Dictating mathematics into LyX using Caster

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Contents

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
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.

alpha	α	
beater	β	
gamma	γ	Γ
delta	δ	Δ
epsilon	ε	
zita	ζ	
eater	η	
theta	θ	Θ
iota	ι	
kappa	κ	
lambda	λ	Λ
mu	μ	
new	ν	
zee	ξ	Ξ
pie	π	Π
row	ρ	
sigma	σ	Σ
tau	τ	
upsilon	υ	Υ
phi	ϕ	Φ
chi	χ	
sigh	ψ	Ψ
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	$\bar{a}$

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

[square] root	$\sqrt{x}$
generic root	$\sqrt[n]{x}$
integral	$\int$
double integral	$\int\int$
triple integral	$\int\int\int$
degrees	$^\circ$
times	$\times$
divide	$\div$
stop	$\cdot$
plus or minus	$\pm$
partial	∂
(nice frack | nice fraction)	a/b
binomial	$\binom{a}{b}$
infinity	∞
dot dot dot	$\ldots$
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	$\cdots$
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	*Sampletext*
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".