

1 Alphabet and its uses

Terminologies: terms, coefficients, arguments, degree, factor, dependent variable, independent variable, free constants, fixed constants, variables, vector, function, counter, bounding element, locus, enumeration, frustum (frustum of right circular cone), heuristic (discovering), if...then...hence, permutations, combinations

Notations:

$\overbrace{a\ b\ c}$	$\overbrace{d\ e}$	$\overbrace{f\ g\ h}$	$\overbrace{i\ j\ k}$	$\overbrace{l\ m\ n}$
free constants	reserved constants	functions	imaginary vector	reserved for counter
$\underbrace{o\ p\ q\ r\ s\ t}$	$\underbrace{u\ v\ w}$	$\underbrace{w\ y\ z}$		
physical constant	auxilliary functions	axis of coordinates		

Space:

point	line	plane	space	...	segment	triangle	tetrahedron
R^0	R^1	R^2	R^3	...	lines	polygon	polyhedron

Greek letters and numerals

Alphabet				#	Greek	Latin
αA	alpha	<code>\alpha</code>	A	1/2	hemi-	uni-
βB	beta	<code>\beta</code>	B	1	hen-	
$\gamma \Gamma$	gamma	<code>\gamma</code>	<code>\Gamma</code>	2	di-,dy-,duo-	du-
$\delta \Delta$	delta	<code>\delta</code>	<code>\Delta</code>	3	tri-	tri-
$\epsilon \varepsilon E$	epsilon	<code>\epsilon</code>	<code>\varepsilon</code> E	4	tetra-	quadri-
ζZ	zeta	<code>\zeta</code>	Z	5	penta-	quinque-
ηH	eta	<code>\eta</code>	H	6	hexa-	sexa-
$\theta \vartheta \Theta$	theta	<code>\theta</code>	<code>\vartheta</code> <code>\Theta</code>	7	hepta-	septem-, septi
ιI	iota	<code>\iota</code>	I	8	octa-,octo-	octo-
κK	kappa	<code>\kappa</code>	K	9	ennea-	novem-
$\lambda \Lambda$	lambda	<code>\lambda</code>	<code>\Lambda</code>	10	deca-	dec-
μM	mu	<code>\mu</code>	M	100	hecato-	centi-
νN	nu	<code>\nu</code>	N	1000	chilia-	milli-
$\xi \Xi$	xi	<code>\xi</code>	<code>\Xi</code>	Unspecified	poly-	multi-
$\omicron O$	omikron	<code>\omicron</code>	<code>\O</code>			
$\pi \Pi$	pi	<code>\pi</code>	<code>\Pi</code>			
$\rho \varrho P$	rho	<code>\rho</code>	<code>\varrho</code> P			
$\sigma \Sigma$	sigma	<code>\sigma</code>	<code>\Sigma</code>			
τT	tau	<code>\tau</code>	T			
$\upsilon \Upsilon$	upsilon	<code>\upsilon</code>	<code>\Upsilon</code>			
$\phi \varphi \Phi$	phi	<code>\phi</code>	<code>\varphi</code> <code>\Phi</code>			
χX	chi	<code>\chi</code>	X			
$\psi \Psi$	psi	<code>\psi</code>	<code>\Psi</code>			
$\omega \Omega$	omega	<code>\omega</code>	<code>\Omega</code>			

Number sets

\mathbb{P}	prime numbers	<code>\mathbb{P}</code>
\mathbb{N}	natural numbers	<code>\mathbb{N}</code>
\mathbb{Z}	integers	<code>\mathbb{Z}</code>
\mathbb{I}	irrational numbers	<code>\mathbb{I}</code>
\mathbb{Q}	rational numbers	<code>\mathbb{Q}</code>
\mathbb{R}	real numbers	<code>\mathbb{R}</code>
\mathbb{C}	complex numbers	<code>\mathbb{C}</code>

n-space and n-dimension

There is an important distinction between the coordinate n-space \mathbb{R}^n and a general finite-dimensional vector space V . While \mathbb{R}^n has a standard basis $\{e_1, e_2, \dots, e_n\}$, a vector space V typically does not come equipped with such a basis and many different bases exist (although they all consist of the same number of elements equal to the dimension of V). ?

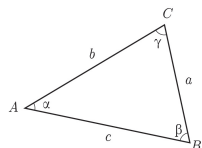
(Wikipedia contributors. Linear algebra. Wikipedia, The Free Encyclopedia. May 6, 2016, 15:18 UTC. Available at: https://en.wikipedia.org/w/index.php?title=Linear_algebra&oldid=718937296. Accessed May 18, 2016.)

Notation
Remarks by Polya

Tips on how to name your constants, variables, data and unknowns:

- Consecutive letters should be used as symbols when symbols represent same category. For examples a,b,c for constants and x,y,z for variables.
- Use first letter of its name for the symbol. For examples r for radius, l for length, w for width. Notice that this method is more specific than the first method mentioned.
- Use same letter from different alphabets when these are related mathematically, intuitively, or even plausibly. For examples,
 - Roman capitals such as A, B, C, ..., for points.
 - small Roman letters such as a, b, c, ..., for lines.
 - Greek letters such as $\alpha, \beta, \gamma, \dots$, for angles.

You want A, a, α to be connected some ways. For example A and α to represent the same vertex and a to be adjacent edge from A.



Note: These remarks are very much related to how to name classes and functions in programming language. Apply useful tips interchangeably.