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|---|----------------------------------|----------------------------------|----------------------------------------------|---|
| ☞ | \vee <code>\vee</code> | \cdot <code>\cdot</code> | \triangleleft <code>\triangleleft</code> | 1 |
| | \wedge <code>\wedge</code> | \diamond <code>\diamond</code> | \triangleright <code>\triangleright</code> | |
| | \amalg <code>\amalg</code> | \bullet <code>\bullet</code> | ∇ <code>\nabla</code> | |
| | \cap <code>\cap</code> | \circ <code>\circ</code> | \triangleup <code>\triangleup</code> | |
| | \cup <code>\cup</code> | \bigcirc <code>\bigcirc</code> | $*$ <code>\ast</code> | |
| | \uplus <code>\uplus</code> | \odot <code>\odot</code> | \star <code>\star</code> | |
| | \sqcap <code>\sqcap</code> | \ominus <code>\ominus</code> | \times <code>\times</code> | |
| | \sqcup <code>\sqcup</code> | \oplus <code>\oplus</code> | \div <code>\div</code> | |
| | \dagger <code>\dagger</code> | \oslash <code>\oslash</code> | \backslash <code>\setminus</code> | |
| | \ddagger <code>\ddagger</code> | \otimes <code>\otimes</code> | \wr <code>\wr</code> | |
| | \land <code>\land</code> | \pm <code>\pm</code> | | |
| | \lor <code>\lor</code> | \mp <code>\mp</code> | | |

These commands produce the symbols for various binary operations. Binary operations are one of T_EX's classes of math symbols. T_EX puts different amounts of space around different classes of math symbols. When T_EX needs to break a line of text within a math formula, it will consider placing the break after a binary operation—but only if the operation is at the outermost level of the formula, i.e., not enclosed in a group.

In addition to these commands, T_EX also treats ‘+’ and ‘−’ as binary operations. It considers ‘/’ to be an ordinary symbol, despite the fact that mathematically it is a binary operation, because it looks better with less space around it.

Example:

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$$z = x \div y \quad \text{if and only if} \quad z \times y = x \text{ and } y \neq 0$$


```

produces:

$$z = x \div y \quad \text{if and only if} \quad z \times y = x \text{ and } y \neq 0$$