

# The Xmath<sup>2</sup> L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> Macros for Manuscript Preparation

Martin Debaisieux<sup>5</sup>

## Abstract

*The XMATH<sup>2</sup> package is an easy way to write math in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. XMATH<sup>2</sup> is an extension of frequently used mathematical packages with new commands and environments. This package was mainly designed for English users but it includes some macros reserved for French users.*

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## 1 Patch notes

- 1 This is the version 2.0.1 of XMATH<sup>2</sup>. This update brings the creation of a new resolution environment. This document was last compiled on February 19, 2021.

## 2 Extensions

- 1 This package is an extension of the amsthm<sup>7</sup>, amssymb<sup>8</sup>, amsmath<sup>9</sup>, dsfont stmaryrd<sup>3</sup>, mathrsfs<sup>4</sup>, mdframed<sup>1</sup>, yfonts<sup>6</sup> and xstring<sup>10</sup> packages. All rights reserved to their authors.

## 3 Commands

### 3.1 Algebra

#### 3.1.1 Sets

- 3 \A : alternating.  
3 \ACF : algebraic closure field.  
3 \Aut : automorphism.

`\dom` : domain.  
`\D` : derived.  
`\E` : set.  
`\G` : Galois.  
`\Hom` : homomorphism.  
`\im` : image.  
`\Int` : interior.  
`\IC` : complex.  
`\IF` : field.  
`\IK` : corps.  
`\IN` : natural.  
`\IP` : prime.  
`\IQ` : rational.  
`\IR` : real.  
`\IS` : sphere.  
`\IZ` : integer.  
`\GL` : linear group.  
`\L` : linear.  
`\M` : matrix.  
`\N` : normalizer.  
`\O` : orthogonal.  
`\Orb` : orbit.  
`\Q` : quaternion.  
`\set{#1}{#2}` : set  $\{#1|#2\}$ .  
`\SL` : special linear.  
`\SO` : special orthogonal.  
`\Stab` : stabilizer.  
`\S` : symmetric.  
`\Z` : centralizer.  
`\ZnZ{#1}` : ring of integers modulo  $#1$  with an adaptive style .

### 3.1.2 Objects

`\vect[d1][d2]{#1}` : creates a vector. If there is no optional argument, then it creates a vector of the variable  $#1$  from 1 to  $n$ . If  $d1$  is present and if  $d1$  is an integer, then it creates a vector of the variable  $#1$  from  $d1$  to  $n$ . However, if  $d1$  is not an integer, then it creates a vector of the variable  $#1$  from 1

to  $d1$ . Finally, if every argument is present, then it creates a vector of the variable  $#1$  from  $d1$  to  $d2$ .

### 3.1.3 Operators

`\card` : cardinality.  
`\Car` : caractéristique.  
`\cis` :  $x \mapsto \cos(x) + i \sin(x)$  contraction.  
`\ev` : evaluation.  
`\Frac` : fraction.  
`\Id` : identity.  
`\normal` : normal.  
`\gen{#1}` : generated by  $#1$ .  
`\ord` : order.  
`\pgcd` : plus grand commun diviseur.  
`\ppcm` : plus petit commun multiple.  
`\sign` : signature.

## 3.2 Analysis

### 3.2.1 Sets

`\Graph` : graph set ;  
`\Le` : Lebesgue space ;  
`\T` : topology ;  
`\Va{#1}` : neighbourhood of  $#1$ .

### 3.2.2 Operators

`\dist` : distance ;  
`\rest{#1}{#2}` : restriction of  $#1$  on  $#2$ .

## 3.3 Logic

`\Conseq` : consequence.  
`\Frechet` : Fréchet.  
`\Th` : theory.

## 3.4 Probability and Statistics

`\Var` : variance.

## 4 Environments

All the environments were developed for French users except the last one.

`\corollary` : corollaire encadré.  
`\definition` : définition encadrée.  
`\lemma` : lemme encadré.  
`\property` : propriété encadrée.  
`\properties` : propriétés encadrées.  
`\proposition` : proposition encadrée.  
`\resolution` : résolution.  
`\theorem` : théorème encadré.  
`\rcases` : right cases.

## 5 Others

`\assign` :  $\coloneqq$ .  
`\hooklongleftarrow` :  $\hookleftarrow$ .  
`\hooklongrightarrow` :  $\hookrightarrow$ .  
`\longsimleftarrow` :  $\xleftarrow{\sim}$ .  
`\longsimrightarrow` :  $\xrightarrow{\sim}$ .  
`\longtwoheadleftarrow` :  $\twoheadleftarrow$ .  
`\longtwoheadrightarrow` :  $\twoheadrightarrow$ .  
`\quot` : quotient with an adaptive style.  
`\signa` :  $\coloneqq$ .  
`\simleftarrow` :  $\xleftarrow{\sim}$ .  
`\simrightarrow` :  $\xrightarrow{\sim}$ .  
`\widebar` : adaptive bar solving the size problems of `\bar` and `\overline`.  
`\xbox{#1}` : box around #1.  
`\Xmath` : Xmath logo.

## 6 Contact

If you have a suggestion or if you encounter a problem with XMATH<sup>2</sup>, send me a pull request on <https://github.com/MartinDbx/xmath-package>.

## References

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