

Note: All symbols shown here must be written in “math mode”, which can be done, for example, by surrounding them by dollar signs (\$).

Example: Write `\alpha\cdot\beta` to get $\alpha \cdot \beta$.

A few of the symbols on this page and the next one require that you have `\usepackage{latexsym}` in the beginning of your file.

α	<code>\alpha</code>	Σ	<code>\Sigma</code>	\odot	<code>\odot</code>
β	<code>\beta</code>	Υ	<code>\Upsilon</code>	\bigcirc	<code>\bigcirc</code>
γ	<code>\gamma</code>	Φ	<code>\Phi</code>	\dagger	<code>\dagger</code>
δ	<code>\delta</code>	Ψ	<code>\Psi</code>	\ddagger	<code>\ddagger</code>
ϵ	<code>\epsilon</code>	Ω	<code>\Omega</code>	\amalg	<code>\amalg</code>
ε	<code>\varepsilon</code>	\pm	<code>\pm</code>	\leq	<code>\le, \leq</code>
ζ	<code>\zeta</code>	\mp	<code>\mp</code>	\prec	<code>\prec</code>
η	<code>\eta</code>	\times	<code>\times</code>	\preceq	<code>\preceq</code>
θ	<code>\theta</code>	\div	<code>\div</code>	\ll	<code>\ll</code>
ϑ	<code>\vartheta</code>	$*$	<code>\star</code>	\subset	<code>\subset</code>
ι	<code>\iota</code>	\circ	<code>\circ</code>	\subseteq	<code>\subseteq</code>
κ	<code>\kappa</code>	\bullet	<code>\bullet</code>	\in	<code>\in</code>
λ	<code>\lambda</code>	\cdot	<code>\cdot</code>	\vDash	<code>\vDash</code>
μ	<code>\mu</code>	\cap	<code>\cap</code>	\geq	<code>\ge, \geq</code>
ν	<code>\nu</code>	\cup	<code>\cup</code>	\succ	<code>\succ</code>
ξ	<code>\xi</code>	\uplus	<code>\uplus</code>	\succcurlyeq	<code>\succcurlyeq</code>
π	<code>\pi</code>	\sqcap	<code>\sqcap</code>	\gg	<code>\gg</code>
ϖ	<code>\varpi</code>	\sqcup	<code>\sqcup</code>	\supset	<code>\supset</code>
ρ	<code>\rho</code>	\vee	<code>\vee</code>	\supseteq	<code>\supseteq</code>
ϱ	<code>\varrho</code>	\wedge	<code>\wedge</code>	\sqsupseteq	<code>\sqsupseteq</code>
σ	<code>\sigma</code>	\setminus	<code>\setminus</code>	\sqsupseteqeq	<code>\sqsupseteqeq</code>
ς	<code>\varsigma</code>	\wr	<code>\wr</code>	\ni	<code>\ni</code>
τ	<code>\tau</code>	\diamond	<code>\diamond</code>	\dashv	<code>\dashv</code>
υ	<code>\upsilon</code>	\triangleup	<code>\triangleup</code>	\equiv	<code>\equiv</code>
ϕ	<code>\phi</code>	\triangledown	<code>\triangledown</code>	\sim	<code>\sim</code>
φ	<code>\varphi</code>	\triangleleft	<code>\triangleleft</code>	\simeq	<code>\simeq</code>
χ	<code>\chi</code>	\triangleright	<code>\triangleright</code>	\asymp	<code>\asymp</code>
ψ	<code>\psi</code>	\triangleleft	<code>\triangleleft</code>	\approx	<code>\approx</code>
ω	<code>\omega</code>	\triangleright	<code>\triangleright</code>	\cong	<code>\cong</code>
Γ	<code>\Gamma</code>	\triangleleft	<code>\triangleleft</code>	\neq	<code>\neq</code>
Δ	<code>\Delta</code>	\triangleright	<code>\triangleright</code>	\doteq	<code>\doteq</code>
Θ	<code>\Theta</code>	\oplus	<code>\oplus</code>	\propto	<code>\propto</code>
Λ	<code>\Lambda</code>	\ominus	<code>\ominus</code>	\models	<code>\models</code>
Ξ	<code>\Xi</code>	\otimes	<code>\otimes</code>	\perp	<code>\perp</code>
Π	<code>\Pi</code>	\oslash	<code>\oslash</code>	$ $	<code> , \mid</code>

\parallel	<code>\ , \parallel</code>	\hbar	<code>\hbar</code>	\clubsuit	<code>\clubsuit</code>
\bowtie	<code>\bowtie</code>	\imath	<code>\imath</code>	\diamondsuit	<code>\diamondsuit</code>
\Join	<code>\Join</code>	\jmath	<code>\jmath</code>	\heartsuit	<code>\heartsuit</code>
\smile	<code>\smile</code>	ℓ	<code>\ell</code>	\spadesuit	<code>\spadesuit</code>
\frown	<code>\frown</code>	\wp	<code>\wp</code>	Σ	<code>\sum</code>
\leftarrow	<code>\leftarrow</code>	\Re	<code>\Re</code>	\prod	<code>\prod</code>
\Leftarrow	<code>\Leftarrow</code>	\Im	<code>\Im</code>	\coprod	<code>\coprod</code>
\rightarrow	<code>\rightarrow</code>	\mho	<code>\mho</code>	\int	<code>\int</code>
\Rightarrow	<code>\Rightarrow</code>	\prime	<code>\prime</code>	\oint	<code>\oint</code>
\leftrightarrow	<code>\leftrightarrow</code>	\emptyset	<code>\emptyset</code>	\bigcap	<code>\bigcap</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	∇	<code>\nabla</code>	\bigcup	<code>\bigcup</code>
\mapsto	<code>\mapsto</code>	\surd	<code>\surd</code>	\bigsqcup	<code>\bigsqcup</code>
\longmapsto	<code>\longmapsto</code>	\top	<code>\top</code>	\bigvee	<code>\bigvee</code>
\longleftarrow	<code>\longleftarrow</code>	\perp	<code>\perp</code>	\bigwedge	<code>\bigwedge</code>
\hookrightarrow	<code>\hookrightarrow</code>	\sphericalangle	<code>\angle</code>	\bigodot	<code>\bigodot</code>
\leadsto	<code>\leadsto</code>	\forall	<code>\forall</code>	\bigotimes	<code>\bigotimes</code>
\Uparrow	<code>\uparrow</code>	\exists	<code>\exists</code>	\bigoplus	<code>\bigoplus</code>
\Downarrow	<code>\downarrow</code>	\neg	<code>\neg</code>	\bigoplus	<code>\bigoplus</code>
\updownarrow	<code>\Uparrow</code>	\flat	<code>\flat</code>	\natural	<code>\natural</code>
\Updownarrow	<code>\Downarrow</code>	\natural	<code>\natural</code>	\sharp	<code>\sharp</code>
\nearrow	<code>\updownarrow</code>	$\#$	<code>\sharp</code>	\backslash	<code>\backslash</code>
\searrow	<code>\Updownarrow</code>	\backslash	<code>\backslash</code>	∂	<code>\partial</code>
\swarrow	<code>\nearrow</code>	∂	<code>\partial</code>	∞	<code>\infty</code>
\nwarrow	<code>\searrow</code>	∞	<code>\infty</code>	\Box	<code>\Box</code>
\aleph	<code>\swarrow</code>	\Box	<code>\Box</code>	\Diamond	<code>\Diamond</code>
	<code>\nwarrow</code>	\Diamond	<code>\Diamond</code>	\triangleleft	<code>\triangleleft</code>
	<code>\aleph</code>	\triangleleft	<code>\triangleleft</code>	\triangleright	<code>\triangleright</code>

$$x^2 \neq -1$$

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$$\pi \in \mathbb{R} \setminus \mathbb{Q}$$

$$\pi \in \mathbb{R} \setminus \mathbb{Q} \quad \text{See footnote}$$

$$\pi \notin \mathbb{Q}$$

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$$\sin x = \log(\pi + 2x)$$

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Wrong: $\sin x = \log(\pi + 2x)$

$$\sin x = \log(\pi + 2x)$$

¹In order to get \mathbb{Q} , \mathbb{R} etc. you may need to have `\usepackage{amssymb}` in the beginning of the file

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} \quad \backslash\text{sum}_{\{i=1\}}^{\{n\}}\{i\}=\{n(n+1)\}\over 2}$$

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} \quad \backslash\text{displaystyle}\backslash\text{sum}_{\{i=1\}}^{\{n\}}\{i\}=\{n(n+1)\}\over 2}$$

$$\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1 \quad \backslash\lim_{\{x\}\rightarrow 0}\{\frac{\sin x}{x}\}=1$$

$$\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1 \quad \backslash\text{displaystyle}\backslash\lim_{\{x\}\rightarrow 0}\{\frac{\sin x}{x}\}=1$$

$$\lim_{x \rightarrow \infty} \frac{\ln x}{x} = 0 \quad \backslash\lim_{\{x\}\rightarrow \infty} \{\frac{\ln x}{x}\}=0$$

$$a = x \text{ and } b = y \quad a=x \text{ \mbox{ and } } b=y$$

$$a = x \text{ and } b = y \quad a=x \text{ \mbox{ ~~and~~ } } b=y$$

$$\sqrt{-1} = i \quad \backslash\text{sqrt}\{-1\} = i$$

$$x = \frac{-p}{2} \pm \sqrt{\left(\frac{p}{2}\right)^2 - q} \quad \backslash\text{displaystyle } x=\{-p\over 2\} \pm \backslash\text{sqrt}\{\left(\{p\over 2\}\right)^2-q\}$$

$$\int_0^\pi x dx \quad \backslash\text{displaystyle } \int_0^\pi x dx$$

nicer: $\int_0^\pi x dx \quad \backslash\text{displaystyle } \int_0^\pi x, dx$

$$(a + b)^n = \sum_{k=0}^n \binom{n}{k} a^k b^{n-k} \quad \backslash\text{displaystyle } (a+b)^n = \backslash\text{sum}_{\{k=0\}}^n \{\{n\}\text{choose } k\} a^k b^{\{n-k\}}$$

$$\begin{array}{l} \backslash\text{bordermatrix}\{ \\ & a & b & c & d \\ x & 1 & 1 & 0 & 0 \\ y & 0 & 0 & 1 & 0 \\ z & 0 & 1 & 0 & 1 \\ w & 0 & 1 & 0 & 0 \} \end{array} \quad \begin{array}{l} a \quad b \quad c \quad d \\ x \begin{pmatrix} 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{pmatrix} \\ y \\ z \\ w \end{array}$$

```

\pmatrix{
1 & 1 & 1 & 1 \cr
2 & -1 & 0 & 1 \cr
16 & 4 & 0 & -1 \cr
8 & -4 & 2 & -1}

```

$$\begin{pmatrix} 1 & 1 & 1 & 1 \\ 2 & -1 & 0 & 1 \\ 16 & 4 & 0 & -1 \\ 8 & -4 & 2 & -1 \end{pmatrix}$$

```

\left(
\begin{array}{cccc|r}
1 & 1 & 1 & 1 & -10 \\
2 & -1 & 0 & 1 & 0 \\
16 & 4 & 0 & -1 & 0 \\
8 & -4 & 2 & -1 & 46
\end{array}
\right)

```

$$\left(\begin{array}{cccc|r} 1 & 1 & 1 & 1 & -10 \\ 2 & -1 & 0 & 1 & 0 \\ 16 & 4 & 0 & -1 & 0 \\ 8 & -4 & 2 & -1 & 46 \end{array} \right)$$

```

\begin{array}{rrrrrrrr}
4a&-&2b&+&2d&=&0&\\
16a&+&4b&-&d&=&0&\\
a&+&b&+&c&+&d&=&-10&\\
8a&-&4b&+&2c&-&d&=&46&
\end{array}

```

$$\begin{array}{rcccccccl} 4a & - & 2b & & + & 2d & = & 0 \\ 16a & + & 4b & & - & d & = & 0 \\ a & + & b & + & c & + & d & = & -10 \\ 8a & - & 4b & + & 2c & - & d & = & 46 \end{array}$$

```

\begin{eqnarray*}
1 & = & 1 \\
1+3 & = & 4 \\
1+3+5 & = & 9
\end{eqnarray*}

```

```

\begin{array}{cccccccc}
& & & & & & & 1 \\
& & & & & & 1 & 1 \\
& & & & & 1 & 2 & 1 \\
& & & 1 & 3 & 3 & 1 & \\
& 1 & 4 & 6 & 4 & 1 & & \\
\end{array}

```

Defining your own "macros"

```
\newcommand\mymatrix{
$\pmatrix{
a & b\cr
c & d\cr
}$}
```

```
\mymatrix  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ 
```

```
\newcommand\mat[4]{\pmatrix{
#1 & #2\cr
#3 & #4\cr
}}
```

```
\mat abcd  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ 
```

```
\mat {\sqrt x} {-1/\sin x} {1} {\sqrt x}  $\begin{pmatrix} \sqrt{x} & -1/\sin x \\ 1 & \sqrt{x} \end{pmatrix}$ 
```

A simpler but more dangerous way

```
\def\mat#1,#2,#3,#4,{\pmatrix{
#1 & #2\cr
#3 & #4\cr
}}
```

```
\mat a,b,c,d,  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ 
```

```
\mat \sqrt x, -1/\sin x, 1, \sqrt x,  $\begin{pmatrix} \sqrt{x} & -1/\sin x \\ 1 & \sqrt{x} \end{pmatrix}$ 
```

Using `\def` is dangerous, because you risk redefining something that \TeX uses. No warnings are issued, but that is what happens if you try to redefine an existing "macro" with the command `\newcommand`.

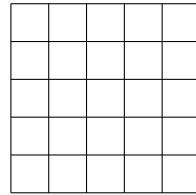
Drawing pictures in L^AT_EX is cumbersome (but they are nice!). For an effective way of drawing, google “PStricks” and tikz. Also, you can include Postscript pictures that have been generated outside of L^AT_EX.

For an easy way to draw simple things include the following two lines:

```
\usepackage{epic}
\usepackage{eepic}
```

Then you can draw the following easily:

```
\setlength{\unitlength}{1mm}
\begin{picture}(100,25)
\put(35,0){\grid(25,25)(5,5)}
\end{picture}
```



More examples

```
\setlength{\unitlength}{.8mm}
\begin{picture}(30,0)
\put(153,3){
\path(0,0)(15,0)(15,15)(0,15)(0,0)
\path(0,18)(15,18)(15,23)(0,23)(0,18)
\path(18,0)(18,15)(23,15)(23,0)(18,0)
\path(18,18)(18,23)(23,23)(23,18)(18,18)
\put(7.5,7.5){\makebox(0,0){\tiny $n^2$}}
}
\end{picture}
```

n^2

```
\setlength{\unitlength}{10mm}
\newcommand\p{\circle*{0.2}}
\begin{picture}(17,3)
\put(10,0){
\put(0,2){\p} \put(2,2){\p} \put(4,2){\p}
\put( 1,1){\p} \put(3,1){\p}
\put(0,0){\p} \put(2,0){\p} \put(4,0){\p}

\path(0,2)(0,0)(4,0)(4,2)(0,2)(2,0)(2,2)(1,1)(3,1)(2,0)(4,2)
\spline(0,0)(-1,2.7)(2,2)
\spline(2,0)(0.5,0.5)(0,2)
}
\end{picture}
```

Using the packages `epic` and `eepic` you can even shade areas (May not show up on the screen, but should do in print). You can modify `\texture` to make the shading darker/lighter.

```

\texture{
aaaaaaaa000aaaaaaaa000
aaaaaaaa000aaaaaaaa000
aaaaaaaa000aaaaaaaa000
aaaaaaaa000aaaaaaaa000
}

\setlength{\unitlength}{.5mm}
\begin{picture}(280,80)
  \put(20,10){
    \put(0,0){\shade\path(0,0)(260,0)(260,10)(0,10)(0,0)}
    \put(48,10){\shade\path(0,35)(0,45)(4,45)(4,35)(0,35)}
    \put(128,10){\shade\path(0,0)(0,45)(4,45)(4,0)(0,0)}
    \put(208,10){\shade\path(0,0)(0,45)(4,45)(4,0)(0,0)}
    %% Now the disks
    \put(15,10){\path(0,0)(0,5)(70,5)(70,0)}
    \put(20,15){\path(0,0)(0,5)(60,5)(60,0)}
    \put(25,20){\path(0,0)(0,5)(50,5)(50,0)}
    \put(30,25){\path(0,0)(0,5)(40,5)(40,0)}
    \put(35,30){\path(0,0)(0,5)(30,5)(30,0)}
    \put(40,35){\path(0,0)(0,5)(20,5)(20,0)}
    \put(45,40){\path(0,0)(0,5)(10,5)(10,0)}
  }
\end{picture}

```


The following commands, all of which must be preceded by `\`, require `\usepackage{amssymb}` in the beginning of the file

\square	<code>boxdot</code>	\looparrowleft	<code>looparrowleft</code>	\triangleleft	<code>trianglelefteq</code>
\boxplus	<code>boxplus</code>	\looparrowright	<code>looparrowright</code>	\bigstar	<code>bigstar</code>
\boxtimes	<code>boxtimes</code>	\circ	<code>circ</code>	\emptyset	<code>between</code>
\square	<code>square</code>	\succsim	<code>succsim</code>	\blacktriangledown	<code>blacktriangledown</code>
\blacksquare	<code>blacksquare</code>	\gtrsim	<code>gtrsim</code>	\blacktriangleright	<code>blacktriangleright</code>
\cdot	<code>centerdot</code>	\gtrapprox	<code>gtrapprox</code>	\blacktriangleleft	<code>blacktriangleleft</code>
\diamond	<code>lozenge</code>	\multimap	<code>multimap</code>	\triangle	<code>vartriangle</code>
\blacklozenge	<code>blacklozenge</code>	\therefore	<code>therefore</code>	\blacktriangle	<code>blacktriangle</code>
\circlearrowright	<code>circlearrowright</code>	\because	<code>because</code>	∇	<code>triangledown</code>
\circlearrowleft	<code>circlearrowleft</code>	\doteqdot	<code>doteqdot</code>	\equiv	<code>eqcirc</code>
\rightleftharpoons	<code>rightleftharpoons</code>	\triangleq	<code>triangleq</code>	\lesseqgtr	<code>lesseqgtr</code>
\leftrightharpoons	<code>leftrightharpoons</code>	\prec	<code>prec</code>	\gt	<code>gt</code>
\boxminus	<code>boxminus</code>	\lessapprox	<code>lessapprox</code>	\gtrless	<code>gtrless</code>
\Vdash	<code>Vdash</code>	\lesseqgtr	<code>lesseqgtr</code>	\gtrqq	<code>gtrqq</code>
\Vvdash	<code>Vvdash</code>	\lessgtr	<code>lessgtr</code>	\gtrless	<code>gtrless</code>
\vDash	<code>vDash</code>	\eqslantgtr	<code>eqslantgtr</code>	\Rightarrow	<code>Rrightarrow</code>
\twoheadrightarrow	<code>twoheadrightarrow</code>	\curlyeqprec	<code>curlyeqprec</code>	\Leftarrow	<code>Lleftarrow</code>
\twoheadleftarrow	<code>twoheadleftarrow</code>	\curlyeqsucc	<code>curlyeqsucc</code>	\veebar	<code>veebar</code>
\leftleftarrows	<code>leftleftarrows</code>	\preccurlyeq	<code>preccurlyeq</code>	$\bar{\wedge}$	<code>barwedge</code>
\rightrightarrows	<code>rightrightarrows</code>	\leqq	<code>leqq</code>	$\overline{\bar{\wedge}}$	<code>doublebarwedge</code>
\upuparrows	<code>upuparrows</code>	\leqslant	<code>leqslant</code>	\sphericalangle	<code>angle</code>
\downdownarrows	<code>downdownarrows</code>	\lessgtr	<code>lessgtr</code>	\sphericalangle	<code>measuredangle</code>
\upharpoonright	<code>upharpoonright</code>	\backprime	<code>backprime</code>	\sphericalangle	<code>sphericalangle</code>
\downharpoonright	<code>downharpoonright</code>	\risingdotseq	<code>risingdotseq</code>	\propto	<code>varpropto</code>
\upharpoonleft	<code>upharpoonleft</code>	\fallingdotseq	<code>fallingdotseq</code>	\smile	<code>smallsmile</code>
\downharpoonleft	<code>downharpoonleft</code>	\succcurlyeq	<code>succcurlyeq</code>	\frown	<code>smallfrown</code>
\rightarrowtail	<code>rightarrowtail</code>	\geqq	<code>geqq</code>	\subseteq	<code>Subset</code>
\leftarrowtail	<code>leftarrowtail</code>	\geqslant	<code>geqslant</code>	\supseteq	<code>Supset</code>
\leftrightarrows	<code>leftrightarrows</code>	\gtrless	<code>gtrless</code>	\cup	<code>Cup</code>
\rightleftarrows	<code>rightleftarrows</code>	\sqsubset	<code>sqsubset</code>	\cap	<code>Cap</code>
\lsh	<code>Lsh</code>	\sqsupset	<code>sqsupset</code>	\curlywedge	<code>curlywedge</code>
\rsh	<code>Rsh</code>	\vartriangleright	<code>vartriangleright</code>	\curlyvee	<code>curlyvee</code>
\rightsquigarrow	<code>rightsquigarrow</code>	\triangleleft	<code>vartriangleleft</code>	\times	<code>leftthreetimes</code>
\leftrightsquigarrow	<code>leftrightsquigarrow</code>	\triangleright	<code>trianglerighteq</code>	\times	<code>rightthreetimes</code>

\cup	subsepeq	∇	ngeqq	\nLeftarrow	nLeftarrow
$\cup\cup$	supsepeq	∇	precneqq	\nRightarrow	nRightarrow
$\cup\cup$	bumpeq	∇	succneqq	\nLeftarrow	nLeftrightarrow
\cup	Bumpeq	∇	precnapprox	\nleftrightarrow	nletrightarrow
\lll	lll	∇	succnapprox	\ast	divideontimes
\ggg	ggg	∇	lnapprox	\emptyset	varnothing
\textcircled{S}	circledS	∇	gnapprox	\nexists	nexists
\pitchfork	pitchfork	\approx	nsim	\Finv	Finv
$+$	dotplus	\ncong	ncong	\textcircled{G}	Game
\sim	backsim	\diagup	diagup	\mathcal{U}	mho
\sim	backsimeq	\diagdown	diagdown	\eth	eth
\complement	complement	\varsubsetneq	varsubsetneq	\approx	eqsim
\intercal	intercal	\varsupsetneq	varsupsetneq	\beth	beth
$\textcircled{\circ}$	circledcirc	\nsubseteq	nsubseteq	\gimel	gimel
$\textcircled{\ast}$	circledast	\nsupseteq	nsupseteq	\daleth	daleth
$\textcircled{-}$	circleddash	\subsetneqq	subsetneqq	\lessdot	lessdot
\nless	lvertneqq	\supsetneqq	supsetneqq	\gtrdot	gtrdot
\nless	gvertneqq	\varsubsetneqq	varsubsetneqq	\ltimes	ltimes
\nless	nleq	\varsupsetneqq	varsupsetneqq	\rtimes	rtimes
\nless	ngeq	\subsetneq	subsetneq	\mid	shortmid
\nless	nless	\supsetneq	supsetneq	\parallel	shortparallel
\nless	ngtr	\nsubseteq	nsubseteq	\setminus	smallsetminus
\nless	nprec	\nsupseteq	nsupseteq	\sim	thicksim
\nless	nsucc	\nparallel	nparallel	\approx	thickapprox
\nless	lneqq	\nmid	nmid	\approx	approxeq
\nless	gneqq	\nshortmid	nshortmid	\approx	succapprox
\nless	nleqslant	\nshortparallel	nshortparallel	\approx	precapprox
\nless	ngeqslant	\nvdash	nvdash	\curvearrowleft	curvearrowleft
\nless	lneq	\nVdash	nVdash	\curvearrowright	curvearrowright
\nless	gneq	\nVDash	nVDash	\digamma	digamma
\nless	npreceq	\nVDash	nVDash	\varkappa	varkappa
\nless	nsuceq	\ntrianglerighteq	ntrianglerighteq	\Bbbk	Bbbk
\nless	precnsim	\ntrianglelefteq	ntrianglelefteq	\hbar	hslash
\nless	succnsim	\ntriangleleft	ntriangleleft	\hbar	hbar
\nless	lnsim	\ntriangleright	ntriangleright	ε	backepsilon
\nless	gnsim	\nleftarrow	nleftarrow		
\nless	nleqq	\nrightarrow	nrightarrow		