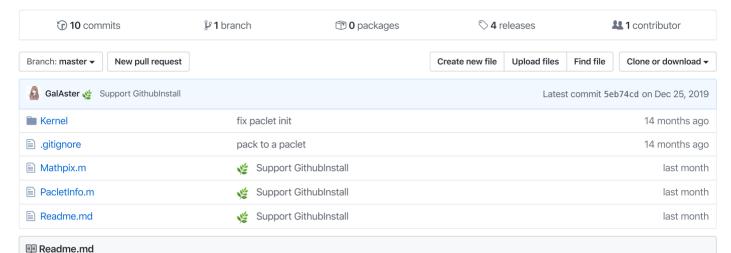
GalAster / Mathpix

Mathpix API in Mathematica



Mathpix

Use paclet manager to install the latest version:

```
ResourceFunction["GitHubInstall"]["GalAster", "Mathpix"]
```

Apply for your API Key from https://dashboard.mathpix.com/signup, with one thousand free credits per month

Then set your key and load the function:

```
PersistentValue["Mathpix", "Local"]={"$KeyName","$KeyValue"};
```

Usage

Mathpix receives a Image, or the String of path to the image, or MathpixAPI object.

And have the following modes: {N, D, E, Text, "Raw"}.

NormalMode

$$\begin{split} & & \text{\wedge $\inf_{\boldsymbol{\theta}}:=$ } \log p_{\boldsymbol{\theta}}(\boldsymbol{x}) = \log p_{\boldsymbol{\theta}}(\boldsymbol{z}) + \sum_{i=1}^K \log |\det(\frac{\partial f_i}{\partial h_{i-1}})| \quad \text{$//$ Mathpix} \\ & & \text{\wedge $\lim_{\boldsymbol{\theta}}:=$ } \log p_{\boldsymbol{\theta}}(\boldsymbol{x}) = \log p_{\boldsymbol{\theta}}(\boldsymbol{x}) = \sum_{i=1}^K p_{\boldsymbol{\theta}}(\boldsymbol{x$$

DisplayMode

A
$$ln[\cdot]:=$$
 display = Mathpix $\left[\int_{0}^{3} \int_{0}^{z} l_{n}(x+y) dxdy, D\right]$

Out $\left[\cdot\right]$ / Display Form =
$$\int_{1}^{3} \int_{0}^{2} ln(x+y) dxdy$$

ExpressionMode

RawMode

```
In[+]:= Mathpix[ ] [ ] [ / (x+y) dxdy, "Raw"]
^ In[ø]:= [(...) MathpixAPI 🔛 // ○ ReadableForm
 Out[ o ]= <|
        "latex" -> "\\int _ { 1 } ^ { 3 } \\int _ { 0 } ^ { 2 } \\ln ( x + y ) d x d y",
        "latex_confidence_rate" -> 0.999979,
        "detection_map" -> <|
          "is_not_math" -> 0.0003,
          "is inverted" -> 0,
          "contains_table" -> 0,
          "contains_chart" -> 0,
          "contains_graph" -> 0,
          "contains_diagram" -> 0,
          "is blank" -> 0.0003,
          "is printed" -> 0
        "detection_list" -> { },
        "position" -> <| "width" -> 346,
          "top_left_x" -> 0, "top_left_y" -> 13, "height" -> 130|>,
        "latex confidence" -> 0.999283,
        "latex_list" ->
         {"\\int _ { 1 } ^ { 3 } \\int _ { 0 } ^ { 2 } \\ln ( x + y ) d x d y"},
         "mathml" ->
         "<math><semantics><mrow><msubsup><mo>â«</mo><mrow><mn>1</mn></mrow><mrow><mn>3</
          mn></mrow></msubsup><mo>a«</mo><mrow><mn>0</mrow></mrow><mrow><mro>2</
           mn></mrow></msubsup><mi>ln</mi><mo>(</mo><mi>x</mi><mo>+</mo><mi>y</mi><mo>
          )</mo><mi>d</mi><mi>x</mi><mi>d</mi>y</mi></mrow><annotation
           encoding=\"application/x-tex\">\\int _{\ } \{ \ 1\} \ ^ { \ 3} \ \setminus int _{ \ } \{ \ 0\}
           ^ { 2} \\ln ( x + y ) d x d y</annotation></semantics></math>",
        "wolfram" -> "\\int_(1)^3 \\int_(0)^2 ln (x+y) dx dy",
        "error" -> ""
       |>
```