# The lualatex-math package\*

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## 1 Introduction

LuaTeX brings major improvements to all areas of TeX typesetting and programming. They are made available through new primitives or the embedded Lua interpreter, and combining them with existing IaTeX  $2_{\mathcal{E}}$  packages is not a task the average IaTeX user should have to care about. Therefore a multitude of IaTeX  $2_{\mathcal{E}}$  packages have been written to bridge the gap between documents and the new features. The lualatex-math package focuses on the additional possibilities for mathematical typesetting. The most eminent of the new features is the ability to use Unicode and OpenType fonts, as provided by Will Robertson's unicode-math package. However, there is a smaller group of changes unrelated to Unicode: these are to be dealt with in this package. While in principle most TeX documents written for traditional engines should work just fine with LuaTeX, there is a small number of breaking changes that require the attention of package authors. The lualatex-math package tries to fix some of the issues encountered while porting traditional macro packages to LuaIaTeX.

The decision to write patches for existing macro packages should not be made lightly: monkey patching done by somebody different from the original package author ties the patching package to the implementation details of the patched functionality and breaks all rules of encapsulation. However, due to the lack of

<sup>\*</sup>This document corresponds to lualatex-math v1.11, dated 2021/07/05.

alternatives, it has become an accepted way of providing new functionality in  $\LaTeX$  To keep the negative impact as small as possible, the lualatex-math package patches only the  $\LaTeX$   $2_{\mathcal{E}}$  kernel and a small number of popular packages. In general, this package should be regarded as a temporary kludge that should be removed once the math-related packages are updated to be usable with LuaTeX. By its very nature, the package is likely to cause problems; in such cases, please refer to the issue tracker<sup>1</sup>.

## 2 Interface

The lualatex-math package can be loaded with \usepackage or \RequirePackage, as usual. It has no options and no public interface; the patching is always done when the package is loaded and cannot be controlled. As a matter of course, the lualatex-math package needs LualateX to function; it will produce error messages and refuse to load under other engines and formats. The package depends on the expl3 bundle, the etoolbox package and the filehook package. The lualatex-math package is independent of the unicode-math package; the fixes provided here are valid for both Unicode and legacy math typesetting.

Currently patches for the  $\LaTeX$   $2_{\mathcal{E}}$  kernel and the amsmath, mathtools and icomma packages are provided. It is not relevant whether you load these packages before or after lualatex-math. They should work as expected (and ideally you shouldn't notice anything), but if you load other packages that by themselves overwrite commands patched by this package, bad things may happen, as it is usual with  $\LaTeX$ .

\mathstyle

\frac, \binom, \genfrac

One user-visible change is that the new \mathstyle primitive should work in all cases after the lualatex-math package has been loaded, provided you use the high-level macros \frac, \binom, and \genfrac. The fraction-like TeX primitives like \over or \atopwithdelims and the plain TeX leftovers like \brack or \choose cannot be patched, and you shouldn't use them.

# 3 Implementation of the LATEX $2_{\varepsilon}$ package

#### 3.1 Requirements

\@@\_restore\_catcode:N

Executing the exhaustive expansion of  $\QQ_restore\_catcode: N\langle character\ token\rangle$  restores the category code of the  $\langle character\ token\rangle$  to its current value.

<sup>&</sup>lt;sup>1</sup>https://github.com/phst/lualatex-math/issues

We use the macro defined above to restore the category code of the dollar sign. There are packages that make the dollar sign active; hopefully they get loaded after the packages we are trying to patch.

```
15 \exp_args:Nx \AtEndOfPackage {
   \@@_restore_catcode:N \$
16
17 }
18 \char_set_catcode_math_toggle:N \$
```

#### 3.2Messages

luatex-required Issued when not running under LuaTeX.

```
19 \msg_new:nnn { lualatex-math } { luatex-required } {
20 The~ lualatex-math~ package~ requires~ LuaTeX. \\
21
   I~ will~ stop~ loading~ now.
22 }
```

macro-expected Issued when trying to patch a non-macro. The first argument must be the detokenized macro name.

```
23 \msg_new:nnn { lualatex-math } { macro-expected } {
24 I've~ expected~ that~ #1~ is~ a~ macro,~ but~ it~ isn't.
25 }
```

wrong-meaning

Issued when trying to patch a macro with an unexpected meaning. The first argument must be the detokenized macro name; the second argument must be the actual detokenized meaning; and the third argument must be the expected detokenized meaning.

```
26 \msg_new:nnn { lualatex-math } { wrong-meaning } {
   I've~ expected~ #1~ to~ have~ the~ meaning \\
   #3, \\
   but~ it~ has~ the~ meaning \\
30
    #2.
31 }
```

Issued when a macro is patched. The first argument must be the detokenized macro patch-macro name.

```
32 \msg_new:nnn { lualatex-math } { patch-macro } {
33 I'm~ going~ to~ patch~ macro~ #1.
34 }
```

#### 3.3Initialization

Unless we are running under LuaTeX, we issue an error and quit immediately.

```
35 \sys_if_engine_luatex:F {
    \msg_error:nn { lualatex-math } { luatex-required }
37
    \endinput
38 }
```

## 3.4 Patching

\@@\_temp:w A scratch macro.

```
39 \cs_new_eq:NN \@@_temp:w \prg_do_nothing:
```

\@@\_patch:cNnnn

\@@ patch:NNnnn The auxiliary macro \@@\_patch:NNnnn $\langle command \rangle \langle factory\ command \rangle \{\langle parameter\} \}$ text}{ $\langle expected\ replacement\ text$ }}{ $\langle new\ replacement\ text$ } tries to patch  $\langle com$ mand. If  $\langle command \rangle$  is undefined, do nothing. Otherwise it must be a macro with the given  $\langle parameter\ text \rangle$  and  $\langle expected\ replacement\ text \rangle$ , created by the given  $\langle factory\ command \rangle$  or equivalent. In this case it will be overwritten using the  $\langle parameter\ text \rangle$  and the  $\langle new\ replacement\ text \rangle$ . Otherwise issue a warning and don't overwrite.

```
40 \cs_new_protected_nopar:Npn \@@_patch:NNnnn #1 #2 #3 #4 #5 {
    \cs_if_exist:NT #1 {
41
      \token_if_macro:NTF #1 {
42
        \group_begin:
43
        #2 \@@_temp:w #3 { #4 }
44
        \cs_if_eq:NNTF #1 \@@_temp:w {
45
          \msg_info:nnx { lualatex-math } { patch-macro }
46
             { \token_to_str:N #1 }
47
48
          \group_end:
          #2 #1 #3 { #5 }
49
        } {
50
          \msg_warning:nnxxx { lualatex-math } { wrong-meaning }
51
             { \token_to_str:N #1 } { \token_to_meaning:N #1 }
52
             { \token_to_meaning:N \@@_temp:w }
53
54
           \group_end:
        }
55
        {
56
        \msg_warning:nnx { lualatex-math } { macro-expected }
57
58
          { \token_to_str:N #1 }
59
    }
60
61 }
62 \cs_generate_variant:Nn \@@_patch:NNnnn { c }
```

\@@\_set\_mathchar:NN

The macro  $\ensuremath{\verb|control|} sequence \rangle \langle token \rangle$  defines the  $\langle control| sequence \rangle$  as an extended mathematical character shorthand whose mathematical code is given by the mathematical code of the character  $\langle token \rangle$ . We cannot use the  $\mbox{\tt Umathcharnumdef}$  primitive here since we would then rely on the  $\mbox{\tt Umathcodenum}$  primitive which is currently broken.

```
63 \cs_new_protected_nopar:Npn \@@_set_mathchar:NN #1 #2 {
64 \Umathchardef #1
65 \lua_now:e {
66 lualatex.math.print_class_fam_slot(\int_eval:n { `#2 })
67 }
68 \scan_stop:
69 }
```

\00\_before\_package:nn
\00 after package:nn

The macro \@@\_before\_package:nn{ $\langle package \rangle$ }{ $\langle code \rangle$ } executes the  $\langle code \rangle$  before the  $\langle package \rangle$  is loaded. Accordingly, \@@\_after\_package:nn{ $\langle package \rangle$ }{ $\langle code \rangle$ } executes the  $\langle code \rangle$  after the  $\langle package \rangle$  is loaded. If the  $\langle package \rangle$  is already loaded, nothing happens. We prefer using native LATEX  $2_{\varepsilon}$  hooks if possible.

```
70 \@ifl@t@r \fmtversion { 2020/10/01 } {
    \cs_new_protected_nopar:Npn \@@_before_package:nn #1 #2 {
71
72
      \AddToHook { package/before/#1 } { #2 }
73
    }
74
    \cs_new_protected_nopar:Npn \00_after_package:nn #1 #2 {
75
      \AddToHook { package/after/#1 } { #2 }
    }
76
77 } {
    \RequirePackage { filehook } [ 2011/03/09 ]
78
    \cs_new_protected_nopar:Npn \@@_before_package:nn #1 #2 {
79
80
      \AtBeginOfPackageFile { #1 } { #2 }
81
```

<sup>&</sup>lt;sup>2</sup>http://tug.org/pipermail/luatex/2012-October/003794.html

```
82 \cs_new_protected_nopar:Npn \@@_after_package:nn #1 #2 {
83    \AtEndOfPackageFile { #1 } { #2 }
84  }
85 }
```

\00 after package or now:nn

The macro  $\ensuremath{\verb|Q@_after_package_or_now:nn}{\langle package\rangle}$  executes the  $\langle code\rangle$  after the  $\langle package\rangle$  is loaded. If the  $\langle package\rangle$  is already loaded, the  $\langle code\rangle$  is executed immediately.

```
86 \cs_new_protected_nopar:Npn \@@_after_package_or_now:nn #1 #2 {
87 \@ifpackageloaded { #1 } { #2 } { \@@_after_package:nn { #1 } { #2 } }
88 }
```

## 3.5 LATEX $2_{\varepsilon}$ kernel

LuaTEX enables access to the current mathematical style via the \mathstyle primitive. For this to work, fraction-like constructs (e.g.,  $\langle numerator \rangle$  \over  $\langle denominator \rangle$ ) have to be enclosed in a \Ustack group. \frac can be patched to do this, but the plain TEX remnants \choose, \brack and \brace should be discouraged.

\frac Here we assume that nobody except amsmath redefines \frac. This is obviously not the case, but we ignore other packages (e.g., nath) for the moment. We only patch the LaTeX  $2\varepsilon$  kernel definition if the amsmath package is not loaded; the corresponding patch for amsmath follows below. Since \frac is declared by \DeclareRobustCommand, we must patch the macro \frac\_\.

```
89 \AtEndPreamble {
90
     \@ifpackageloaded { amsmath } { } {
91
       \00_patch:cNnnn { frac~ } \cs_set:Npn { #1 #2 } {
92
93
           \begingroup #1 \endgroup \over #2
       } {
To do: do we need the additional set of braces around \Ustack?
           \Ustack { \group_begin: #1 \group_end: \over #2 }
97
98
       }
99
100
     }
101 }
```

#### 3.6 amsmath

The popular amsmath package is subject to three LuaT<sub>F</sub>X-related problems:

- The \mathcode primitive is used several times, which fails for Unicode math characters. \Umathcode should be used instead.
- Legacy font dimensions are used for constructing stacks in the \substack command and the subarray environment. This doesn't work if a Unicode math font is selected.
- The fraction commands \frac and \genfrac don't use the \Ustack primitive.

These problems have been fixed in version 2.17i of amsmath, so we don't attempt to patch it if that version is loaded.

\c\_00\_std\_minus\_mathcode\_int
\c\_00\_std\_equal\_mathcode\_int

These constants contain the standard TEX mathematical codes for the minus and the equal signs. We temporarily set the math codes to these constants before loading the amsmath package so that it can request the legacy math code without error.

```
102 \int_const:Nn \c_@@_std_minus_mathcode_int { "2200 }
103 \int_const:Nn \c_@@_std_equal_mathcode_int { "303D }
```

 $\1_00_{\rm minus\_mathchar}\$  \1 00 equal mathchar

These mathematical characters are saved before amsmath is loaded so that we can temporarily assign the TEX values to the mathematical codes of the minus and equals signs. The amsmath package queries these codes, and if they represent Unicode characters, the package loading will fail. If amsmath has already been loaded, there is nothing we can do, therefore we use the non-starred version of \AtBeginOfPackageFile.

```
104 \tl_new:N \l_@@_minus_mathchar

105 \tl_new:N \l_@@_equal_mathchar

106 \@@_before_package:nn { amsmath } {

107 \@ifpackagelater { amsmath } { 2020/08/24 } { } {

108 \@@_set_mathchar:NN \l_@@_minus_mathchar \-

109 \@@_set_mathchar:NN \l_@@_equal_mathchar \=
```

Now we temporarily reset the mathematical codes.

\std@minus \std@equals The amsmath package defines the control sequences \std@minus and \std@equal as mathematical character shorthands while loading, but uses our restored mathematical codes, which must be fixed.

```
113 \cs_set_eq:NN \std@minus \l_@@_minus_mathchar
114 \cs_set_eq:NN \std@equal \l_@@_equal_mathchar
```

Finally, we restore the original mathematical codes of the two signs.

```
115 \Umathcodenum `\- \l_@@_minus_mathchar

116 \Umathcodenum `\= \l_@@_equal_mathchar

117 }

118 }

119 }
```

All of the following fixes work even if amsmath is already loaded.

\@begindocumenthook

amsmath repeats the definition of \std@minus and \std@equal at the beginning of the document, so we also have to patch the internal kernel macro \@begindocumenthook which contains the hook code.

```
120 \@@_after_package_or_now:nn { amsmath } {
    \ensuremath { 2020/08/24 } { } {
121
       \tl_replace_once:Nnn \@begindocumenthook {
122
         \mathchardef \std@minus \mathcode `\- \relax
123
         \mathchardef \std@equal \mathcode `\= \relax
124
125
         \@@_set_mathchar:NN \std@minus \-
126
         \@@_set_mathchar:NN \std@equal \=
127
       }
128
    }
129
```

Subarray The subarray environment uses legacy font dimensions. We simply patch it to use LuaTEX font parameters (and IATEX3 expressions instead of TEX arithmetic). Since subscript arrays are conceptually vertical stacks, we use the sum of top and bottom

shift for the default vertical baseline distance (\baselineskip) and the minimum vertical gap for stack for the minimum baseline distance (\lineskip).

```
\@ifpackagelater { amsmath } { 2020/09/23 } { } {
     130
             \@@_patch:NNnnn \subarray \cs_set:Npn { #1 } {
     131
     132
               \vcenter
               \bgroup
     133
     134
               \Let@
     135
               \restore@math@cr
     136
               \default@tag
               \baselineskip \fontdimen 10~ \scriptfont \tw@
     137
               \advance \baselineskip \fontdimen 12~ \scriptfont \tw@
     138
     139 (@@=)
               \lineskip \thr@@ \fontdimen 8~ \scriptfont \thr@@
     140
     141 (@@=lltxmath)
               \lineskiplimit \lineskip
     142
     143
               \ialign
               \bgroup
     144
               \ifx c #1 \hfil \fi
     145
     146
               $ \m@th \scriptstyle ## $
               \hfil
     147
     148
               \crcr
            } {
     149
               \vcenter
     150
     151
               \c_group_begin_token
     152
               \Let@
     153
               \restore@math@cr
               \default@tag
     154
               \skip_set:Nn \baselineskip {
     155
                 \Umathstacknumup \scriptstyle
     156
     157
                 + \Umathstackdenomdown \scriptstyle
               }
     158
               \lineskip \Umathstackvgap \scriptstyle
     159
               \lineskiplimit \lineskip
     160
               \ialign
     161
               \c_group_begin_token
     162
     163
               \token_if_eq_meaning:NNT c #1 { \hfil }
     164
               \Ustartmath
     165
               \m@th
     166
               \scriptstyle
     167
               \alignmark \alignmark
     168
               \Ustopmath
               \hfil
     169
     170
               \crcr
     171
\frac Since \frac is declared by \DeclareRobustCommand, we must patch the macro
     172
             \@@_patch:cNnnn { frac~ } \cs_set:Npn { #1 #2 } {
     173
     174 (@@=)
                 \begingroup #1 \endgroup \@@over #2
     175
     176
            } {
     177
     178
                 \Ustack { \group_begin: #1 \group_end: \@@over #2 }
     179
     180 (@@=lltxmath)
     181
     182
            }
```

\genfrac Generalized fractions are typeset by the \genfrac command. Since \genfrac is declared by \DeclareRobustCommand, we have to patch the macro \genfrac\_\in.

```
\@@_patch:cNnnn { genfrac~ } \cs_set:Npn {
183
          #1 #2 #3 #4 #5 #6
184
        } {
185
186
            \@mathstyle { #4 }
187
            \genfrac@choice o { #1 }
188
189
              \begingroup #5 \endgroup
190
191 (@@=)
              \ifx @ #3 @ \@@over \else \@@above \fi #3 \relax
192
193
194
             \genfrac@choice c { #2 }
195
196
197
198
199
            \@mathstyle { #4 }
            \genfrac@choice o { #1 }
200
201
              \Ustack {
202
                 \group_begin: #5 \group_end:
203
                 \tl_if_empty:nTF { #3 } {
204
205
                   \@@over
206
                   {
                   \@@above #3 \scan_stop:
207
                }
209 (@@=Iltxmath)
210
                 #6
              }
211
            }
212
            \genfrac@choice c { #2 }
213
214
215
        }
216
     }
217 }
```

#### 3.7 mathtools

mathtools' \cramped command and others that make use of its internal version use a hack involving a null radical. LuaTeX has primitives for setting material in cramped mode, so we make use of them.

In newer versions of mathtools, this issue is fixed, in which case we skip the patch.

\MT\_cramped\_internal:Nn

The macro \MT\_cramped\_internal:  $Nn\langle style\rangle \{\langle expression\rangle\}$  typesets the  $\langle expression\rangle$  in the cramped style corresponding to the given  $\langle style\rangle$  (\displaystyle etc.); all we have to do in LuaTEX is to select the correct primitive. Rewriting the user-level \cramped command and employing \mathstyle would be possible as well, but we avoid this way since we want to patch only a single command.

```
218 \@@_after_package_or_now:nn { mathtools } {
219  \@ifpackagelater { mathtools } { 2021/03/28 } { } {
220     \@@_patch:NNnnn \MT_cramped_internal:Nn
221     \cs_set_nopar:Npn { #1 #2 } {
222     \setbox \z@ \hbox {
```

```
223
224
            \m@th
225
           #1
            \kern -\nulldelimiterspace
226
            \radical \z0 { #2 }
227
228
229
          \ifx #1 \displaystyle
230
            \dimen@ = \fontdimen 8 \textfont 3
231
            \advance \dimen@ .25 \fontdimen 5 \textfont 2
232
233
            \dimen@ = 1.25 \fontdimen 8
234
235
            \ifx #1 \textstyle
236
              \textfont
237
            \else
              \ifx #1 \scriptstyle
238
                \scriptfont
239
              \else
240
                \scriptscriptfont
241
              \fi
242
243
            \fi
244
           3
245
          \fi
246
          \advance \dimen@ -\ht\z@
          \t \t = -\dim 0
247
          \ifvmode \leavevmode \fi
248
          { }
249
250
          \box\z@
       } {
251
```

Here the additional set of braces is absolutely necessary, otherwise the changed mathematical style would be applied to the material after the \mathchoice construct. As the original command works in both text and math mode, we use \ensuremath here.

## 3.8 icomma

The icomma package uses  $\mbox{mathchardef}$  to save the mathematical code of the comma character. This breaks for Unicode fonts. The incompatibility was noticed by Peter Breitfeld.<sup>3</sup>

athcomma icomma defines the mathemathical character shorthand \icomma at the beginning of the document, therefore we again patch \Obegindocumenthook.

```
260 \@@_after_package_or_now:nn { icomma } {
261 \@ifl@t@r \fmtversion { 2020/10/01 } {
262 \hook_gput_code:nnn { begindocument } { lualatex-math } {
263 \@@_set_mathchar:NN \mathcomma \,
264 \mathcode `\, = "8000 ~
```

 $<sup>^3</sup> https://groups.google.com/forum/\#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/\#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/\#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.comp.text.tex/Cputk-AJS5I/discussion.google.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/#!topic/de.com/forum/for$ 

```
265
266
       \hook_gset_rule:nnnn
267
         { begindocument } { lualatex-math } { voids } { icomma }
     } {
268
       \tl_replace_once:Nnn \@begindocumenthook {
269
         \mathchardef \mathcomma \mathcode `\,
270
271
272
         \@@_set_mathchar:NN \mathcomma \,
273
    }
274
275 }
276 (/package)
```

## Implementation of the Lual\*TFX module

For the Lua module, we use the standard luatexbase-modutils template.

```
277 (*lua)
278 lualatex = lualatex or {}
279 lualatex.math = lualatex.math or {}
280 luatexbase.provides_module({
281 name = "lualatex-math",
282 date = "2013/08/03",
version = 1.3,
284 description = "Patches for mathematics typesetting with LuaLaTeX",
    author = "Philipp Stephani",
    licence = "LPPL v1.3+"
286
287 })
```

unpack The function unpack needs to be treated specially as it got moved around in Lua 5.2. 288 local unpack = unpack or table.unpack

```
289 local cctb = luatexbase.catcodetables or
290 {string = luatexbase.registernumber("catcodetable@string")}
```

print class fam slot The function print\_class\_fam\_slot takes one argument which must be a number. It interprets the argument as a Unicode code point whose mathematical code is printed in the form  $\langle class \rangle_{\sqcup} \langle family \rangle_{\sqcup} \langle slot \rangle$ , suitable for the right-hand side of \Umathchardef.

```
291 function lualatex.math.print_class_fam_slot(char)
292 local code = tex.getmathcode(char)
    local class, family, slot = unpack(code)
    local result = string.format("%i %i %i ", class, family, slot)
295
    tex.sprint(cctb.string, result)
296 end
297 return lualatex.math
298 (/lua)
```

# Change History

```
v0.1
```

v0.3
General: Patched math group allocation to gain access to all families 5
v0.3a
General: Updated for changes in $ 3kerne $
\@begindocumenthook: Another update for a change in l3kernel 6
v0.3c
\@@_set_mathchar:NN:  3kernel renamed \lua_now:x to \lua_now_x:n 4
v1.0
General: Switched to I3docstrip
\@@_set_mathchar:NN: Update reasoning why \Umathcharnumdef is not used here 4
General: Add fix and unit test for amsopn
v1.10
General: Skip patch if mathtools is recent enough
Use new $\LaTeX$ 2 $\varepsilon$ hook management if available
v1.11
General: Adapt to March 2021 changes to mathtools
v1.2 \l_@@_equal_mathchar: Replace removed macro \chk_if_free_cs:N 6
v1.3
General: Stop using the deprecated module function
v1.3a
\@@_set_mathchar:NN:  3kernel has (currently) dropped \lua_now_x:n 4
v1.4
\MT_cramped_internal:\Nn:\Added \ensuremath\ to\ work\ around\ issue\ 11\ \ldots\ 9
General: Removed patch for math group allocation; the kernel itself now supports
all available math families
\@@_set_mathchar:NN: \lua_now_x:n is back
General: Avoid \RequireLuaModule
Load luatexbase only if required
Load all of luatexbase
Pick up new name for string catcode table where available 10
Use expl3 versions of LuaT <sub>E</sub> X math primitives
v1.5 General: Removed patch for \Mathstrutbox@; amsmath now has a definition
usable in LualATFX
Removed unused helper macro \@@_char_dim:NN
Removed unused Lua function print_fam_slot
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