# **Notation Summary**

### CSE 4303 / CSE 5365 Computer Graphics

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#### **Notation**

A consistent notation helps to make explanations clear.

Examples	Notation	Item	
$\alpha, \beta_i, \gamma, \rho_0, \phi_{23}, \theta$	lowercase Greek	angle	
$a,b,c_i,u_{ij},m_{0,1}$	lowercase italic	scalar	
$\mathbf{u}, \mathbf{v}_i, \mathbf{w}_x$	lowercase bold	vector or point	
A, B, M	capital bold	matrix	

Note that *points* and *vectors*, though written the same way, are *different* kinds of objects. The reason for distinguishing points from vectors will become clearer once we go deeper into their uses in CGI (Computer Generated Imagery).

Occasionally, we will emphasize that a particular object is a vector by placing an arrow on top, as  $\overrightarrow{\mathbf{v}}$ .

Occasionally, we will emphasize that a particular object is a matrix by enclosing it in brackets, as [M].

#### **Bracketing Characters**

The bracketing characters come in pairs and have specific names.

Name	Notation	
Parenthese:	)	(
Brace	}	{
(Square) Brackets	]	[
Angle Brackets	$\rangle$	<

## **Symbols**

Notation	Name	Example
:.	therefore	All humans are mortal. Socrates is a human. $\therefore$ Socrates is mortal.
::	because	11 is prime $\because$ it has no positive integer factors other than itself and one.
$\overset{\rightarrow,}{\Longrightarrow}$	implies	$x = 6 \rightarrow x^2 = 36$
<i>→</i> >	does <b>not</b> imply	$x^2 = 36 \Rightarrow x = 6 \therefore x \text{ could} = -6$
$\leftrightarrow$ , $\iff$	if and only if	$\mathbf{u} \cdot \mathbf{v} = 0 \leftrightarrow \mathbf{u} \perp \mathbf{v}$
$\perp$	is perpendicular to	$\mathbf{u} \perp \mathbf{v} \leftrightarrow \mathbf{u} \cdot \mathbf{v} = 0$
	is parallel to	$u\parallel v\leftrightarrow \ u+v\ =\ u\ +\ v\ $
≡	is defined to be	$x^2 \equiv x \cdot x$
•	QED	

A longer list may be found at Wikipedia's list of mathematical symbols (whence some of the examples above were derived).

http://en.wikipedia.org/wiki/List\_of\_mathematical\_symbols