

OBS: Alla symboler som visas här måste skrivas i "math mode", vilket till exempel kan åstadkommas genom att omgärda dem med dollartecken (\$).

Exempel: Skriv $\alpha \cdot \beta$ för att få $\alpha \cdot \beta$.

Några få av symbolerna på denna och nästa sida kräver att man har `\usepackage{latexsym}` i början av filen

α	<code>\alpha</code>	Ξ	<code>\Xi</code>	\oplus	<code>\oplus</code>
β	<code>\beta</code>	Π	<code>\Pi</code>	\ominus	<code>\ominus</code>
γ	<code>\gamma</code>	Σ	<code>\Sigma</code>	\otimes	<code>\otimes</code>
δ	<code>\delta</code>	Υ	<code>\Upsilon</code>	\oslash	<code>\oslash</code>
ϵ	<code>\epsilon</code>	Φ	<code>\Phi</code>	\odot	<code>\odot</code>
ε	<code>\varepsilon</code>	Ψ	<code>\Psi</code>	\bigcirc	<code>\bigcirc</code>
ζ	<code>\zeta</code>	Ω	<code>\Omega</code>	\dagger	<code>\dagger</code>
η	<code>\eta</code>	\pm	<code>\pm</code>	\ddagger	<code>\ddagger</code>
θ	<code>\theta</code>	\mp	<code>\mp</code>	\amalg	<code>\amalg</code>
ϑ	<code>\vartheta</code>	\times	<code>\times</code>	\leq	<code>\le, \leq</code>
ι	<code>\iota</code>	\div	<code>\div</code>	\prec	<code>\prec</code>
κ	<code>\kappa</code>	\star	<code>\star</code>	\preceq	<code>\preceq</code>
λ	<code>\lambda</code>	\circ	<code>\circ</code>	\ll	<code>\ll</code>
μ	<code>\mu</code>	\bullet	<code>\bullet</code>	\subset	<code>\subset</code>
ν	<code>\nu</code>	\cdot	<code>\cdot</code>	\subseteq	<code>\subseteq</code>
ξ	<code>\xi</code>	\cap	<code>\cap</code>	\in	<code>\in</code>
π	<code>\pi</code>	\cup	<code>\cup</code>	\vdash	<code>\vdash</code>
ϖ	<code>\varpi</code>	\oplus	<code>\oplus</code>	\geq	<code>\ge, \geq</code>
ρ	<code>\rho</code>	\sqcap	<code>\sqcap</code>	\succ	<code>\succ</code>
ϱ	<code>\varrho</code>	\sqcup	<code>\sqcup</code>	\succeq	<code>\succeq</code>
σ	<code>\sigma</code>	\vee	<code>\vee</code>	\gg	<code>\gg</code>
ς	<code>\varsigma</code>	\wedge	<code>\wedge</code>	\supset	<code>\supset</code>
τ	<code>\tau</code>	\setminus	<code>\setminus</code>	\supseteq	<code>\supseteq</code>
υ	<code>\upsilon</code>	\wr	<code>\wr</code>	\sqsupset	<code>\sqsupset</code>
ϕ	<code>\phi</code>	\diamond	<code>\diamond</code>	\sqsupseteq	<code>\sqsupseteq</code>
φ	<code>\varphi</code>	\bigtriangleup	<code>\bigtriangleup</code>	\ni	<code>\ni</code>
χ	<code>\chi</code>	\bigtriangledown	<code>\bigtriangledown</code>	\dashv	<code>\dashv</code>
ψ	<code>\psi</code>	\triangleleft	<code>\triangleleft</code>	\equiv	<code>\equiv</code>
ω	<code>\omega</code>	\triangleright	<code>\triangleright</code>	\sim	<code>\sim</code>
Γ	<code>\Gamma</code>	\triangleleft	<code>\triangleleft</code>	\simeq	<code>\simeq</code>
Δ	<code>\Delta</code>	\triangleright	<code>\triangleright</code>	\asymp	<code>\asymp</code>
Θ	<code>\Theta</code>	\triangleleft	<code>\triangleleft</code>	\approx	<code>\approx</code>
Λ	<code>\Lambda</code>	\triangleright	<code>\triangleright</code>	\cong	<code>\cong</code>

\neq	<code>\neq</code>	\searrow	<code>\searrow</code>	\diamond	<code>\Diamond</code>
\doteq	<code>\doteq</code>	\swarrow	<code>\swarrow</code>	\triangle	<code>\triangle</code>
\propto	<code>\propto</code>	\nwarrow	<code>\nwarrow</code>	\clubsuit	<code>\clubsuit</code>
\models	<code>\models</code>	\aleph	<code>\aleph</code>	\diamondsuit	<code>\diamondsuit</code>
\perp	<code>\perp</code>	\hbar	<code>\hbar</code>	\heartsuit	<code>\heartsuit</code>
$ $	<code> , \mid</code>	\imath	<code>\imath</code>	\spadesuit	<code>\spadesuit</code>
\parallel	<code>\parallel</code>	\jmath	<code>\jmath</code>	Σ	<code>\sum</code>
\bowtie	<code>\bowtie</code>	ℓ	<code>\ell</code>	\prod	<code>\prod</code>
\Join	<code>\Join</code>	\wp	<code>\wp</code>	\coprod	<code>\coprod</code>
\smile	<code>\smile</code>	\Re	<code>\Re</code>	\int	<code>\int</code>
\frown	<code>\frown</code>	\Im	<code>\Im</code>	\oint	<code>\oint</code>
\leftarrow	<code>\leftarrow</code>	\mho	<code>\mho</code>	\bigcap	<code>\bigcap</code>
\Leftarrow	<code>\Leftarrow</code>	$'$	<code>\prime</code>	\bigcup	<code>\bigcup</code>
\rightarrow	<code>\rightarrow</code>	\emptyset	<code>\emptyset</code>	\bigsqcup	<code>\bigsqcup</code>
\Rightarrow	<code>\Rightarrow</code>	∇	<code>\nabla</code>	\bigvee	<code>\bigvee</code>
\leftrightarrow	<code>\leftrightarrow</code>	\surd	<code>\surd</code>	\bigwedge	<code>\bigwedge</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\top	<code>\top</code>	\bigodot	<code>\bigodot</code>
\mapsto	<code>\mapsto</code>	\bot	<code>\bot</code>	\bigotimes	<code>\bigotimes</code>
\longmapsto	<code>\longmapsto</code>	\angle	<code>\angle</code>	\bigoplus	<code>\bigoplus</code>
\longleftarrow	<code>\longleftarrow</code>	\forall	<code>\forall</code>	\biguplus	<code>\biguplus</code>
\hookrightarrow	<code>\hookrightarrow</code>	\exists	<code>\exists</code>	$\{$	<code>\{</code>
\leadsto	<code>\leadsto</code>	\neg	<code>\neg</code>	$\}$	<code>\}</code>
\uparrow	<code>\uparrow</code>	\flat	<code>\flat</code>	\lfloor	<code>\lfloor</code>
\downarrow	<code>\downarrow</code>	\natural	<code>\natural</code>	\rfloor	<code>\rfloor</code>
\Uparrow	<code>\Uparrow</code>	\sharp	<code>\sharp</code>	\lceil	<code>\lceil</code>
\Downarrow	<code>\Downarrow</code>	\backslash	<code>\backslash</code>	\rceil	<code>\rceil</code>
\updownarrow	<code>\updownarrow</code>	∂	<code>\partial</code>	\lceil	<code>\lceil</code>
\Updownarrow	<code>\Updownarrow</code>	∞	<code>\infty</code>	\langle	<code>\langle</code>
\nearrow	<code>\nearrow</code>	\Box	<code>\Box</code>	\rangle	<code>\rangle</code>

$$x^2 \neq -1$$

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$$\pi \in \mathbb{R} \setminus \mathbb{Q}$$

$$\pi \in \{\mathbb{R} \setminus \mathbb{Q}\} \quad \text{Se fotnot}$$

$$\pi \notin \mathbb{Q}$$

$$\pi \notin \{\mathbb{R} \setminus \mathbb{Q}\}$$

¹För att få \mathbb{Q} , \mathbb{R} etc. krävs att man har `\usepackage{amssymb}` i början av filen

$$\sin x = \log(\pi + 2x) \qquad \backslash \sin x = \backslash \log(\backslash \pi + 2x)$$

$$\text{Fel: } \sin x = \log(\pi + 2x) \qquad \sin x = \log(\backslash \pi + 2x)$$

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} \qquad \backslash \text{sum_}\{i=1\}^{\{n\}}\{i\} = \{n(n+1)\over 2\}$$

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} \backslash \text{displaystyle} \backslash \text{sum_}\{i=1\}^{\{n\}}\{i\} = \{n(n+1)\over 2\}$$

$$\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1 \qquad \backslash \lim_ \{x \rightarrow 0\} \{ \backslash \sin x \over x \} = 1$$

$$\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1 \backslash \text{displaystyle} \backslash \lim_ \{x \rightarrow 0\} \{ \backslash \sin x \over x \} = 1$$

$$\lim_{x \rightarrow \infty} \frac{\ln x}{x} = 0 \qquad \backslash \lim_ \{x \rightarrow \infty\} \{ \backslash \ln x \over x \} = 0$$

$$a = x \text{ och } b = y \qquad a = x \backslash \text{mbox}\{ \text{ och } \} b = y$$

$$a = x \quad \text{och} \quad b = y \qquad a = x \backslash \text{mbox}\{ \quad \text{och} \quad \} b = y$$

$$\sqrt{-1} = i \qquad \backslash \text{sqrt}\{-1\} = i$$

$$x = \frac{-p}{2} \pm \sqrt{\left(\frac{p}{2}\right)^2 - q} \qquad \backslash \text{displaystyle } x = \{-p\over 2\} \backslash \text{pm} \backslash \text{sqrt}\{\backslash \text{left}(\{p\over 2\}\backslash \text{right})^2 - q\}$$

$$\int_0^\pi x dx \qquad \backslash \text{displaystyle } \backslash \text{int}_0^\pi x \, dx$$

$$\text{snyggare: } \int_0^\pi x dx \qquad \backslash \text{displaystyle } \backslash \text{int}_0^\pi x \backslash, \, dx$$

```
\pmatrix{
1 & 1 & 1 & 1 \cr
2 & -1 & 0 & 1 \cr
16 & 4 & 0 & -1 \cr
8 & -4 & 2 & -1}
```

$$\begin{pmatrix} 1 & 1 & 1 & 1 \\ 2 & -1 & 0 & 1 \\ 16 & 4 & 0 & -1 \\ 8 & -4 & 2 & -1 \end{pmatrix}$$

```
\left(
\begin{array}{cccc|r}
1 & 1 & 1 & 1 & -10 \\
2 & -1 & 0 & 1 & 0 \\
16 & 4 & 0 & -1 & 0 \\
8 & -4 & 2 & -1 & 46
\end{array}
\right)
```

$$\left(\begin{array}{cccc|r} 1 & 1 & 1 & 1 & -10 \\ 2 & -1 & 0 & 1 & 0 \\ 16 & 4 & 0 & -1 & 0 \\ 8 & -4 & 2 & -1 & 46 \end{array} \right)$$

```
\begin{array}{rrrrrrrr}
4a&-&2b&&&+&2d&=&0\\
16a&+&4b&&&-&d&=&0\\
a&+&b&+&c&+&d&=&-10\\
8a&-&4b&+&2c&-&d&=&46
\end{array}
```

$$\begin{array}{rrrrrrrr} 4a & - & 2b & & + & 2d & = & 0 \\ 16a & + & 4b & & - & d & = & 0 \\ a & + & b & + & c & + & d & = & -10 \\ 8a & - & 4b & + & 2c & - & d & = & 46 \end{array}$$

```
\begin{eqnarray*}
1 &=& 1\\
1+3 &=& 4\\
1+3+5 &=& 9\\
\end{eqnarray*}
```

$$\begin{array}{rcl} 1 & = & 1 \\ 1+3 & = & 4 \\ 1+3+5 & = & 9 \end{array}$$

```
\begin{array}{cccccccc}
&&&&&&&&1\\
&&&&&&1&&1\\
&&&1&&2&&1\\
&1&&3&&3&&1\\
1&&4&&6&&4&&1
\end{array}
```

$$\begin{array}{cccccccc} & & & & & & & 1 \\ & & & & & 1 & & 1 \\ & & & 1 & & 2 & & 1 \\ & & 1 & & 3 & & 3 & & 1 \\ 1 & & 4 & & 6 & & 4 & & 1 \end{array}$$

Att definiera egna "macros"

```
\newcommand\minmatrix{
$\pmatrix{
a & b\cr
c & d\cr
}$}
```

\minmatrix $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$

```
\newcommand\mat[4]{\pmatrix{
#1 & #2\cr
#3 & #4\cr
}}
```

\mat abcd $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$

\mat {\sqrt x} {-1/\sin x} {1} {\sqrt x} $\begin{pmatrix} \sqrt{x} & -1/\sin x \\ 1 & \sqrt{x} \end{pmatrix}$

Ett ibland enklare men farligare sätt

```
\def\mat#1,#2,#3,#4,{\pmatrix{
#1 & #2\cr
#3 & #4\cr
}}
```

\mat a,b,c,d, $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$

\mat \sqrt x, -1/\sin x, 1, \sqrt x, $\begin{pmatrix} \sqrt{x} & -1/\sin x \\ 1 & \sqrt{x} \end{pmatrix}$

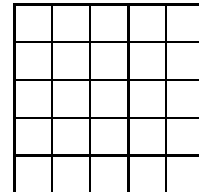
Att använda `\def` är farligt, för att man riskerar att definiera om något som T_EX använder. Inga varningar utfärdas i sådana fall, men det gör det däremot om man försöker definiera om en "macro" med kommandot `\newcommand`.

Att rita är ganska jobbigt i L^AT_EX (men snyggt blir det!). Det blir lättare om man har följande två rader i början av filen:

```
\usepackage{epic}
\usepackage{eepic}
```

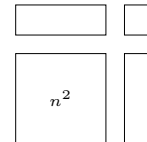
Då kan man tex rita följande på ett enkelt sätt:

```
\setlength{\unitlength}{1mm}
\begin{picture}(100,25)
\put(35,0){\grid(25,25)(5,5)}
\end{picture}
```



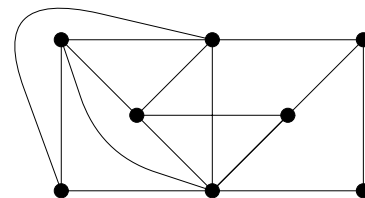
Fler exempel

```
\setlength{\unitlength}{.8mm}
\begin{picture}(30,0)
\put(153,3){
\path(0,0)(15,0)(15,15)(0,15)(0,0)
\path(0,18)(15,18)(15,23)(0,23)(0,18)
\path(18,0)(18,15)(23,15)(23,0)(18,0)
\path(18,18)(18,23)(23,23)(23,18)(18,18)
\put(7.5,7.5){\makebox(0,0){\tiny $n^2$}}
}
\end{picture}
```



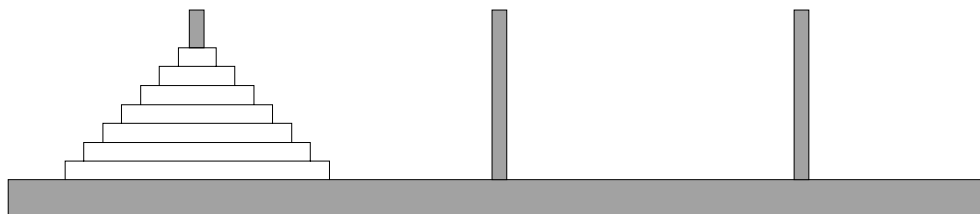
```
\setlength{\unitlength}{10mm}
\newcommand\p{\circle*{0.2}}
\begin{picture}(17,3)
\put(10,0){
\put(0,2){\p} \put(2,2){\p} \put(4,2){\p}
\put(1,1){\p} \put(3,1){\p}
\put(0,0){\p} \put(2,0){\p} \put(4,0){\p}

```



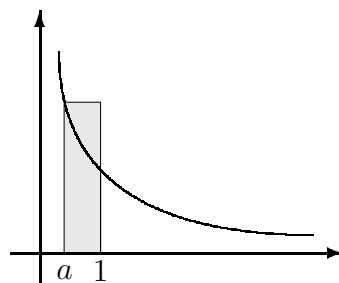
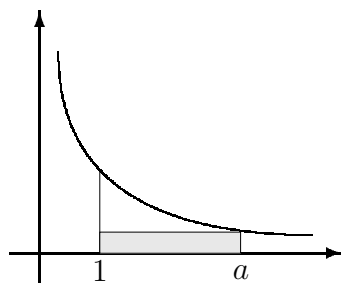
```
\path(0,2)(0,0)(4,0)(4,2)(0,2)(2,0)(2,2)(1,1)(3,1)(2,0)(4,2)
\spline(0,0)(-1,2.7)(2,2)
\spline(2,0)(0.5,0.5)(0,2)
}
\end{picture}
```

Med hjälp av paketen `epic` och `epic` kan man även skugga (det är inte säkert att detta syns på skärmen, utan du får kanske skriva ut sidan). Man kan modifiera `\texture` för att göra skuggan mörkare/ljusare.



```
\texture{
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
}

\setlength{\unitlength}{.5mm}
\begin{picture}(280,80)
\put(20,10){
\put(0,0){\shade\path(0,0)(260,0)(260,10)(0,10)(0,0)}
\put(48,10){\shade\path(0,35)(0,45)(4,45)(4,35)(0,35)}
\put(128,10){\shade\path(0,0)(0,45)(4,45)(4,0)(0,0)}
\put(208,10){\shade\path(0,0)(0,45)(4,45)(4,0)(0,0)}
%% Nu kommer alla skivorna
\put(15,10){\path(0,0)(0,5)(70,5)(70,0)}
\put(20,15){\path(0,0)(0,5)(60,5)(60,0)}
\put(25,20){\path(0,0)(0,5)(50,5)(50,0)}
\put(30,25){\path(0,0)(0,5)(40,5)(40,0)}
\put(35,30){\path(0,0)(0,5)(30,5)(30,0)}
\put(40,35){\path(0,0)(0,5)(20,5)(20,0)}
\put(45,40){\path(0,0)(0,5)(10,5)(10,0)}
}
\end{picture}
```



```

\texture{
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
}

\setlength{\unitlength}{.8mm}%
\begin{picture}(50,40)
\put(20,0){
\put(100,0){\shade{\path(10,0)(10,25)(4,25)(4,0)(10,0)}}

\multiput(0,0)(100,0){2}{
\thicklines
\put(0,-5){\vector(0,1){45}}
\put(-5,0){\vector(1,0){55}}

\thinlines

\qbezier(3,33.3)(3,3)(45,3)      %%% Detta är kurvan <<<<<<<<<<

\path(10,0)(10,13.5)

\put(10,-3){\makebox(0,0){1}}
}
}

\put(20,0){
\put(33.3,-2.7){\makebox(0,-1){$a$}}
\shade{\path(10,0)(10,3.5)(33.3,3.5)(33.3,0)(10,0)}
}

\put(120,0){
\put(4,-2.7){\makebox(0,-1){$a$}}

```


}
`\end{picture}`

Följande kommandon, som alla måste föregås av `\`, kräver att man har `\usepackage{amssymb}` i början av filen

\boxdot	<code>boxdot</code>	\rightleftarrows	<code>rightleftarrows</code>	\fallingdotseq	<code>fallingdotseq</code>
\boxplus	<code>boxplus</code>	\lsh	<code>Lsh</code>	\succcurlyeq	<code>succcurlyeq</code>
\boxtimes	<code>boxtimes</code>	\rsh	<code>Rsh</code>	\geqq	<code>geqq</code>
\square	<code>square</code>	\rightsquigarrow	<code>rightsquigarrow</code>	\geqslant	<code>geqslant</code>
\blacksquare	<code>blacksquare</code>	\leftrightsquigarrow	<code>leftrightsquigarrow</code>	\gtrless	<code>gtrless</code>
\cdot	<code>centerdot</code>	\looparrowleft	<code>looparrowleft</code>	\sqsubset	<code>sqsubset</code>
\lozenge	<code>lozenge</code>	\looparrowright	<code>looparrowright</code>	\sqsupset	<code>sqsupset</code>
\blacklozenge	<code>blacklozenge</code>	\circlearrowright	<code>circEQ</code>	\vartriangleright	<code>vartriangleright</code>
\circlearrowright	<code>circEQ</code>	\circlearrowleft	<code>circEQ</code>	\triangleleft	<code>vartriangleleft</code>
\rightleftharpoons	<code>rightleftharpoons</code>	\succsim	<code>succsim</code>	\trianglerighteq	<code>trianglerighteq</code>
\leftrightharpoons	<code>leftrightharpoons</code>	\gtrsim	<code>gtrsim</code>	\trianglelefteq	<code>trianglelefteq</code>
\boxminus	<code>boxminus</code>	\gtrapprox	<code>gtrapprox</code>	\bigstar	<code>bigstar</code>
\Vdash	<code>Vdash</code>	\multimap	<code>multimap</code>	\between	<code>between</code>
\Vvdash	<code>Vvdash</code>	\therefore	<code>therefore</code>	\blacktriangledown	<code>blacktriangledown</code>
\vDash	<code>vDash</code>	\because	<code>because</code>	\blacktriangleright	<code>blacktriangleright</code>
\twoheadrightarrow	<code>twoheadrightarrow</code>	\doteqdot	<code>doteqdot</code>	\blacktriangleleft	<code>blacktriangleleft</code>
\twoheadleftarrow	<code>twoheadleftarrow</code>	\triangleq	<code>triangleq</code>	\vartriangle	<code>vartriangle</code>
\leftleftarrows	<code>leftleftarrows</code>	\prec	<code>prec</code>	\blacktriangle	<code>blacktriangle</code>
\rightrightarrows	<code>rightrightarrows</code>	\less	<code>less</code>	∇	<code>triangledown</code>
\upuparrows	<code>upuparrows</code>	\lessapprox	<code>lessapprox</code>	\equiv	<code>eqcirc</code>
\downdownarrows	<code>downdownarrows</code>	\eqslantless	<code>eqslantless</code>	\lesseqgtr	<code>lesseqgtr</code>
\upharpoonright	<code>upharpoonright</code>	\eqslantgtr	<code>eqslantgtr</code>	\gtreqless	<code>gtreqless</code>
\downharpoonright	<code>downharpoonright</code>	\curlyeqprec	<code>curlyeqprec</code>	\lesseqqgtr	<code>lesseqqgtr</code>
\upharpoonleft	<code>upharpoonleft</code>	\curlyeqsucc	<code>curlyeqsucc</code>	\gtreqqless	<code>gtreqqless</code>
\downharpoonleft	<code>downharpoonleft</code>	\preccurlyeq	<code>preccurlyeq</code>	\Rightarrow	<code>Rrightarrow</code>
\rightarrowtail	<code>rightarrowtail</code>	\leqq	<code>leqq</code>	\Leftarrow	<code>Lleftarrow</code>
\leftarrowtail	<code>leftarrowtail</code>	\leqslant	<code>leqslant</code>	\veebar	<code>veebar</code>
\leftrightarrows	<code>leftrightarrows</code>	\lessgtr	<code>lessgtr</code>	\barwedge	<code>barwedge</code>
		\backprime	<code>backprime</code>	\doublebarwedge	<code>doublebarwedge</code>
		\risingdotseq	<code>risingdotseq</code>		

\angle	angle	\nless	ngtr	\subsetneq	subsetneq
\sphericalangle	measuredangle	\nprec	nprec	\supsetneq	supsetneq
\sphericalangle	sphericalangle	\nsucc	nsucc	\nsubseteq	nsubseteq
\propto	varpropto	\lneqq	lneqq	\nsubseteqq	nsubseteqq
\smile	smallsmile	\gneqq	gneqq	\nparallel	nparallel
\frown	smallfrown	\nleqslant	nleqslant	\nmid	nmid
\subseteq	Subset	\ngeqslant	ngeqslant	\nshortmid	nshortmid
\supseteq	Supset	\lneq	lneq	\nshortparallel	nshortparallel
\cup	Cup	\gneq	gneq	\nvdash	nvdash
\cap	Cap	\npreceq	npreceq	\nVdash	nVdash
\curlywedge	curlywedge	\nsucceq	nsucceq	\nvDash	nvDash
\curlyvee	curlyvee	\precnsim	precnsim	\nVDash	nVDash
\leftthreetimes	leftthreetimes	\succnsim	succnsim	\ntrianglerighteq	ntrianglerighteq
\rightthreetimes	rightthreetimes	\lnsim	lnsim	\ntrianglelefteq	ntrianglelefteq
\subseteqq	subseteqq	\gnsim	gnsim	\ntriangleleft	ntriangleleft
\supseteqq	supseteqq	\nleqq	nleqq	\ntriangleright	ntriangleright
\bumpeq	bumpeq	\ngeqq	ngeqq	\nleftarrow	nleftarrow
\Bumpeq	Bumpeq	\precneqq	precneqq	\rightarrow	nrightarrow
\lll	lll	\succneqq	succneqq	\nleftarrow	nLeftarrow
\ggg	ggg	\precnapprox	precnapprox	\nrightarrow	nRightarrow
\textcircled{S}	circledS	\succnapprox	succnapprox	\nleftrightarrow	nLeftrightarrow
\pitchfork	pitchfork	\lnapprox	lnapprox	\nleftrightarrow	nLeftrightarrow
\dotplus	dotplus	\gnapprox	gnapprox	\ast	divideontimes
\backsim	backsim	\nsim	nsim	\varnothing	varnothing
\backsimeq	backsimeq	\ncong	ncong	\nexists	nexists
\complement	complement	\diagup	diagup	\Finv	Finv
\intercal	intercal	\diagdown	diagdown	\Game	Game
\textcircled{c}	circledcirc	\varsubsetneq	varsubsetneq	\mho	mho
$\textcircled{*}$	circledast	\varsupsetneq	varsupsetneq	\eth	eth
$\textcircled{-}$	circleddash	\nsubseteqq	nsubseteqq	\eqsim	eqsim
\lvertneqq	lvertneqq	\nsupseteqq	nsupseteqq	\beth	beth
\gvertneqq	gvertneqq	\subseteqq	subseteqq	\gimel	gimel
\nleq	nleq	\supseteqq	supseteqq	\daleth	daleth
\ngeq	ngeq	\varsubsetneqq	varsubsetneqq	\lessdot	lessdot
\nless	nless	\varsupsetneqq	varsupsetneqq	\gtrdot	gtrdot

\ltimes	ltimes	\approx	approxeq	\Bbbk	Bbbk
\rtimes	rtimes	\succapprox	succapprox	\hslash	hslash
\mid	shortmid	\precapprox	precapprox	\hbar	hbar
\parallel	shortparallel	\curvearrowleft	curvearrowleft	\wp	backepsilon
\smallsetminus	smallsetminus	\curvearrowright	curvearrowright		
\thicksim	thicksim	\digamma	digamma		
\thickapprox	thickapprox	\varkappa	varkappa		