

Dictating mathematics into LyX using Caster

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1 Introduction

- All of these bindings can be easily changed by modifying `mathfly/config/lyx.toml` in any text editor.
- (option a | option b) means that both commands will do the same thing.

- Square brackets means that the word(s) inside are optional, the command will work with or without them.

2 Miscellaneous

math mode	Begins a new mathematical dictation environment, necessary for all maths dictation.
new line	Begins a new mathematical dictation line.
fraction	Creates a fraction. anything highlighted will form the numerator.
over	Creates a fraction with the previous element as the numerator (e.g. "five over three")
(super [script] to the power)	Superscript
sub [script]	Subscript
squared	Superscript 2
cubed	Superscript 3
inverse	Superscript -1
(parens parentheses)	Parentheses
square brackets	Square brackets
curly brackets	Curly brackets
absolute	Create two bars and moves inside them
summation	\sum_b^a
blank summation	\sum
(summation sum) to N	$\sum_{?}^n$
product	\prod_b^a
blank product	\prod
product to N	$\prod_{?}^n$
limit	$\lim_{?}$
blank limit	\lim
label above	Add a label above the selected text
label below	Add a label below the selected text

3 Letters

3.1 Greek

By default, all of these commands must be prefixed with "greek" for lowercase or "greek big" for uppercase. This behaviour can be changed by modifying `greek_prefix` and `capitals_prefix`. Where relevant I have provided pronunciation tips for best results.

alpha	α		
beta	β		beater
gamma	γ	Γ	
delta	δ	Δ	
epsilon	ε		
zeta	ζ		
eta	η		eater
theta	θ	Θ	they-tah
iota	ι		
kappa	κ		
lambda	λ	Λ	
mu	μ		moo
nu	ν		new
xi	ξ	Ξ	zee
pi	π	Π	
rho	ρ		
sigma	σ	Σ	
tau	τ		
upsilon	υ	Υ	
phi	ϕ	Φ	
chi	χ		kie
psi	ψ	Ψ	sigh
omega	ω	Ω	

3.2 Accents

These commands add accents above the highlighted text, or create an empty accent if nothing is highlighted.

accent hat	\hat{a}
accent tilde	\tilde{a}
accent dot	\dot{a}
accent double dot	\ddot{a}
accent bar	\bar{a}
accent vector	\vec{a}

4 Symbols

In order to avoid clutter and misrecognition, mathematical symbols are split up into two distinct groups: common and uncommon. By default, common symbols (e.g. integral) need no prefix, while uncommon symbols (e.g. up arrow) are prefixed with "symbol". The prefixes are defined by `symbol1_prefix` and `symbol2_prefix`. It is expected that you will want to move symbols which you happen to use frequently or infrequently between the two groups, or change/remove the prefixes to your liking. There is a trade-off to be made between recognition accuracy and speed of dictation.

4.1 Common symbols

[generic] root	$\sqrt[n]{x}$
square root	\sqrt{x}
integral	\int
double integral	\iint
triple integral	\iiint
degrees	$^{\circ}$
times	\times
divide	\div
stop	\cdot
plus or minus	\pm
partial	∂
nice fraction	a/b
binomial	$\binom{a}{b}$
infinity	∞
dot dot dot	\dots

vector nabla	∇
greater [than] [or] equal [to]	\geq
less [than] [or] equal [to]	\leq
not equal [to]	\neq
approximately [equal] [to]	\approx
proportional [to]	\propto
preference less [than]	\prec
preference less equal	\preceq
preference greater [than]	\succ
preference greater equal	\succeq
sine	\sin
cosine	\cos
tangent	\tan
secant	\sec
cosecant	\csc
cotangent	\cot
arc sine	\arcsin
arc cosine	\arccos
arc tan	\arctan
hyperbolic sine	\sinh
hyperbolic cosine	\cosh
hyperbolic tangent	\tanh
hyperbolic cotangent	\coth
degree	\deg
determinant	\det
dimension	\dim
exponential	\exp
(natural (log logarithm) log natural)	\ln
logarithm	\log
argument	\arg
maximum	\max
minimum	\min
(modulo modulus)	mod
supremum	\sup
infimum	\inf
probability	Pr
there exists	\exists
member [of]	\in

for all	\forall
empty set	\emptyset
subset	\subset
superset	\supset
strict subset	\subsetneq
strict superset	\supsetneq
intersection	\cap
union	\cup
real numbers	\mathbb{R}
complex numbers	\mathbb{C}
integer numbers	\mathbb{Z}
rational numbers	\mathbb{Q}
natural numbers	\mathbb{N}
logic and	\wedge
logic or	\vee
logic not	\neg
left arrow	\leftarrow
right arrow	\rightarrow
up arrow	\uparrow
down arrow	\downarrow
left right arrow	\leftrightarrow
maps to	\mapsto
oh plus	\oplus
oh times	\otimes
big oh plus	\bigoplus
big oh times	\bigotimes
diagonal dots	\ddots
horizontal dots	\dots
vertical dots	\vdots

4.2 Less common symbols

Prefix with "symbol"

GCD	gcd
cat hom	hom
kernel	ker

5 Text modes

These commands allow you to insert various forms of regular text into a mathematical environment. They should all be prefixed with "text".

(beebee blackboard bold blackboard)	\mathbb{RNZ}
roman	Sampletext
bold	Sampletext
sans serif	Sampletext
italic	<i>Sampletext</i>
typewriter	Sampletext

6 Fractions

There are a few ways of easily inserting fractions:

- Use the "fraction" command, and navigate through it using directions.
- Use the "over" command, which will build a fraction with the previous element as the numerator. e.g. "x-ray squared over five".
- For denominators up to 10, use their natural names, providing a number for the numerator, e.g. "five thirds".

7 Matrices

- To insert a matrix of a particular size, use the matrix command, e.g. "matrix three by one".
- To add or remove columns and rows, Use the command "add/remove matrix column/row".
- Matrices can be encased in brackets as expected, E.g. "parens matrix three by three".