1 Literals

```
The following literals are supported<sup>1</sup>:
   \aleph is rendered as \aleph
   \alpha is rendered as \alpha
   \amalg is rendered as II
   \And is rendered as &
   \angle is rendered as \angle
    \ast is rendered as *
   \asymp is rendered as \approx
   \backepsilon is rendered as 3
   \backprime is rendered as \
   \backsim is rendered as \sim
   \backsimeq is rendered as \simeq
   \barwedge is rendered as \overline{\wedge}
   \Bbbk is rendered as \mathbb{k}
   \because is rendered as ∵
   \beta is rendered as \beta
   \beth is rendered as \Box
   \between is rendered as ()
   \bigcap is rendered as \bigcap
   \bigcirc is rendered as ()
   \bigcup is rendered as \bigcup
   \bigodot is rendered as \bigcirc
   \bigoplus is rendered as \bigoplus
   \bigotimes is rendered as \bigotimes
   \bigsqcup is rendered as | |
   \bigstar is rendered as ★
   \bigtriangledown is rendered as \nabla
   \bigtriangleup is rendered as \triangle
   \biguplus is rendered as [+]
   \bigvee is rendered as \bigvee
   \bigwedge is rendered as \Lambda
   \blacklozenge is rendered as \blacklozenge
   \blacksquare is rendered as \blacksquare
   \blacktriangle is rendered as ▲
   \blacktriangledown is rendered as ▼
   \blacktriangleleft is rendered as ◀
   \blacktriangleright is rendered as ▶
```

¹Note that \mathcal is not available for lowercase Latin letters.

```
\bot is rendered as \perp
\bowtie is rendered as \bowtie
\Box is rendered as \square
\boxdot is rendered as ⊡
\boxminus is rendered as \Box
\boxplus is rendered as \blacksquare
\boxtimes is rendered as \boxtimes
\bullet is rendered as •
\bumpeq is rendered as ≏
\Bumpeq is rendered as ≎
\cap is rendered as \cap
\backslash Cap is rendered as \square
\ cdot is rendered as \cdot
\cdots is rendered as · · ·
\centerdot is rendered as .
\checkmark is rendered as ✓
\chi is rendered as \chi
\ circ is rendered as \circ
\circeq is rendered as ≗
\circlearrowleft is rendered as \circlearrowleft
\circlearrowright is rendered as \( \)
\circledast is rendered as *
\circledcirc is rendered as ©
\ circleddash is rendered as \odot
\circledS is rendered as (S)
\clubsuit is rendered as .
\colon is rendered as :
\complement is rendered as {f C}
\cong is rendered as \cong
\coprod is rendered as | |
\cup is rendered as \cup
\Cup is rendered as ⊎
\curlyeqprec is rendered as ≼
\curlyeqsucc is rendered as ≽
\curlyvee is rendered as Y
\curlywedge is rendered as 人
\curvearrowleft is rendered as \scale
\backslashcurvearrowright is rendered as \curvearrowright
\dagger is rendered as †
\daleth is rendered as \( \bar{1} \)
\dashv is rendered as ⊢
```

```
\ddagger is rendered as ‡
\ddots is rendered as ···
\delta is rendered as \delta
\Delta is rendered as \Delta
\forall diagdown is rendered as \forall
\forall diagup is rendered as \angle
\diamond is rendered as $
\Diamond is rendered as \Diamond
\diamondsuit is rendered as ♦
\forall digamma is rendered as F
\displaystyle is rendered as
\divideontimes is rendered as *
\doteq is rendered as \doteq
\doteqdot is rendered as \doteqdot
\dotplus is rendered as \dotplus
\dots is rendered as ...
\backslashdotsb is rendered as \cdots
\dotsc is rendered as ...
\dotsi is rendered as...
\backslash \mathtt{dotsm} is rendered as \cdots
\dotso is rendered as . . .
\doublebarwedge is rendered as \bar{\wedge}
\downdownarrows is rendered as ↓
\downharpoonleft is rendered as |
\downharpoonright is rendered as |
\ell is rendered as \ell
\emptyset is rendered as \emptyset
\epsilon is rendered as \epsilon
\eqcirc is rendered as =
\eqsim is rendered as \approx
\eqslantgtr is rendered as \geqslant
\eqslantless is rendered as \leq
\eta is rendered as \eta
\eth is rendered as ð
\exists is rendered as \exists
\fallingdotseq is rendered as =
\Finv is rendered as ∃
\flat is rendered as b
\frown is rendered as \scale
\Game is rendered as \Im
```

```
\gamma is rendered as \gamma
\Gamma is rendered as \Gamma
\geq is rendered as \geq
\geqq is rendered as \geqq
\geqslant is rendered as \geqslant
\gets is rendered as \leftarrow
\backslash gg is rendered as \gg
\backslash ggg is rendered as \gg
\gimel is rendered as 
eal
\gnapprox is rendered as \gtrapprox
\gneq is rendered as \geq \gneqq is rendered as \geq
\gnsim is rendered as \gtrsim
\gtrapprox is rendered as \gtrsim
\gtrdot is rendered as >
\gtreqless is rendered as \gtrsim
\gtreqqless is rendered as \geq
\gtrless is rendered as \geq
\gtrsim is rendered as \gtrsim
\gvertneqq is rendered as \geqq
\hbar is rendered as \hbar
\heartsuit is rendered as \heartsuit
\hookleftarrow is rendered as \leftarrow
\ hookrightarrow is rendered as \hookrightarrow
\hslash is rendered as \hbar
\Im is rendered as 3
\image imath is rendered as i
\forall implies is rendered as \Longrightarrow
\infty is rendered as \infty
\injlim is rendered as injlim
\intercal is rendered as T
\iota is rendered as \iota
\jmath is rendered as j
\kappa is rendered as \kappa
\lambda is rendered as \lambda
\Lambda is rendered as \Lambda
\land is rendered as \wedge
\ldots is rendered as ...
\leftarrow is rendered as \leftarrow
\Leftarrow is rendered as \Leftarrow
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\leftarrowtail is rendered as \leftarrow
\leftharpoondown is rendered as ←
\leftharpoonup is rendered as \leftarrow
\leftleftarrows is rendered as \rightleftharpoons
\ leftrightarrow is rendered as \leftrightarrow
\Leftrightarrow is rendered as \Leftrightarrow
\leftrightarrows is rendered as \leftrightarrows
\leftrightharpoons is rendered as \rightleftharpoons
\leftrightsquigarrow is rendered as ****
\leftthreetimes is rendered as \lambda
\leqq is rendered as \leq
\leqslant is rendered as \leq
\lessapprox is rendered as \lesssim
\lessdot is rendered as <
\lesseqgtr is rendered as \leq
\lesseqqgtr is rendered as \leq
\lessgtr is rendered as \leq
\lessim is rendered as \lesssim
\11 is rendered as \ll
\Lleftarrow is rendered as \Leftarrow
\111 is rendered as \ll
\lnapprox is rendered as \lessapprox
\lneq is rendered as \leq
\lneqq is rendered as \leq
\lnot is rendered as ¬
\lnsim is rendered as \lesssim
\backslashlongleftarrow is rendered as \longleftarrow
\Longleftarrow is rendered as \Leftarrow
\longleftrightarrow is rendered as \longleftrightarrow
\backslashLongleftrightarrow is rendered as \iff
\backslashlongrightarrow is rendered as \longrightarrow
\backslashLongrightarrow is rendered as \Longrightarrow
\looparrowleft is rendered as \leftrightarrow
\looparrowright is rendered as \hookrightarrow
\lor is rendered as \vee
\logenge is rendered as \Diamond
\Lsh is rendered as \
\lambda times is rendered as times
\ \lambda Vert is rendered as \|
```

```
\lambda vertneqq is rendered as \leq
\measuredangle is rendered as \angle
\mho is rendered as \mho
\mid is rendered as |
\mbox{\mbox{models}} is rendered as \models
\mbox{mp is rendered as} \mp
\mu is rendered as \mu
\multimap is rendered as \multimap
\nabla is rendered as \nabla
\natural is rendered as 
abla
\ncong is rendered as ≇
\nearrow is rendered as \nearrow
\neg is rendered as \neg
\neq is rendered as \neq
\nexists is rendered as ∄
\ngeq is rendered as ≱
\ngeqq is rendered as ≹
\ngeqslant is rendered as ≱
\ngtr is rendered as ≯
\ni is rendered as \ni
\nleftarrow is rendered as ←
\nLeftarrow is rendered as ∉
\nleftrightarrow is rendered as ↔
\nLeftrightarrow is rendered as ⇔
\nleqq is rendered as \( \pmeq \)
\nleqslant is rendered as ≰
\nless is rendered as \angle
\nmid is rendered as∤
\not is rendered as /
\notin is rendered as \notin
\nparallel is rendered as 
mid \parallel
\nprec is rendered as ⊀
\npreceq is rendered as ≠
\nrightarrow is rendered as →
\nRightarrow is rendered as ⇒
\nshortmid is rendered as \epsilon
\nshortparallel is rendered as #
\nsim is rendered as ≈
\nsubseteq is rendered as \not\subseteq
\nsubseteqq is rendered as \not\subseteq
```

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\nsucc is rendered as \neq
\nsucceq is rendered as \not\succeq
\nsupseteq is rendered as \not\supseteq
\nsupseteqq is rendered as \not\supseteq
\ntriangleleft is rendered as ≰
\backslashntrianglelefteq is rendered as \not\supseteq
\ntriangleright is rendered as ≯
ackslashntrianglerighteq is rendered as 
ot\! \succeq
\nu is rendered as \nu
\nvdash is rendered as ⊬
\ nVdash is rendered as \mathbb{H}
\nvDash is rendered as \nvDash
\n nVDash is rendered as \n
\nwarrow is rendered as ✓
\odot is rendered as \odot
\oint is rendered as \phi
\omega is rendered as \omega
\Omega is rendered as \Omega
\ominus is rendered as \ominus
\oplus is rendered as \oplus
\oslash is rendered as \oslash
\setminusotimes is rendered as \otimes
\P is rendered as \P
\parallel is rendered as \parallel
\partial is rendered as \partial
\perp is rendered as \perp
\phi is rendered as \phi
\Phi is rendered as \Phi
\pi is rendered as \pi
\Pi is rendered as \Pi
\pitchfork is rendered as \wedge
\pm is rendered as \pm
\prec is rendered as \prec
\precapprox is rendered as \lesssim
\preccurlyeq is rendered as \leq
\preceq is rendered as \leq
\precnapprox is rendered as \lessapprox
\precneqq is rendered as \nleq
\precnsim is rendered as \gtrsim
\precsim is rendered as \lesssim
\prime is rendered as /
```

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\prod is rendered as \Pi
\projlim is rendered as projlim
\propto is rendered as \propto
\psi is rendered as \psi
\Psi is rendered as \Psi
\qquad is rendered as
\quad is rendered as
\ Re is rendered as \Re
\rho is rendered as \rho
\rightarrow is rendered as \rightarrow
\backslashRightarrow is rendered as \Rightarrow
\ rightarrowtail is rendered as \rightarrow
\rightharpoondown is rendered as -
\rightharpoonup is rendered as →
\ rightleftarrows is rendered as \rightleftharpoons
\rightrightarrows is rendered as ⇒
\rightsquigarrow is rendered as \sim \rightsquig
\rightthreetimes is rendered as <
\risingdotseq is rendered as ≓
\Rrightarrow is rendered as \Rightarrow
\Rsh is rendered as ↑
\ rtimes is rendered as \rtimes
\rVert is rendered as |
\S is rendered as \S
\scriptscriptstyle is rendered as
\scriptstyle is rendered as
\backslashsearrow is rendered as \backslash
\setminus is rendered as \
\sharp is rendered as \sharp
\shortmid is rendered as |
\shortparallel is rendered as II
\sigma is rendered as \sigma
\Sigma is rendered as \Sigma
\sim is rendered as \sim
\simeq is rendered as \simeq
\smallfrown is rendered as ~
\backslashsmallsetminus is rendered as \smallsetminus
\smallsmile is rendered as \sim
\smile is rendered as \sim
\spadesuit is rendered as 🌲
\sphericalangle is rendered as \triangleleft
```

```
\sqcap is rendered as \sqcap
\sqcup is rendered as \sqcup
\sqsubset is rendered as \Box
\sqsubseteq is rendered as \sqsubseteq
\sqsupset is rendered as \square
\sqsupseteq is rendered as \supseteq
\square is rendered as \square
\star is rendered as \star
\subset is rendered as \subset
\Subset is rendered as ∈
\subseteq is rendered as \subseteq
\subseteqq is rendered as \subseteq
\subsetneq is rendered as \subsetneq
\subsetneqq is rendered as \subsetneq
\setminussucc is rendered as \succ
\setminussuccapprox is rendered as \gtrapprox
\succcurlyeq is rendered as \succcurlyeq
\setminussucceq is rendered as \succeq
\succnapprox is rendered as \succsim
\succneqq is rendered as \subsetneqq
\successim is rendered as \succsim
\succsim is rendered as \succsim
\supset is rendered as \supset
\Supset is rendered as ∋
\setminussupseteq is rendered as \supseteq
\supseteqq is rendered as \supseteq
\supsetneq is rendered as \supseteq
\supsetneqq is rendered as \supseteq
\surd is rendered as \sqrt{\ }
\swarrow is rendered as ✓
\tau is rendered as \tau
\textstyle is rendered as
\therefore is rendered as ∴
\theta is rendered as \theta
\Theta is rendered as \Theta
\thickapprox is rendered as \approx
\thicksim is rendered as ~
\times is rendered as \times
\top is rendered as \top
\triangle is rendered as \triangle
\triangledown is rendered as \nabla
```

```
\triangleleft is rendered as ⊲
\trianglelefteq is rendered as \leq
\triangleq is rendered as \triangleq
\triangleright is rendered as ⊳
\trianglerighteq is rendered as \geq
\upharpoonleft is rendered as 1
\upharpoonright is rendered as |
\uplus is rendered as \forall
\upsilon is rendered as v
\Upsilon is rendered as \Upsilon
\upuparrows is rendered as ↑↑
\varepsilon is rendered as arepsilon
\varinjlim is rendered as lim
\varkappa is rendered as \varkappa
\varliminf is rendered as \underline{\lim}
\varlimsup is rendered as lim
\varnothing is rendered as Ø
\varphi is rendered as \varphi
\varpi is rendered as \varpi
\varprojlim is rendered as lim
\varpropto is rendered as \propto
\varrho is rendered as \varrho
\varsigma is rendered as \varsigma
\varsubsetneq is rendered as \subsetneq
\varsubsetneqq is rendered as 
ot\subseteq
\forallvarsupsetneq is rendered as \supseteq
\varsupsetneqq is rendered as \supseteq
\vartheta is rendered as \vartheta
\forall vartriangle is rendered as \triangle
\forall vartriangleleft is rendered as \triangleleft
\ vartriangleright is rendered as \triangleright
\forallvdash is rendered as \vdash
\Vdash is rendered as \Vdash
\vert vert Dash is rendered as =
\vdots is rendered as :
\forall vee is rendered as \forall
\veebar is rendered as \vee
\vline is rendered as
\Vvdash is rendered as \parallel\vdash
\wedge is rendered as \wedge
```

```
\wp is rendered as \wp
\wr is rendered as \xi
\xi is rendered as \Xi
\zeta is rendered as \zeta
```

2 Identifier variants

The following variants are supported²: \acute applied on x, X is rendered as x, X\bar applied on x, X is rendered as \bar{x}, \bar{X} \bcancel applied on x, X is rendered as x, X\bmod applied on x, X is rendered as mod x, mod X\boldsymbol applied on x, X is rendered as x, X\breve applied on x, X is rendered as \check{x}, \check{X} \cancel applied on x, X is rendered as x, X\check applied on x, X is rendered as \check{x}, \check{X} \ddot applied on x, X is rendered as \ddot{x}, \ddot{X} \dot applied on x, X is rendered as \dot{x}, X \emph applied on x, X is rendered as x, X\grave applied on x, X is rendered as \hat{x}, \hat{X} \hat applied on x, X is rendered as \hat{x}, \hat{X} \mathbb applied on x, X is rendered as x, X\mathbf applied on x, X is rendered as \mathbf{x}, \mathbf{X} \mathbin applied on x, X is rendered as x, X\mathcal applied on x, X is rendered as \S, \mathcal{X} \mathclose applied on x, X is rendered as x, X\mathfrak applied on x, X is rendered as $\mathfrak{x}, \mathfrak{X}$ \mathit applied on x, X is rendered as x, X\mathop applied on x, X is rendered as x, X\mathopen applied on x, X is rendered as x, X\mathord applied on x, X is rendered as x, X\mathpunct applied on x, X is rendered as x, X\mathrel applied on x, X is rendered as x, X\mathrm applied on x, X is rendered as x, X\mathsf applied on x, X is rendered as x, X\mathtt applied on x, X is rendered as x, X \operatorname applied on x, X is rendered as x, X

²Note that \mathcal is not available for lowercase Latin letters.

```
\overleftarrow applied on x, X is rendered as \overleftarrow{x}, \overleftarrow{X}
\overleftrightarrow applied on x, X is rendered as \overleftrightarrow{x}, \overleftrightarrow{X}
\overline applied on x, X is rendered as \overline{x}, \overline{X}
\overrightarrow applied on x, X is rendered as \overrightarrow{x}, \overrightarrow{X}
\textbf applied on x, X is rendered as \mathbf{x}, \mathbf{X}
\textit applied on x, X is rendered as x, X
\textrm applied on x, X is rendered as x, X
\textsf applied on x, X is rendered as x, X
\texttt applied on x, X is rendered as x, X
\tilde applied on x, X is rendered as \tilde{x}, \tilde{X}
\underline applied on x, X is rendered as \underline{x}, \underline{X}
\vec applied on x, X is rendered as \vec{x}, \vec{X}
\widehat applied on x, X is rendered as \widehat{x}, \widehat{X}
\widetilde applied on x, X is rendered as \widetilde{x}, X
\xcancel applied on x, X is rendered as x, X
\xleftarrow applied on x, X is rendered as \stackrel{x}{\leftarrow}, \stackrel{X}{\leftarrow}
\xrightarrow applied on x, X is rendered as \xrightarrow{x}, \xrightarrow{X}
\Bbb applied on x, X is rendered as x, X
\bold applied on x, X is rendered as \mathbf{x}, \mathbf{X}
```