	Rel	\setminus twoheadleftarrowtail
Rel	\setminus late	Rel	\setminus Vbar	Rel	\setminus nvtwoheadleftarrowtail
Rel	\setminus bumpeq	Rel	\setminus Not	Rel	\setminus nVtwoheadleftarrowtail
Rel	\setminus preceq	Rel	\setminus bNot	Rel	\setminus leftarrowx
Rel	\setminus succeq	Rel	\setminus revnmid	Rel	\setminus leftcurvedarrow
Rel	\setminus precneq	Rel	\setminus cirmid	Rel	\setminus equalleftarrow
Rel	\setminus succneq	Rel	\setminus midcir	Rel	\setminus bsimilarleftarrow
Rel	\setminus preceqq	Ord	\setminus topcir	Rel	\setminus leftarrowbackapprox
Rel	\setminus succeqq	Rel	\setminus nhpar	Rel	\setminus rightarrowgtr
Rel	\setminus precneqq	Rel	\setminus parsim	Rel	\setminus rightarrowsupset
Rel	\setminus succneqq	Bin	\setminus interleave	Rel	\setminus Lleftarrow
Rel	\setminus precapprox	Bin	\setminus nhVvert	Rel	\setminus RRrightarrow
Rel	\setminus succapprox	Bin	\setminus threedotcolon	Rel	\setminus bsimilarrrightarrow
Rel	\setminus precnapprox	Rel	\setminus lllnest	Rel	\setminus rightarrowbackapprox
Rel	\setminus succnapprox	Rel	\setminus gggnest	Rel	\setminus similarleftarrow
Rel	\setminus Prec	Rel	\setminus leqqslant	Rel	\setminus leftarrowapprox
Rel	\setminus Succ	Rel	\setminus geqqslant	Rel	\setminus leftarrowbsimilar
Rel	\setminus subsetdot	Bin	\setminus trslash	Rel	\setminus rightarrowbsimilar
Rel	\setminus supsetdot	Op	\setminus biginterleave	Ord	\setminus medwhitestar
Rel	\setminus subsetplus	Bin	\setminus slash	Ord	\setminus medblackstar
Rel	\setminus supsetplus	Bin	\setminus talloblong	Ord	\setminus smwhitestar
Rel	\setminus submult	Op	\setminus bigtalloblong	Ord	\setminus rightpentagonblack
Rel	\setminus supmult	Ord	\setminus squaretopblack	Ord	\setminus rightpentagon
Rel	\setminus subedot	Ord	\setminus squarebotblack	Ord	\setminus postalmark
		Ord	\setminus squareurblack	Ord	\setminus hzigzag

Codes U+10001 ... U+1EEF1

A	Alph	\setminus mbfA	L	Alph	\setminus mbfL	W	Alph	\setminus mbfW	h	Alph	\setminus mbfh
B	Alph	\setminus mbfB	M	Alph	\setminus mbfM	X	Alph	\setminus mbfX	i	Alph	\setminus mbfi
C	Alph	\setminus mbfC	N	Alph	\setminus mbfN	Y	Alph	\setminus mbfY	j	Alph	\setminus mbfj
D	Alph	\setminus mbfD	O	Alph	\setminus mbfO	Z	Alph	\setminus mbfZ	k	Alph	\setminus mbfk
E	Alph	\setminus mbfE	P	Alph	\setminus mbfP	a	Alph	\setminus mbfa	l	Alph	\setminus mbfl
F	Alph	\setminus mbfF	Q	Alph	\setminus mbfQ	b	Alph	\setminus mbfb	m	Alph	\setminus mbfm
G	Alph	\setminus mbfG	R	Alph	\setminus mbfR	c	Alph	\setminus mbfc	n	Alph	\setminus mbfn
H	Alph	\setminus mbfH	S	Alph	\setminus mbfS	d	Alph	\setminus mbfd	o	Alph	\setminus mbfo
I	Alph	\setminus mbfI	T	Alph	\setminus mbfT	e	Alph	\setminus mbfe	p	Alph	\setminus mbfp
J	Alph	\setminus mbfJ	U	Alph	\setminus mbfU	f	Alph	\setminus mbff	q	Alph	\setminus mbfq
K	Alph	\setminus mbfK	V	Alph	\setminus mbfV	g	Alph	\setminus mbfg	r	Alph	\setminus mbfr

M	Alph	\mbffrakM	I	Alph	\msansI	K	Alph	\mitsansK	J	Alph	\mbfitsansj
N	Alph	\mbffrakN	m	Alph	\msansm	L	Alph	\mitsansL	k	Alph	\mbfitsansk
O	Alph	\mbffrakO	n	Alph	\msansn	M	Alph	\mitsansM	l	Alph	\mbfitsansl
P	Alph	\mbffrakP	o	Alph	\msanso	N	Alph	\mitsansN	m	Alph	\mbfitsansm
Q	Alph	\mbffrakQ	p	Alph	\msansp	O	Alph	\mitsansO	n	Alph	\mbfitsansn
R	Alph	\mbffrakR	q	Alph	\msansq	P	Alph	\mitsansP	o	Alph	\mbfitsanso
S	Alph	\mbffrakS	r	Alph	\msansr	Q	Alph	\mitsansQ	p	Alph	\mbfitsansp
T	Alph	\mbffrakT	s	Alph	\msanss	R	Alph	\mitsansR	q	Alph	\mbfitsansq
U	Alph	\mbffrakU	t	Alph	\msanst	S	Alph	\mitsansS	r	Alph	\mbfitsansr
V	Alph	\mbffrakV	u	Alph	\msansu	T	Alph	\mitsansT	s	Alph	\mbfitsanss
W	Alph	\mbffrakW	v	Alph	\msansv	U	Alph	\mitsansU	t	Alph	\mbfitsanst
X	Alph	\mbffrakX	w	Alph	\msansw	V	Alph	\mitsansV	u	Alph	\mbfitsansu
Y	Alph	\mbffrakY	x	Alph	\msansx	W	Alph	\mitsansW	v	Alph	\mbfitsansv
Z	Alph	\mbffrakZ	y	Alph	\msansy	X	Alph	\mitsansX	w	Alph	\mbfitsansw
a	Alph	\mbffraka	z	Alph	\msansz	Y	Alph	\mitsansY	x	Alph	\mbfitsansx
b	Alph	\mbffrakb	A	Alph	\mbfsansA	Z	Alph	\mitsansZ	y	Alph	\mbfitsansy
c	Alph	\mbffrakc	B	Alph	\mbfsansB	a	Alph	\mitsansa	z	Alph	\mbfitsansz
d	Alph	\mbffrakd	C	Alph	\mbfsansC	b	Alph	\mitsansb	A	Alph	\mttA
e	Alph	\mbffrake	D	Alph	\mbfsansD	c	Alph	\mitsansc	B	Alph	\mttB
f	Alph	\mbffrakf	E	Alph	\mbfsansE	d	Alph	\mitsansd	C	Alph	\mttC
g	Alph	\mbffrakg	F	Alph	\mbfsansF	e	Alph	\mitsanse	D	Alph	\mttD
h	Alph	\mbffrah	G	Alph	\mbfsansG	f	Alph	\mitsansf	E	Alph	\mttE
i	Alph	\mbffraki	H	Alph	\mbfsansH	g	Alph	\mitsansg	F	Alph	\mttF
j	Alph	\mbffrakj	I	Alph	\mbfsansI	h	Alph	\mitsansh	G	Alph	\mttG
k	Alph	\mbffrakk	J	Alph	\mbfsansJ	i	Alph	\mitsansi	H	Alph	\mttH
l	Alph	\mbffrakl	K	Alph	\mbfsansK	j	Alph	\mitsansj	I	Alph	\mttI
m	Alph	\mbffrakm	L	Alph	\mbfsansL	k	Alph	\mitsansk	J	Alph	\mttJ
n	Alph	\mbffrakn	M	Alph	\mbfsansM	l	Alph	\mitsansl	K	Alph	\mttK
o	Alph	\mbffrako	N	Alph	\mbfsansN	m	Alph	\mitsansm	L	Alph	\mttL
p	Alph	\mbffrakp	O	Alph	\mbfsansO	n	Alph	\mitsansn	M	Alph	\mttM
q	Alph	\mbffrakq	P	Alph	\mbfsansP	o	Alph	\mitsanso	N	Alph	\mttN
r	Alph	\mbffrakr	Q	Alph	\mbfsansQ	p	Alph	\mitsansp	O	Alph	\mttO
s	Alph	\mbffraks	R	Alph	\mbfsansR	q	Alph	\mitsansq	P	Alph	\mttP
t	Alph	\mbffrakt	S	Alph	\mbfsansS	r	Alph	\mitsansr	Q	Alph	\mttQ
u	Alph	\mbffraku	T	Alph	\mbfsansT	s	Alph	\mitsanss	R	Alph	\mttR
v	Alph	\mbffrakv	U	Alph	\mbfsansU	t	Alph	\mitsanst	S	Alph	\mttS
w	Alph	\mbffrakw	V	Alph	\mbfsansV	u	Alph	\mitsansu	T	Alph	\mttT
x	Alph	\mbffrakx	W	Alph	\mbfsansW	v	Alph	\mitsansv	U	Alph	\mttU
y	Alph	\mbffraky	X	Alph	\mbfsansX	w	Alph	\mitsansw	V	Alph	\mttV
z	Alph	\mbffrakz	Y	Alph	\mbfsansY	x	Alph	\mitsansx	W	Alph	\mttW
A	Alph	\msansA	Z	Alph	\mbfsansZ	y	Alph	\mitsansy	X	Alph	\mttX
B	Alph	\msansB	a	Alph	\mbfsansa	z	Alph	\mitsansz	Y	Alph	\mttY
C	Alph	\msansC	b	Alph	\mbfsansb	A	Alph	\mbfitsansA	Z	Alph	\mttZ
D	Alph	\msansD	c	Alph	\mbfsansc	B	Alph	\mbfitsansB	a	Alph	\mtta
E	Alph	\msansE	d	Alph	\mbfsansd	C	Alph	\mbfitsansC	b	Alph	\mttb
F	Alph	\msansF	e	Alph	\mbfsanse	D	Alph	\mbfitsansD	c	Alph	\mttc
G	Alph	\msansG	f	Alph	\mbfsansf	E	Alph	\mbfitsansE	d	Alph	\mttd
H	Alph	\msansH	g	Alph	\mbfsansg	F	Alph	\mbfitsansF	e	Alph	\mtte
I	Alph	\msansI	h	Alph	\mbfsansh	G	Alph	\mbfitsansG	f	Alph	\mttf
J	Alph	\msansJ	i	Alph	\mbfsansi	H	Alph	\mbfitsansH	g	Alph	\mttg
K	Alph	\msansK	j	Alph	\mbfsansj	I	Alph	\mbfitsansI	h	Alph	\mtth
L	Alph	\msansL	k	Alph	\mbfsansk	J	Alph	\mbfitsansJ	i	Alph	\mtti
M	Alph	\msansM	l	Alph	\mbfsansl	K	Alph	\mbfitsansK	j	Alph	\mttj
N	Alph	\msansN	m	Alph	\mbfsansm	L	Alph	\mbfitsansL	k	Alph	\mttk
O	Alph	\msansO	n	Alph	\mbfsansn	M	Alph	\mbfitsansM	l	Alph	\mttl
P	Alph	\msansP	o	Alph	\mbfsanso	N	Alph	\mbfitsansN	m	Alph	\mttm
Q	Alph	\msansQ	p	Alph	\mbfsansp	O	Alph	\mbfitsansO	n	Alph	\mttn
R	Alph	\msansR	q	Alph	\mbfsansq	P	Alph	\mbfitsansP	o	Alph	\mtto
S	Alph	\msansS	r	Alph	\mbfsansr	Q	Alph	\mbfitsansQ	p	Alph	\mttp
T	Alph	\msansT	s	Alph	\mbfsanss	R	Alph	\mbfitsansR	q	Alph	\mttq
U	Alph	\msansU	t	Alph	\mbfsanst	S	Alph	\mbfitsansS	r	Alph	\mttr
V	Alph	\msansV	u	Alph	\mbfsansu	T	Alph	\mbfitsansT	s	Alph	\mtts
W	Alph	\msansW	v	Alph	\mbfsansv	U	Alph	\mbfitsansU	t	Alph	\mttt
X	Alph	\msansX	w	Alph	\mbfsansw	V	Alph	\mbfitsansV	u	Alph	\mttu
Y	Alph	\msansY	x	Alph	\mbfsansx	W	Alph	\mbfitsansW	v	Alph	\mttv
Z	Alph	\msansZ	y	Alph	\mbfsansy	X	Alph	\mbfitsansX	w	Alph	\mttw
a	Alph	\msansa	z	Alph	\mbfsansz	Y	Alph	\mbfitsansY	x	Alph	\mttx
b	Alph	\msansb	A	Alph	\mitsansA	Z	Alph	\mbfitsansZ	y	Alph	\mtty
c	Alph	\msansc	B	Alph	\mitsansB	a	Alph	\mbfitsansa	z	Alph	\mttz
d	Alph	\msansd	C	Alph	\mitsansC	b	Alph	\mbfitsansb	ι	Alph	\imath
e	Alph	\msanse	D	Alph	\mitsansD	c	Alph	\mbfitsansc	j	Alph	\jmath
f	Alph	\msansf	E	Alph	\mitsansE	d	Alph	\mbfitsansd	A	Alph	\mbfAlpha
g	Alph	\msansg	F	Alph	\mitsansF	e	Alph	\mbfitsanse	B	Alph	\mbfBeta
h	Alph	\msansh	G	Alph	\mitsansG	f	Alph	\mbfitsansf	Γ	Alph	\mbfGamma
i	Alph	\msansi	H	Alph	\mitsansH	g	Alph	\mbfitsansg	Δ	Alph	\mbfDelta
j	Alph	\msansj	I	Alph	\mitsansI	h	Alph	\mbfitsansh	E	Alph	\mbfEpsilon
k	Alph	\msansk	J	Alph	\mitsansJ	i	Alph	\mbfitsansi	Z	Alph	\mbfZeta

H	Alph	\mbfEta	∇	Alph	\mitnabla	σ	Alph	\mbfitsigma	Z	Alph	\mbfitsansZeta
Θ	Alph	\mbfTheta	α	Alph	\mitalpha	τ	Alph	\mbfittau	H	Alph	\mbfitsansEta
I	Alph	\mbfIota	β	Alph	\mitbeta	υ	Alph	\mbfitupsilon	Θ	Alph	\mbfitsansTheta
K	Alph	\mbfKappa	γ	Alph	\mitgamma	φ	Alph	\mbfitvarphi	I	Alph	\mbfitsansIota
Λ	Alph	\mbfLambda	δ	Alph	\mitdelta	χ	Alph	\mbfitchi	K	Alph	\mbfitsansKappa
M	Alph	\mbfMu	ε	Alph	\mitvarepsilon	ψ	Alph	\mbfitpsi	Λ	Alph	\mbfitsansLambda
N	Alph	\mbfNu	ζ	Alph	\mitzeta	ω	Alph	\mbfitomega	M	Alph	\mbfitsansMu
Ξ	Alph	\mbfXi	η	Alph	\miteta	∂	Alph	\mbfitpartial	N	Alph	\mbfitsansNu
O	Alph	\mbfOmicron	θ	Alph	\mittheta	ε	Alph	\mbfitepsilon	Ξ	Alph	\mbfitsansXi
Π	Alph	\mbfPi	ι	Alph	\mitiota	∂	Alph	\mbfitvartheta	O	Alph	\mbfitsansOmicron
P	Alph	\mbfRho	κ	Alph	\mitkappa	κ	Alph	\mbfitvarkappa	Π	Alph	\mbfitsansPi
Θ	Alph	\mbfvarTheta	λ	Alph	\mitlambda	φ	Alph	\mbfitphi	P	Alph	\mbfitsansRho
Σ	Alph	\mbfSigma	μ	Alph	\mitmu	ρ	Alph	\mbfitvarrho	Θ	Alph	\mbfitsansvarTheta
T	Alph	\mbfTau	ν	Alph	\mitnu	ϖ	Alph	\mbfitvarpi	Σ	Alph	\mbfitsansSigma
Υ	Alph	\mbfUpsilon	ξ	Alph	\mitxi	A	Alph	\mbfsansAlpha	T	Alph	\mbfitsansTau
Φ	Alph	\mbfPhi	ο	Alph	\mitomicron	B	Alph	\mbfsansBeta	Υ	Alph	\mbfitsansUpsilon
X	Alph	\mbfChi	π	Alph	\mitpi	Γ	Alph	\mbfsansGamma	Φ	Alph	\mbfitsansPhi
Ψ	Alph	\mbfPsi	ρ	Alph	\mitrho	Δ	Alph	\mbfsansDelta	X	Alph	\mbfitsansChi
Ω	Alph	\mbfOmega	ς	Alph	\mitvarsigma	E	Alph	\mbfsansEpsilon	Ψ	Alph	\mbfitsansPsi
∇	Alph	\mbfnabla	σ	Alph	\mitsigma	Z	Alph	\mbfsansZeta	Ω	Alph	\mbfitsansOmega
α	Alph	\mbfalpha	τ	Alph	\mittau	H	Alph	\mbfsansEta	∇	Alph	\mbfitsansnabla
β	Alph	\mbfbeta	υ	Alph	\mitupsilon	Θ	Alph	\mbfsansTheta	α	Alph	\mbfitsansalpha
γ	Alph	\mbfgamma	φ	Alph	\mitvarphi	I	Alph	\mbfsansIota	β	Alph	\mbfitsansbeta
δ	Alph	\mbfdelta	χ	Alph	\mitchi	K	Alph	\mbfsansKappa	γ	Alph	\mbfitsansgamma
ε	Alph	\mbfvarepsilon	ψ	Alph	\mitpsi	Λ	Alph	\mbfsansLambda	δ	Alph	\mbfitsansdelta
ζ	Alph	\mbfzeta	ω	Alph	\mitomega	M	Alph	\mbfsansMu	ε	Alph	\mbfitsansvarepsilon
η	Alph	\mbfeta	∂	Alph	\mitpartial	N	Alph	\mbfsansNu	ζ	Alph	\mbfitsanszeta
θ	Alph	\mbftheta	ε	Alph	\mitepsilon	Ξ	Alph	\mbfsansXi	η	Alph	\mbfitsanseta
ι	Alph	\mbfiota	∂	Alph	\mitvartheta	O	Alph	\mbfsansOmicron	θ	Alph	\mbfitsanstheta
κ	Alph	\mbfkappa	κ	Alph	\mitvarkappa	P	Alph	\mbfsansPi	ι	Alph	\mbfitsansiota
λ	Alph	\mbflambda	φ	Alph	\mitphi	P	Alph	\mbfsansRho	κ	Alph	\mbfitsanskappa
μ	Alph	\mbfnu	ρ	Alph	\mitvarrho	Θ	Alph	\mbfsansvarTheta	λ	Alph	\mbfitsanslambda
ν	Alph	\mbfnu	ϖ	Alph	\mitvarpi	Σ	Alph	\mbfsansSigma	μ	Alph	\mbfitsansmu
ξ	Alph	\mbfxi	A	Alph	\mbfitAlpha	T	Alph	\mbfsansTau	ν	Alph	\mbfitsansnu
ο	Alph	\mbfomicron	B	Alph	\mbfitBeta	Υ	Alph	\mbfsansUpsilon	ξ	Alph	\mbfitsansxi
π	Alph	\mbfpi	Γ	Alph	\mbfitGamma	Φ	Alph	\mbfsansPhi	ο	Alph	\mbfitsansomicron
ρ	Alph	\mbfrho	Δ	Alph	\mbfitDelta	X	Alph	\mbfsansChi	π	Alph	\mbfitsanspi
ς	Alph	\mbfvarsigma	E	Alph	\mbfitEpsilon	Ψ	Alph	\mbfsansPsi	ρ	Alph	\mbfitsansrho
σ	Alph	\mbfsigma	Z	Alph	\mbfitZeta	Ω	Alph	\mbfsansOmega	ς	Alph	\mbfitsansvarsigma
τ	Alph	\mbftau	H	Alph	\mbfitEta	∇	Alph	\mbfsansnabla	σ	Alph	\mbfitsanssigma
υ	Alph	\mbfupsilon	Θ	Alph	\mbfitTheta	α	Alph	\mbfsansalpha	τ	Alph	\mbfitsanstau
φ	Alph	\mbfvarphi	I	Alph	\mbfitIota	β	Alph	\mbfsansbeta	υ	Alph	\mbfitsansupsilon
χ	Alph	\mbfchi	K	Alph	\mbfitKappa	γ	Alph	\mbfsansgamma	φ	Alph	\mbfitsansvarphi
ψ	Alph	\mbfpsi	Λ	Alph	\mbfitLambda	δ	Alph	\mbfsansdelta	χ	Alph	\mbfitsanschi
ω	Alph	\mbfomega	M	Alph	\mbfitMu	ε	Alph	\mbfsansvarepsilon	ψ	Alph	\mbfitsanspsi
∂	Alph	\mbfpartial	N	Alph	\mbfitNu	ζ	Alph	\mbfsanszeta	ω	Alph	\mbfitsansomega
ε	Alph	\mbfepsilon	Ξ	Alph	\mbfitXi	η	Alph	\mbfsanseta	∂	Alph	\mbfitsanspartial
∂	Alph	\mbfvartheta	O	Alph	\mbfitOmicron	θ	Alph	\mbfsanstheta	ε	Alph	\mbfitsansepsilon
κ	Alph	\mbfvarkappa	Π	Alph	\mbfitPi	ι	Alph	\mbfsansiota	∂	Alph	\mbfitsansvartheta
φ	Alph	\mbfphi	P	Alph	\mbfitRho	κ	Alph	\mbfsanskappa	κ	Alph	\mbfitsansvarkappa
ρ	Alph	\mbfvarrho	Θ	Alph	\mbfitvarTheta	λ	Alph	\mbfsanslambda	φ	Alph	\mbfitsansphi
ϖ	Alph	\mbfvarpi	Σ	Alph	\mbfitSigma	μ	Alph	\mbfsansmu	ρ	Alph	\mbfitsansvarrho
A	Alph	\mitAlpha	T	Alph	\mbfitTau	ν	Alph	\mbfsansnu	ϖ	Alph	\mbfitsansvarpi
B	Alph	\mitBeta	Υ	Alph	\mbfitUpsilon	ξ	Alph	\mbfsansxi			\mbfDigamma
Γ	Alph	\mitGamma	Φ	Alph	\mbfitPhi	ο	Alph	\mbfsansomicron			\mbfdigamma
Δ	Alph	\mitDelta	X	Alph	\mbfitChi	π	Alph	\mbfsanspi	0	Ord	\mbfzero
E	Alph	\mitEpsilon	Ψ	Alph	\mbfitPsi	ρ	Alph	\mbfsansrho	1	Ord	\mbfone
Z	Alph	\mitZeta	Ω	Alph	\mbfitOmega	ς	Alph	\mbfsansvarsigma	2	Ord	\mbftwo
H	Alph	\mitEta	∇	Alph	\mbfitnabla	σ	Alph	\mbfsanssigma	3	Ord	\mbfthree
Θ	Alph	\mitTheta	α	Alph	\mbfitalpha	τ	Alph	\mbfsanstau	4	Ord	\mbffour
I	Alph	\mitIota	β	Alph	\mbfitbeta	υ	Alph	\mbfsansupsilon	5	Ord	\mbffive
K	Alph	\mitKappa	γ	Alph	\mbfitgamma	φ	Alph	\mbfsansvarphi	6	Ord	\mbfsix
Λ	Alph	\mitLambda	δ	Alph	\mbfitdelta	χ	Alph	\mbfsanschi	7	Ord	\mbfseven
M	Alph	\mitMu	ε	Alph	\mbfitvarepsilon	ψ	Alph	\mbfsanspsi	8	Ord	\mbfeight
N	Alph	\mitNu	ζ	Alph	\mbfitzeta	ω	Alph	\mbfsansomega	9	Ord	\mbfnine
Ξ	Alph	\mitXi	η	Alph	\mbfiteta	∂	Alph	\mbfsanspartial	0	Ord	\Bbbzero
O	Alph	\mitOmicron	θ	Alph	\mbfittheta	ε	Alph	\mbfsansepsilon	1	Ord	\Bbbone
Π	Alph	\mitPi	ι	Alph	\mbfitiota	∂	Alph	\mbfsansvartheta	2	Ord	\Bbbtwo
P	Alph	\mitRho	κ	Alph	\mbfitkappa	κ	Alph	\mbfsansvarkappa	3	Ord	\Bbbthree
Θ	Alph	\mitvarTheta	λ	Alph	\mbfitlambda	φ	Alph	\mbfsansphi	4	Ord	\Bbbfour
Σ	Alph	\mitSigma	μ	Alph	\mbfitmu	ρ	Alph	\mbfsansvarrho	5	Ord	\Bbbfive
T	Alph	\mitTau	ν	Alph	\mbfitnu	ϖ	Alph	\mbfsansvarpi	6	Ord	\Bbbsix
Υ	Alph	\mitUpsilon	ξ	Alph	\mbfitxi	A	Alph	\mbfitsansAlpha	7	Ord	\Bbbseven
Φ	Alph	\mitPhi	ο	Alph	\mbfitomicron	B	Alph	\mbfitsansBeta	8	Ord	\Bbbeight
X	Alph	\mitChi	π	Alph	\mbfitpi	Γ	Alph	\mbfitsansGamma	9	Ord	\Bbbnine
Ψ	Alph	\mitPsi	ρ	Alph	\mbfitrho	Δ	Alph	\mbfitsansDelta	0	Ord	\msanszero
Ω	Alph	\mitOmega	ς	Alph	\mbfitvarsigma	E	Alph	\mbfitsansEpsilon	1	Ord	\msansone

2	Ord	<code>\msanstwo</code>	0	Ord	<code>\mbfsanszero</code>	8	Ord	<code>\mbfsanseight</code>	6	Ord	<code>\mttsix</code>
3	Ord	<code>\msansthree</code>	1	Ord	<code>\mbfsansone</code>	9	Ord	<code>\mbfsansnine</code>	7	Ord	<code>\mttseven</code>
4	Ord	<code>\msansfour</code>	2	Ord	<code>\mbfsanstwo</code>	0	Ord	<code>\mttzero</code>	8	Ord	<code>\mtteight</code>
5	Ord	<code>\msansfive</code>	3	Ord	<code>\mbfsansthree</code>	1	Ord	<code>\mttone</code>	9	Ord	<code>\mttnine</code>
6	Ord	<code>\msanssix</code>	4	Ord	<code>\mbfsansfour</code>	2	Ord	<code>\mtttwo</code>		Op	<code>\arabicmaj</code>
7	Ord	<code>\msansseven</code>	5	Ord	<code>\mbfsansfive</code>	3	Ord	<code>\mttthree</code>		Op	<code>\arabicchad</code>
8	Ord	<code>\msanseight</code>	6	Ord	<code>\mbfsanssix</code>	4	Ord	<code>\mttfour</code>			
9	Ord	<code>\msansnine</code>	7	Ord	<code>\mbfsansseven</code>	5	Ord	<code>\mttfive</code>			

It isn't very comfortable to find something in the previous table if you know the shape. You can try the online web tool [Detexify](#). You can draw the symbol here and the suggestion of T_EX sequence is printed.

The generic T_EX sequences for the Greek letters can be used: `\alpha` α , `\beta` β , `\gamma` γ , `\delta` δ , `\varepsilon` ε , `\zeta` ζ , `\eta` η , `\theta` θ , `\iota` ι , `\kappa` κ , `\lambda` λ , `\mu` μ , `\nu` ν , `\xi` ξ , `\omicron` \omicron , `\pi` π , `\rho` ρ , `\varsigma` ς , `\sigma` σ , `\tau` τ , `\upsilon` υ , `\varphi` φ , `\chi` χ , `\psi` ψ , `\omega` ω , `\vardelta` δ , `\epsilon` ϵ , `\vartheta` ϑ , `\varkappa` \varkappa , `\phi` ϕ , `\varrho` ϱ , `\varpi` ϖ and `\Alpha` A , `\Beta` B , `\Gamma` Γ , `\Delta` Δ , `\Epsilon` E , `\Zeta` Z , `\Eta` H , `\Theta` Θ , `\Iota` I , `\Kappa` K , `\Lambda` Λ , `\Mu` M , `\Nu` N , `\Xi` Ξ , `\Omicron` O , `\Pi` Π , `\Rho` P , `\Sigma` Σ , `\Tau` T , `\Upsilon` Υ , `\Phi` Φ , `\Chi` X , `\Psi` Ψ , `\Omega` Ω .

The variant of Greek letters in the output (upright, italic, bold, bold sans serif, etc.) written by the sequences `\alpha`, `\beta` etc. depends on the math alphabet selected by `_itgreek`, `_rmgreek`, etc. selectors. The user-level selectors `\bf` and `\bi` set `_bsansgreek` and `_bisansgreek`, so `{\bi\delta}` produces δ .

◀ OpT_EX

All characters available in the math font can be accessed by T_EX control sequence or by direct using the Unicode character in the document source. Example:

◀ Unicode

```

$$
\sum_{k=0}^{\infty} e^{(\alpha+i\beta_k)} =
e^{\alpha} \sum_{k=0}^{\infty} e^{i\beta_k} =
e^{\alpha} \sum_{k=0}^{\infty} (\cos\beta_k + i\sin\beta_k).
$$

```

or

```

$$
\sum_{k=0}^{\infty} e^{(\alpha + i\beta_k)} = e^{\alpha} \sum_{k=0}^{\infty} e^{i\beta_k}
= e^{\alpha} \sum_{k=0}^{\infty} (\cos \beta_k + i\sin \beta_k).
$$

```

both gives the same result:

$$\sum_{k=0}^{\infty} e^{(\alpha+i\beta_k)} = e^{\alpha} \sum_{k=0}^{\infty} e^{i\beta_k} = e^{\alpha} \sum_{k=0}^{\infty} (\cos \beta_k + i \sin \beta_k).$$

2 Other specialities

2.1 The `\not` prefix

You can apply `\not` to the following math object. The slash / is overprinted such math object, for example `\a \not= b` gives $a \neq b$.

If there exist a direct Unicode character for negation of a relation symbol (for example `\ne` creates \neq directly as a character U+2260) then `\not⟨char⟩` expands to appropriate Unicode character. For example `\not=` expands to `\ne` or `\not\in` expands to `\notin`. If such character does not exist then the centered / is overprinted over the next character.

◀ OpT_EX

2.2 The `\buildrel` macro: text over relation

The macro `\buildrel <text>\over <relation>` creates a new atom `Rel` with the `<relation>` and with the smaller `<text>` above this `<relation>`. Example: `$M \buildrel\rm def\over= X\cup Y$` gives $M \stackrel{\text{def}}{=} X \cup Y$.

2.3 Spaces

Spaces between atoms are created automatically as were mentioned in section 1.2. But sometimes you have to help TeX to create appropriate space. You can use following macros:

- `\,` is *thin space* used around Op atoms, after comma, etc.: `\,`
- `\!` is negative thin space,
- `\>` is *medium space* used around Bin atoms: `\>`
- `\;` is *thick space* used around Rel atoms: `\;`
- `\quad` is *em space*: `\quad`
- `\qquad` is *double em space*: `\qquad`

Of course, you can use *direct space* `_` which is TeX primitive and gives interword space: `_` or you can use `\hskip <value>` to put arbitrary space.

The space size of `\,`, `\!` resp. `\>`, resp. `\;` is given by `\thinmuskip`, resp. `\medmuskip`, resp. `\thickmuskip` values. You can see in the `plain.tex` file that these default values differ very little in their basic size but there is no stretchability/shrinkability in the `\,` space, there is small stretchability in the `\>` space and more stretchability in the `\;` space.

The registers `\thinmuskip`, `\medmuskip` and `\thickmuskip` store so called *mu values* given by math unit `mu`. It is 1/18 em and this unit depends on the current font size used in the math formula (*S* or *SS* styles use smaller font size, the `mu` unit is smaller here). You can use `\muskip` instead `\hskip` or `\mukern` instead `\kern` if you want to use this special `mu` unit. It is allowed only in math mode.

The `\quad` and `\qquad` spaces have fixed width and they can be used in text mode too. (OpTeX allows to use `\,` in text mode too). Use `\quad` or `\qquad` if you want to separate more formulas created in single math mode. Examples of typical usage of spaces:

```
$$ \alpha\,, (x+y)\,, \quad \int_a^b f(x) dx\,, \quad \Gamma_i. $$
```

$$\alpha(x+y), \quad \int_a^b f(x) dx, \quad \Gamma_i.$$

2.4 Texts in math mode

If you write `$Hello world!$` (i.e. Hello world in math mode), then you get *Helloworld!*. It is interpreted as product of variables *H* and *e* and *l*² and *o* etc., followed by the symbol `!` used for factorial. The non-ASCII letters (with accents) don't work at all because they are never used as symbols for variables. Spaces are ignored.

If you want to write a short text in the math mode, then you can use `\hbox{<text>}`. The `\hbox` primitive initializes text mode regardless of the “outer mode”. Example:

```
$$ \sum_{n=0}^{\infty} (-1)^n a_n \hbox{ converges, if } a_n \searrow 0. $$
```

$$\sum_{n=0}^{\infty} (-1)^n a_n \text{ converges, if } a_n \searrow 0.$$

Note the space before the word “converges”. The space before `\hbox` is irrelevant. Second notice: the example shows the text mode inside math mode and the in-line math mode inside this text mode. The same result can be produced by:

```
$$ \sum_{n=0}^{\infty} (-1)^n a_n \hbox{ converges, if } a_n \searrow 0. $$
```


The difference can be visible if the formula $a_n \searrow 0$ includes a fraction, for example $\frac{1}{2}a_n \searrow 0$. The first example prints the fraction in the text style and the second example prints it in the display style.

The disadvantage of `\hbox` is that it starts in the text mode independently of the current style, but we want to use smaller font in *S* or *SS* styles. You can use `\mathbox{⟨text⟩}` in such situations. This macro behaves like `\hbox` but the text is appropriately smaller in *S* and *SS* styles. Example:

`{\mathbox{cena}\over\mathbox{výkon}}` gives $\frac{\text{cena}}{\text{výkon}}$ in *D* style and $\frac{\text{cena}}{\text{výkon}}$ in *T* style.

Note that $\frac{\text{cena}}{\text{výkon}}$ means $\frac{\text{price}}{\text{performance}}$ and you can write `\rm price\over performance` when you are using only words without spaces and accented letters. But phrases with spaces or accented letters should be printed in text mode using `\hbox` or `\mathbox`.

◀ OpTeX

2.5 `\vcenter`

The `\vcenter` primitive behaves like `\vbox`, but it can be used only in math mode and its result is vertically centered to the math axis. For example, matrices, are created by tables in `\vcenter`.

All big objects in math formula is centered to math axis and the baseline is ignored. In the following example we create a new big math operator by `\vcenter`:

```


$$F(x) = \mathop{\vcenter{\framebox{\vbox to 2em{\vss\hbox{ \text{\$#1\$ } \vss}}}}}_{i=1}^{\infty} x(i)$$


```

$$F(x) = \mathop{\boxed{x(i)}}_{i=1}^{\infty}$$

2.6 Three dots

You can write `\text{\$1,2,\dots,n\$}` to get $1, 2, \dots, n$. The `\dots` macro puts thin space between dots and after the last dot, so the five object: comma, dots, comma are exactly equidistant.

Typographic conventions say that you have to use the repeating symbol before and after three dots (comma in previous example) and the three dots should be at baseline, if the repeating symbol is at baseline. Or they should be at math axis, if the repeating symbol is at math axis. We have to use `\cdots` instead `\dots` in second case. Example:

`a_1, a_2, \dots, a_n, \quad a_1 + a_2 + \cdots + a_n` $a_1, a_2, \dots, a_n, \quad a_1 + a_2 + \dots + a_n$

There are `\vdots` \vdots , `\ddots` \ddots and `\adots` \adots which can be used in matrices.

Three dots like the output of the `\dots` macro are present as a single character in fonts too. This character is called ellipsis. Font designers typically suggest this character with smaller spaces between dots than we need in math mode. So the rule about equidistant “comma, three dots, comma” is not met when this character is used. You can try `\text{\$1,2,\unicodeellipsis,n\$}` and `\text{\$1+2+\unicodcdots + n\$}`. You get $1, 2, \dots, n$ and $1 + 2 + \dots + n$. If you feel that this is better, then you can set: `\let\dots=\unicodeellipsis \let\cdots=\unicodcdots`.

◀ Unicode

The Unicode fonts includes compact variants `\unicodevdots` \vdots , `\unicodeddts` \ddots and `\unicodeadots` \adots too.

2.7 Phantoms and `\smash`

The `` macro creates an invisible subformula equal to the formula generated by `⟨math list⟩`. It has its size, so it can interfere with surrounding visible subformulas. This macro is very useful for aligning with special requirements. Examples are shown in sections 3.1 and 4.4.

Another option to set right aligned matrix is setting the `\lmfil`: Its value is used at left side in each `\matrix` item. The right side is set directly to `\hfil`. ◀OpTeX

```

$$
\lmfil={\hfill} % left matrix filler = \hfill
\pmatrix{ 1 & -1 & 0 \cr 0 & 2 & 13 \cr -3 & 0 & 5 }
$$

```

If you want to draw a vertical line inside the matrix, you can use `\adef|` as in the following example: ◀OpTeX

```

$$
\adef|{\kern-.2em&\strut\vrule&\kern-.2em}
\def\+{\phantom+}
\pmatrix{1 & 2 & 3 | 0 \cr 4 & 5 & 6 | 1 \cr 7 & 8 & 9 | 2 } \sim
\pmatrix{1 & \+2 & \+3 | 0 \cr 0 & -3 & -6 | 1 \cr 0 & -6 & -12 | 2} \sim
\pmatrix{1 & 2 & 3 | 0 \cr 0 & 1 & 2 | -1/3 \cr 0 & 0 & 0 | 1 }
$$

```

$$\left(\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 4 & 5 & 6 & 1 \\ 7 & 8 & 9 & 2 \end{array} \right) \sim \left(\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 0 & -3 & -6 & 1 \\ 0 & -6 & -12 & 2 \end{array} \right) \sim \left(\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 0 & 1 & 2 & -1/3 \\ 0 & 0 & 0 & 1 \end{array} \right)$$

If you want to put something before opening bracket in the matrix, you can use another `\matrix`. Example:

```

$$
\adef|{\kern-.2em&\strut\vrule&\kern-.2em}
\def\+{\phantom+}
\def\r{\bf r}
\pmatrix{1 & 2 & 3 | 0 \cr 4 & 5 & 6 | 1 \cr 7 & 8 & 9 | 2 } \ \ \sim \ \
\matrix{\cr 2.\r - 4\cdot 1.\r: \cr 3.\r -7\cdot 1.\r: }
\pmatrix{1 & \+2 & \+3 | 0 \cr 0 & -3 & -6 | 1 \cr 0 & -6 & -12 | 2}
$$

```

$$\left(\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 4 & 5 & 6 & 1 \\ 7 & 8 & 9 & 2 \end{array} \right) \sim \begin{array}{l} 2.\mathbf{r} - 4 \cdot 1.\mathbf{r}: \\ 3.\mathbf{r} - 7 \cdot 1.\mathbf{r}: \end{array} \left(\begin{array}{ccc|c} 1 & 2 & 3 & 0 \\ 0 & -3 & -6 & 1 \\ 0 & -6 & -12 & 2 \end{array} \right)$$

Plain TeX defines the `\bordermatrix` macro which allows you to create a top row above the brackets and left column before the opening bracket. TeXbook shows the following example:

```

$$
M = \bordermatrix{ & C&I&C' \cr
                  C&1&0&0 \cr I&1-b&0 \cr C'&0&a&1-a }
$$

```

$$M = \begin{array}{c} C \\ I \\ C' \end{array} \left(\begin{array}{ccc} 1 & 0 & 0 \\ 1-b & 0 & \\ 0 & a & 1-a \end{array} \right)$$

The `\matrix` macro used in *D* style creates all its items in *T* style. If you are using the `\matrix` macro in *T* style or *S* style (but not in fractions nor another matrices) then the resulting table is appropriately smaller and all its items are processed in *S* style. If you are using `\matrix` in *SS* style then the items are in *SS* style too. The following example shows one-column matrix in script style: ◀OpTeX

`\sum_{\matrix{i\in M\cr j\in N\cr k\in P}} x_{i,j,k}` creates: $\sum_{\substack{i\in M \\ j\in N \\ k\in P}} x_{i,j,k}$

3.2 Cases

The `\cases` macro can be used as in the following example:

```
$$
f(x) = \cases{
    1          & for $x\le 0$, \cr
    100-x\over 100 & when $0 < x \le 100$, \cr
    0          & in other cases. }
$$
```

$$f(x) = \begin{cases} 1 & \text{for } x \leq 0, \\ \frac{100-x}{100} & \text{when } 0 < x \leq 100, \\ 0 & \text{in other cases.} \end{cases}$$

The `\cases` macro behaves like a special `\matrix` with two left aligned columns and with left vertically scaled brace `{`. First column is processed in math mode and *T* style, second column is processed in text mode. We have to use `$. . .$` in the second column if there is a math material.

4 Lines in display mode

4.1 General principles

The `$$\langle formula \rangle$$` finalizes previous paragraph, prints centered `\langle formula \rangle` on single line with a vertical space above and below and opens next paragraph with no indentation.

From TeX's point of view, the text above plus `$$\langle formula \rangle$$` plus text below is single paragraph interrupted by display `\langle formula \rangle`. If there is no text above (i.e. the opening `$$` are in vertical mode), then the internal `\noindent` is processed first and empty line above `\langle formula \rangle` is created. Thus, it is definitely bad idea to open display mode in vertical mode: never put empty line before `$$\langle formula \rangle$$`. On the other hand, the empty line just after `$$\langle formula \rangle$$` says that the paragraph is finalized by the `\langle formula \rangle` and the next text (after the empty line) opens next paragraph with indentation. Summary:

- “Text above `$$\langle formula \rangle$$` text below”: the `\langle formula \rangle` interrupts the paragraph with “Text above” and “text below”. The “text below” is without indentation.
- “Text above `$$\langle formula \rangle$$` empty line Text below”: the “Text below” opens new paragraph with indentation.
- “Empty line `$$\langle formula \rangle$$`” is bad practice.

In contrast with the paragraph breaking, there is no built-in algorithm for breaking display `\langle formula \rangle` to more lines. If the `\langle formula \rangle` is too wide then `overfull \hbox` occurs and human must decide about splitting the `\langle formula \rangle` to more lines. The macros `\displaylines` and `\eqalign` are intended to such task, see sections 4.3 and 4.4.

On the other hand, the in-line math `\langle formula \rangle`, i.e. the `$$\langle formula \rangle$$` in a paragraph, can be broken after a Bin atom (with penalty `\binoppenalty`) or after a Rel atom (with penalty `\relpenalty`). If you don't want to break such formula at a specific place then use `\nobreak`, for example `$a+\nobreak b$`. If you want never to break such formulas then you can set `\binoppenalty=10000, \relpenalty=10000`. (Default values are 700 and 500.)

4.2 References to display lines

The `$$\langle formula \rangle\eqno\langle mark \rangle$$` prints centered `\langle formula \rangle` and the `\langle mark \rangle` at right margin. The `$$\langle formula \rangle\leqno\langle mark \rangle$$` prints centered `\langle formula \rangle` and the `\langle mark \rangle` at left margin. Examples:

```
$$ a^2 + b^2 = c^2 \eqno (1) $$
                                a^2 + b^2 = c^2 (1)
```

```
$$ a^2 + b^2 = c^2 \leqno \rm Py $$
Py                                a^2 + b^2 = c^2
```

The $\langle mark \rangle$ is processed in math mode and T style. If you want to put a text here then you have to use `\rm $\langle text \rangle$` or `\hbox{ $\langle text \rangle$ }`.

The auto-generated $\langle mark \rangle$ can be created by `$$\langle formula \rangle\eqmark$$`. The $\langle label \rangle$ previously declared by `\label[$\langle label \rangle$]` can be used. Then it is associated to such auto-generated $\langle mark \rangle$ and you can write a reference in the form `see equation~\ref[$\langle label \rangle$]`. You can write `\eqmark[$\langle label \rangle$]` instead of `\label[$\langle label \rangle$]... \eqmark`. See the OpTeX manual, section 1.4.3. ◀ OpTeX

4.3 The `\displaylines` macro

This macro creates more horizontally centered formulas in one display mode. The syntax is

```

$$ \displaylines{
  \langle formula \rangle \cr
  \langle formula \rangle \cr
  ... \cr
  \langle formula \rangle
} $$

```

Usage of `\displaylines` is more preferred than doing more display modes just behind each other. Example:

```

$$ \displaylines{
  (3x^3 + 4x^2 + 5x + 6) \cdot (x^6 + x^2 + 5) = \cr
  = 3x^9 + 4x^8 + 5x^7 + 6x^6 + 3x^5 + 4x^4 + 20x^3 + 26x^2 + 25x + 30.
} $$

```

$$(3x^3 + 4x^2 + 5x + 6) \cdot (x^6 + x^2 + 5) = 3x^9 + 4x^8 + 5x^7 + 6x^6 + 3x^5 + 4x^4 + 20x^3 + 26x^2 + 25x + 30.$$

The output from `\displaylines` macro is breakable to more pages because the lines are not encapsulated in one box. The macro uses a special feature of `\halign` primitive. The disadvantage is that you cannot use `\eqno` nor `\leqno` nor `\eqmark`.

OpTeX provides alternative form: `\displaylines to<dimen> { $\langle data \rangle$ }`. Then the centered formulas are encapsulated in a `\vcenter` box of width $\langle dimen \rangle$ and usage of `\eqno` or `\leqno` or `\eqmark` is allowed. The individual lines have the form `\hbox to<dimen>` and formulas are centered using `\hss` from both sides. This means that you can set arbitrary $\langle dimen \rangle$ without visual change of the formulas. Use smaller $\langle dimen \rangle$ value than `\hsize` (or `\displaywidth`⁶) if you want to center formulas with `\eqno` appended. The internal TeX rule says: the formula with `\eqno` (or `\leqno`) is centered if its width is less or equal `\displaywidth-4<mark-width>`. So ◀ OpTeX

```

$$ \displaylines to\hsize-8em { $\langle formula \rangle \cr \langle formula \rangle$ }\eqno (1) $$

```

does global centering, because size of (1) is less than 2 em. You can do more experiments with this example, for example `\displaylines to\hsize{...}` puts the `\eqno` mark to the next line in the display environment. Read TeXbook or TeXbook naruby, where the precise explanation about such positioning is.

You can use “`\displaylines to<dimen>`” for more applications. For example, you can put more “`\displaylines to<dimen>`” in single display mode, one next to second in order to creating more centered columns with formulas; the width of such columns are controlled by the $\langle dimen \rangle$ parameter. Or, you can give an exception for first and last formula: ◀ OpTeX

```

$$ \displaylines to 10cm { $\langle formula \rangle \hfill \cr
  \langle formula \rangle \cr
  \langle formula \rangle \cr
  \hfill \langle formula \rangle$ }
$$

```

⁶ `\displaywidth = \hsize` in most cases but it is real display width when `\parshape` or `\hangindent` is used.

The example above gives similar result as the \LaTeX `multline` environment:

$$\begin{aligned} (3x^3 + 4x^2 + 5x + 6) \cdot (x^6 + x^2 + 5) &= \\ &= 3x^9 + 3x^5 + 15x^3 + 4x^8 + 4x^4 + 20x^2 + 5x^7 + 5x^3 + 25x + 6x^6 + 6x^2 + 30 = \\ &= 3x^9 + 4x^8 + 5x^7 + 6x^6 + 3x^5 + 4x^4 + 20x^3 + 26x^2 + 25x + 30. \end{aligned}$$

4.4 The `\eqalign` macro

The usage is:

```


$$\begin{aligned} &\langle left-side \rangle \& \langle right-side \rangle \backslash cr \\ &\langle left-side \rangle \& \langle right-side \rangle \backslash cr \\ &\dots \backslash cr \\ &\langle left-side \rangle \& \langle right-side \rangle \end{aligned}$$


```

The `\vcenter` box is created with two columns, left column is right aligned and right column is left aligned. Example:

```


$$\begin{aligned} x + 2y + 3z \&= 600 \backslash cr & x + 2y + 3z = 600 \\ 12x + y - 3z \&= 7 \backslash cr & 12x + y - 3z = 7 \\ 4x - y + 5z \&= -5 \backslash cr & 4x - y + 5z = -5 \end{aligned}$$


```

The tab “&” should be used just before a relation, i.e. `&=` is right, `=&` is wrong. All lines are aligned to the used tab.

Maybe you want more precise alignment in the example above. You can use `\phantom`:

```


$$\begin{aligned} x + 2y + 3z \&= 600 \backslash cr & x + 2y + 3z = 600 \\ 12x + \phantom{y} - 3z \&= \phantom{y} + 7 \backslash cr & 12x + y - 3z = 7 \\ 4x - \phantom{y} + 5z \&= -5 \backslash cr & 4x - y + 5z = -5 \end{aligned}$$


```

Another typical usage of the `\eqalign` macro:

```


$$\begin{aligned} p(x)q(x) \&= (3x^3 + 4x^2 + 5x + 6) \cdot (x^6 + x^2 + 5) = \backslash cr \\ &= 3x^9 + 4x^8 + 5x^7 + 6x^6 + 3x^5 + 4x^4 + 20x^3 + 26x^2 + 25x + 30. \end{aligned}$$


```

$$\begin{aligned} p(x)q(x) &= (3x^3 + 4x^2 + 5x + 6) \cdot (x^6 + x^2 + 5) = \\ &= 3x^9 + 4x^8 + 5x^7 + 6x^6 + 3x^5 + 4x^4 + 20x^3 + 26x^2 + 25x + 30. \end{aligned}$$

In OpTeX , the `\eqalign` macro is more flexible. You can set the `\baselineskip` value by OpTeX \leftarrow the `\eqlines` parameter and math style by the `\eqstyle` parameter. For example, you need to put the system of “equations” as a subscript of sum operator:

```


$$\sum_{\substack{i \in A \\ \quad j \in B \cup C \\ \quad m \in C}} i + j + m$$


```


$$\sum_{\substack{i \in A \\ j \in B \cup C \\ m \in C}} i + j + m$$

You can write more equation systems one next second:

◀ OpTeX

```


$$\begin{array}{rcl} x + y + z & = & 1 \\ u + v & = & 20 \\ i & = & j \end{array} \quad \begin{array}{rcl} a + b + c & = & -1 \\ f + g & = & -20 \end{array}$$


```

You can use the third column for centered equations without aligning point. For example:

```


$$\left( \begin{array}{rcl} \text{\textit{first equation}} \\ \text{\textit{second equation}} \end{array} \right)$$


```

The `\eqspace` is additional space used in the third column to separate equation systems one next second.

OpTeX extensions summary:

◀ OpTeX

- `\eqlines` and `\eqstyle` set `baselineskip` and math style of the formulas.
- `\eqalign` allows more than two columns: First column is right aligned (no space). Second is left aligned (no space). Third column (if used) is centered with `\eqspace/2` at left and right boundary of the column. Fourth is the same as first. Fifth is the same as second etc. The number of columns which can be used in `\eqalign` is unlimited.

4.5 The `\eqalign` macro with references

You can give common mark to whole equation system by `$$\eqalign{\langle data \rangle}\eqno \langle mark \rangle$$`. If you want to give marks to individual lines of the equation system, then you can use another macro: `\eqalignno`. The usage is similar as `\eqalign` but the third column (if used) is intended to the equation mark. Example:

```


$$\begin{array}{rcl} x + 2y + 3z & = & 600 & \text{\rm(A)} \\ 12x + y - 3z & = & 7 & \text{\rm(B)} \\ 4x - y + 5z & = & -5 & \text{\rm(C)} \end{array}$$


```

$$\begin{array}{rcl} x + 2y + 3z & = & 600 & \text{(A)} \\ 12x + y - 3z & = & 7 & \text{(B)} \\ 4x - y + 5z & = & -5 & \text{(C)} \end{array}$$

The `\leqalignno` macro is similar as `\eqalignno` but the marks are at the left margin. The OpTeX extensions of `\eqalign` are not available in `\eqalignno` nor `\leqalignno` macros.

You can use auto-generated marks by `\eqmark` macro: `$$\eqalign{\langle data \rangle}\eqmark$$` or:

◀ OpTeX

```


$$\begin{array}{rcl} x + 2y + 3z & = & 600 & \text{\eqmark[A]} \\ 12x + y - 3z & = & 7 & \text{\eqmark[B]} \\ 4x - y + 5z & = & -5 & \text{\eqmark[C]} \end{array}$$


```

5 Concept of loading math fonts

5.1 Math families

\TeX is able to use more than one math font in math mode. This was a necessity in old days when only 128-characters fonts existed. Each math font used in math mode has its *math family* represented by a number. Math family is a collection of three (almost) equal fonts in three sizes: first for `\textstyle` and `\displaystyle`, second for `\scriptstyle` and third for `\scriptscriptstyle`.

When Unicode math font is loaded then it includes all three optical sizes and all characters needed for typesetting math formula. Theoretically, we can use only one math family with this single font. But more math families (i.e. more fonts in math mode) is still possible. You can combine characters from more fonts (Unicode fonts and old TFM fonts together) in one math formula. ◀ Unicode

Op \TeX loads the specified Unicode math font into math family 1. The math families 2 and 3 are reserved for specific \TeX nical reasons, family 4 is used for `\script` font and families 5, 6, 7, etc. can be used by user for loading more fonts. The default macro for loading math fonts looks like: ◀ Op \TeX

```
\_def\_normalunimath{%
  \_loadumathfamily 1 {\_unimathfont}{} % Base Unicode math font
  \_loadmathfamily 4 rsfs % \script (old TFM font)
  \_setunimathdimens % set dimen parameters used in math formulas internally
}%
\let\_normalmath=\_normalunimath % this is done when Unicode math is initialized
```

Whenever Op \TeX needs to resize math fonts (for example in footnotes or titles), it calls the `_normalmath` macro in order to reload all math families to desired size. If you want to add a next font, you can add `_loadunimathfamily <family> {<Unicode-font>}{<features>}` or `_loadmathfamily <family> <TFM-font>` into the `_normalmath` macro. The example in section 5.3 shows how to do it.

5.2 Two variants of math fonts: normal and bold

All math formulas in the whole document need only one Unicode font (or only one collection of math fonts as mentioned in section 5.1). But this is not really true if titles are in bold font. If a math formula is present in such a bold title then all characters of this formula must be bolder. For example “normal” variables must be in bold italic in titles, symbols like $+ =$ must be bold and “normal bold” letters (e.g., indicating vectors in math formula) must be extra bold in titles. It means that all fonts from collection of math fonts must be bolder. We need second collection of math fonts with bolder shape. Unfortunately, it is not always available.

If you have bold variant of used Unicode math font, then you can use `\loadboldmath` command, for example: ◀ Op \TeX

```
\loadmath { [xitsmath-regular] }
\loadboldmath { [xitsmath-bold] } \to { [xitsmath-regular] }
```

Op \TeX uses `_normalmath` macro for loading collection of math fonts in “normal” cases and `_boldmath` macro for bold titles. The font declared by `\loadboldmath` is used in second case. But if the bold variant of the font is not available (this is unfortunately more typical), then Op \TeX uses faked bold of basic Unicode math font (the `embolden` internal font feature is used). So, the default `_boldmath` macro defined by Op \TeX looks like:

```
\_def\_boldunimath{%
  \_ifx\_unimathboldfont \_undefined
    \_loadumathfamily 1 {\_unimathfont}{embolden=1.7;} % Base faked bold
  \_else
    \_loadumathfamily 1 {\_unimathboldfont}{} % Base real bold font
```

```

    \_fi
    \_loadmathfamily 4 rsfs % rsfs in not in bold, unfortunately
    \_setunimathdimens
}%
\let\_boldmath=\_boldunimath % this is done when Unicode math is initialized

```

5.3 Example of using additional math font

The font `bbold10.tfm` includes double stroked characters, for example double stroked plus, double stroked Greek letters and digits. Try to run `pdftex testfont`, then answer to the question about name of the font: `bbold10` and then type command `\table\end`. The `testfont.pdf` is printed with the table of characters of this font. Most of these characters cannot be found in Unicode math fonts.

We show an example how to add this font to the collection of used math fonts. We can re-define the `_normalmath` macro by: ◀ OpTeX

```

\addto\_normalmath {\_loadmathfamily 5 bbold }

\_regtfm bbold 0 bbold5 5.5 bbold6 6.5 bbold7 7.5 bbold8 8.5 bbold9
          9.5 bbold10 11.1 bbold12 15 bbold17 * % using all bbold*.tfm
\_normalmath % reload the math fonts collection

```

The string “`bbold`” is declared by `_regtfm` as a collection of all `bbold*.tfm` fonts, the optical sizes are supported.

Finally, we must to declare new TeX sequences for accessing the characters from the new font, for example:

```

\Umathchardef \bbplus 2 5 "2B
\Umathchardef \bble 3 5 "3C
\Umathchardef \bbge 3 5 "3E

```

The `\Umathchardef` TeX primitive declares new TeX sequence used in math typesetting. First parameter is class number (2 means Bin, 3 means Rel, see the table in the section 1.2). Second parameter is math family number. It is 5, see the redefinition of the `_normalmath` macro above. Third parameter is the slot in the font. Now you can try to use these characters:

$$a \ \bbplus \ b \ \bbge \ c \ \text{ gives } a \ \dagger \ b \ \geq \ c.$$

Maybe, you want to declare a special math selector which can be used as `\bball a+b>c` in order to get $a \ \dagger \ b \ \geq \ c$. Then you can define:

```

\def\bball {\bbchar \Umathcodenum `+ \bbplus
              \Umathcodenum `> \bbge
              \Umathcodenum `< \bble }

```

If you want to add all double stroked Greek letters into `\bball` selector, then you can do something like this:

```

\def\setbbgreek #1 {\tmpnum=#1\xargs\setbbgreekA}
\def\setbbgreekA #1{\Umathcode \_ea`#1 0 5 \tmpnum \advance\tmpnum by1 }

\addto\bball {%
  \setbbgreek "0B \alpha \beta \gamma \delta \epsilon \zeta \eta
              \theta \iota \kappa \lambda \mu \nu \xi \pi \rho \sigma
              \tau \upsilon \phi \chi ;
  \setbbgreek "7F \omega ;
  \setbbgreek "00 \Gamma \Delta \Theta \Lambda \Xi \Pi \Sigma \Upsilon
              \Phi \Psi \Omega ; }

```

The `\Umathcode` *<input-code>* *<class>* *<font-slot>* primitive is used here. The control sequences `\alpha`, `\beta`, `\gamma` etc. are macros which expand to the Unicode character of

appropriate (non-math) Greek letter. We set the `Umathcode` to such character, for example `\Umathcode `α 0 5 "0B` is processed.

The bold variant of the font `bbold*.tfm` is not available, unfortunately. We have to settle for normal version of the font in the `_boldmath` macro:

```
\addto \_boldmath {\_loadmathfamily 5 bbold }
```