MathML DocBook Examples working with dblatex

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with dblatex

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1 This section demonstrates the use of MathML

1.1 Basic MathML: Presentation Markups

$$E = \sqrt{mc^2} \tag{1}$$

$$\frac{E}{F}$$
 (2)

$$(E+F) \tag{3}$$

$$A = \begin{bmatrix} x & y \\ z & w \end{bmatrix}. \tag{4}$$

$$E = mc^2 (5)$$

$$\sum 4 + x \tag{6}$$

$$(x+y)^2 \tag{7}$$

1.2 Complex MathML: Content Markups

The following examples have been found here: http://www.grigoriev.ru/svgmath

1.2.1 Complex MathML 1

Bernoulli Trials
$$P(E) = \binom{n}{k} p^k (1-p)^{n-k}$$
Cauchy-Schwarz Inequality
$$\left(\sum_{k=1}^n a_k b_k\right)^2 \le \left(\sum_{k=1}^n a_k^2\right) \left(\sum_{k=1}^n b_k^2\right)$$
Cauchy Formula
$$f(z) \cdot Ind_\gamma(z) = \frac{1}{2\pi i} \oint_{\frac{1}{\xi} - z} \frac{f(\xi)}{\xi - z} d\xi$$
Cross Product
$$V_1 \times V_2 = \begin{vmatrix} \frac{i}{2\chi} & \frac{j}{2\chi} & b \\ \frac{i}{2\chi} & \frac{j}{2\chi} & 0 \\ \frac{i}{2\chi} & \frac{j}{2\chi} & 0 \end{vmatrix}$$
Vandermonde Determinant
$$\begin{vmatrix} 1 & 1 & \cdots & 1 \\ v_1 & v_2 & \cdots & v_n \\ v_1^2 & v_2^2 & \cdots & v_n^2 \\ \vdots & \vdots & \ddots & \vdots \\ v_1^{n-1} & v_2^{n-1} & \cdots & v_n^{n-1} \end{vmatrix} = \prod_{1 \le i < j \le n} (v_j - v_i)$$

$$\vdots & \vdots & \ddots & \vdots \\ v_1^{n-1} & v_2^{n-1} & \cdots & v_n^{n-1} \end{vmatrix} = \prod_{1 \le i < j \le n} (v_j - v_i)$$
Lorenz Equations
$$v = px - y - xz$$

$$v = -\beta z + xy$$

$$\nabla \times B - \frac{1}{c} \frac{\partial E}{\partial t} = \frac{4\pi}{c} \frac{i}{j}$$

$$\nabla \times E = 4\pi \rho$$

$$\nabla \times E = 4\pi \rho$$

$$\nabla \times E = 4\pi \rho$$
Einstein Field Equations
$$R_{\mu\nu} - \frac{1}{2} g_{\mu\nu} R = \frac{8\pi G}{c^4} T_{\mu\nu}$$

$$\frac{1}{(\sqrt{\phi}\sqrt{5} - \phi)e^{\frac{i\pi}{2}}} = 1 + \frac{e^{-2\pi}}{1 + \frac{e^{-2\pi}}{1 + \frac{e^{-4\pi}}{1 + \frac{e^{-4\pi}}{$$

Commutative Diagram

$$\begin{matrix} \downarrow \\ H \end{matrix} \longrightarrow \begin{matrix} \uparrow \\ K \end{matrix}$$

1.2.2 Complex MathML 2

Quadratic Equation	$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{\frac{2a}{\sqrt{12}}}$
DisplayQuadratic Equation	$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
Rational Function	$f(x) = \frac{1 - x^2}{1 - x^3}$
Rational Function	$f(x) = \frac{(1 - x^2)x^3}{1 - x^3}$
Rational Function	$f(x) = \frac{(1-x^2)(x^3-5x)}{1-x^3}$
Parametrize Rational Function	$f(x) = \frac{(a_i - x^2)^5}{1 - x^3}$
Stacked exponents	$g(z) = e^{-x^2}$
Stacked exponents	$g(z) = e^{-(z-a)^2}$
Stacked exponents	$g(z) = e^{-\sum_{i=0}^{\infty} z_i^2}$
Stacked exponents	$g(y) = e^{-\sum_{i=0}^{\infty} y_i^2}$
Stacked exponents	$g(z) = e^{-\sum_{i=0}^{\infty} z^{\frac{2}{a-i}}}$
Cross Product	$\frac{x_1 - x_2}{x_3 - x_4} \frac{x_1 - x_4}{x_2 - x_3}$
Cross Product	$\left(\frac{x_1 - x_2}{x_3 - x_4}\right) \left(\frac{x_1 - x_4}{x_2 - x_3}\right)$
Cross Product	$\left(\frac{x_1-x_2}{x_3-x_4}\right)\left(\frac{x_1-x_4}{x_2-x_3}\right)$
Cross Product	$\frac{(x_1 - x_2)(x_3 - x_4)}{(x_1 - x_4)(x_2 - x_3)}$

2 LaTeX

If you are tired of writing equations with MathML, with dblatex you can use the powerful LaTeX equation parser. Here are a few examples.

Note

You have to look at the source code to appreciate how it is easy to write equations with LaTeX.

2.1 Inertial Tensor

For a \mathbf{c} system of n particles $(n_i)_{i=1...n}$, the inertial tensor \mathscr{I}^c in relation to the point P is (mathematical notation):

$$\mathscr{I}^{c}/P = \begin{bmatrix} \mathscr{I}_{xx}^{c}/P & -\mathscr{I}_{xy}^{c}/P & -\mathscr{I}_{xz}^{c}/P \\ -\mathscr{I}_{xy}^{c}/P & \mathscr{I}_{yy}^{c}/P & -\mathscr{I}_{yz}^{c}/P \\ -\mathscr{I}_{xz}^{c}/P & -\mathscr{I}_{yz}^{c}/P & \mathscr{I}_{zz}^{c}/P \end{bmatrix}$$
(8)

with:

$$\begin{aligned} \mathscr{I}_{xx}^{c}/P &= \sum_{i=1}^{n} m_{i}((y-y_{p})_{i}^{2} + (z-z_{p})_{i}^{2}) \\ \mathscr{I}_{yy}^{c}/P &= \sum_{i=1}^{n} m_{i}((x-x_{p})_{i}^{2} + (z-z_{p})_{i}^{2}) \\ \mathscr{I}_{yy}^{c}/P &= \sum_{i=1}^{n} m_{i}((x-x_{p})_{i}^{2} + (z-z_{p})_{i}^{2}) \\ \mathscr{I}_{zz}^{c}/P &= \sum_{i=1}^{n} m_{i}((x-x_{p})_{i}^{2} + (y-y_{p})_{i}^{2}) \\ \mathscr{I}_{zz}^{c}/P &= \sum_{i=1}^{n} m_{i}(x-x_{p})_{i}(y-y_{p})_{i} \end{aligned}$$

2.2 Change-of-coordinate matrix from body trihedron to element trihedron

Let's define the following trihedron:

- $T_e = (\overrightarrow{x_e}, \overrightarrow{y_e}, \overrightarrow{z_e})$: trihedron for the element 'e'
- $T_c = (\overrightarrow{x_c}, \overrightarrow{y_c}, \overrightarrow{z_c})$: trihedron for the body '**c**' containing element '**e**'

From the trihedron $T_c = (\overrightarrow{x_c}, \overrightarrow{y_c}, \overrightarrow{z_c})$ to the trihedron $T_e = (\overrightarrow{x_e}, \overrightarrow{y_e}, \overrightarrow{z_e})$ we use the Euler angles (ψ around $\overrightarrow{x_c}$, θ around $\overrightarrow{y_1}$ and φ around $\overrightarrow{x_e}$).

The change-of-coordinate matrix $P^{e \to c}$ for a vector of the trihedron T_e to the trihedron T_c is:

$$P^{e \to c} = \begin{bmatrix} \cos \theta & \sin \theta \sin \varphi & \sin \theta \cos \varphi \\ \sin \theta \sin \psi & \cos \varphi \cos \psi - \cos \theta \sin \varphi \sin \psi & -\sin \varphi \cos \psi - \cos \theta \cos \varphi \sin \psi \\ -\sin \theta \cos \psi & \cos \varphi \sin \psi + \cos \theta \sin \varphi \cos \psi & -\sin \varphi \sin \psi + \cos \theta \cos \varphi \cos \psi \end{bmatrix}$$
(9)