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Ο	Π	Ρ	Σ	Τ	Υ
<code>&amp;Omicron;</code>	<code>&amp;Pi;</code>	<code>&amp;Rho;</code>	<code>&amp;Sigma;</code>	<code>&amp;Tau;</code>	<code>&amp;Upsilon;</code>
Φ	Χ	Ψ	Ω	α	β
<code>&amp;Phi;</code>	<code>&amp;Chi;</code>	<code>&amp;Psi;</code>	<code>&amp;Omega;</code>	<code>&amp;alpha;</code>	<code>&amp;beta;</code>
γ	δ	ε	ζ	η	θ
<code>&amp;gamma;</code>	<code>&amp;delta;</code>	<code>&amp;epsiv; &amp;varepsilon;</code> <code>&amp;epsilon;</code>	<code>&amp;zeta;</code>	<code>&amp;eta;</code>	<code>&amp;theta;</code>
ι	κ	λ	μ	ν	ξ
<code>&amp;iota;</code>	<code>&amp;kappa;</code>	<code>&amp;lambda;</code>	<code>&amp;mu;</code>	<code>&amp;nu;</code>	<code>&amp;xi;</code>
ο	π	ρ	ς	σ	τ
<code>&amp;omicron;</code>	<code>&amp;pi;</code>	<code>&amp;rho;</code>	<code>&amp;sigmav; &amp;varsigma;</code> <code>&amp;sigmaf;</code>	<code>&amp;sigma;</code>	<code>&amp;tau;</code>
υ	φ	χ	ψ	ω	ϑ
<code>&amp;upsi; &amp;upsilon;</code>	<code>&amp;phi; &amp;phiv; &amp;varphi;</code>	<code>&amp;chi;</code>	<code>&amp;psi;</code>	<code>&amp;omega;</code>	<code>&amp;thetav; &amp;vartheta;</code> <code>&amp;thetasym;</code>
Ϛ	ϕ	ϖ	Ɔ	ƒ	κ
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ρ	ε	ε	Ë	Ђ	Ѓ
<code>&amp;rhov; &amp;varrho;</code>	<code>&amp;epsi;</code> <code>&amp;straightepsilon;</code>	<code>&amp;bepsi; &amp;backepsilon;</code>	<code>&amp;IOcy;</code>	<code>&amp;DJcy;</code>	<code>&amp;GJcy;</code>

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‡ &Dagger; &ddagger;	• &bull; &bullet;	•• &nldr;	••• &hellip; &mldr;	‰ &permil;	‱ &pertenk;
′ &prime;	″ &Prime;	‴ &tprime;	‵ &bprime; &backprime;	◁ &lsaquo;	▷ &rsaquo;
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 &MediumSpace;	␣ &NoBreak;	⸍ &ApplyFunction; &af;	⸌ &InvisibleTimes; &it;	⸍ &InvisibleComma; &ic;	€ &euro;
⋯ &tdot; &TripleDot;	⋯⋯ &DotDot;	ℂ &Copf; &complexes;	‰ &incare;	ℊ &gscr;	ℋ &hamilt; &HilbertSpace; &Hscr;
ℋ &Hfr; &Poincareplane;	ℍ &quaternions; &Hopf;	ℏ &planckh;	ℏ̄ &planck; &hbar; &plankv; &hslash;	ℑ &Iscr; &imagline;	ℑ̄ &image; &Im; &imagpart; &Ifr;
ℒ &Lscr; &lagran; &Laplacetransf;	ℓ &ell;	ℕ &Nopf; &naturals;	№ &numero;	Ⓟ &copysr;	Ⓢ &weierp; &wp;
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<code>&amp;rarrlp;</code> <code>&amp;looparrowright;</code>	<code>&amp;sharr;</code> <code>&amp;leftrightsquigarrow;</code>	<code>&amp;nharr;</code> <code>&amp;leftrightharpoon;</code>	<code>&amp;lsh;</code> <code>&amp;Lsh;</code>	<code>&amp;rsh;</code> <code>&amp;Rsh;</code>	<code>&amp;ldsh;</code>
					
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<code>&amp;lharu;</code> <code>&amp;LeftVector;</code> <code>&amp;leftharpoonup;</code>	<code>&amp;lhard;</code> <code>&amp;leftharpoondown;</code> <code>&amp;DownLeftVector;</code>	<code>&amp;uharr;</code> <code>&amp;upharpoonright;</code> <code>&amp;RightUpVector;</code>	<code>&amp;uharl;</code> <code>&amp;upharpoonleft;</code> <code>&amp;LeftUpVector;</code>	<code>&amp;rharu;</code> <code>&amp;RightVector;</code> <code>&amp;rightharpoonup;</code>	<code>&amp;rhard;</code> <code>&amp;DownRightVector;</code>
					
<code>&amp;dharr;</code> <code>&amp;RightDownVector;</code> <code>&amp;downharpoonright;</code>	<code>&amp;dharl;</code> <code>&amp;LeftDownVector;</code> <code>&amp;downharpoonleft;</code>	<code>&amp;rlarr;</code> <code>&amp;rightleftarrows;</code> <code>&amp;RightArrowLeftArrow;</code>	<code>&amp;udarr;</code> <code>&amp;UpArrowDownArrow;</code>	<code>&amp;lrarr;</code> <code>&amp;leftrightarrows;</code> <code>&amp;LeftArrowRightArrow;</code>	<code>&amp;llarr;</code> <code>&amp;leftleftarrows;</code>
					
<code>&amp;uuar;</code> <code>&amp;upuparrows;</code>	<code>&amp;rrarr;</code> <code>&amp;rightrightarrow;</code>	<code>&amp;ddarr;</code> <code>&amp;downrightarrow;</code>	<code>&amp;lrhar;</code> <code>&amp;ReverseEquilibrium;</code> <code>&amp;leftrightharpoons;</code>	<code>&amp;rlhar;</code> <code>&amp;rightleftarpoons;</code> <code>&amp;Equilibrium;</code>	<code>&amp;nlArr;</code> <code>&amp;Leftarrow;</code>
					
<code>&amp;nhArr;</code> <code>&amp;nLeftrightarrow;</code>	<code>&amp;nrArr;</code> <code>&amp;rightarrow;</code>	<code>&amp;lArr;</code> <code>&amp;Leftarrow;</code> <code>&amp;DoubleLeftArrow;</code>	<code>&amp;uArr;</code> <code>&amp;Uparrow;</code> <code>&amp;DoubleUpArrow;</code>	<code>&amp;rArr;</code> <code>&amp;rightarrow;</code> <code>&amp;Implies;</code> <code>&amp;DoubleRightArrow;</code>	<code>&amp;dArr;</code> <code>&amp;Downarrow;</code> <code>&amp;DoubleDownArrow;</code>
					
<code>&amp;hArr;</code> <code>&amp;Leftleftrightarrow;</code> <code>&amp;DoubleLeftRightArrow;</code> <code>&amp;iff;</code>	<code>&amp;vArr;</code> <code>&amp;Updownarrow;</code> <code>&amp;DoubleUpDownArrow;</code>	<code>&amp;nwArr;</code>	<code>&amp;neArr;</code>	<code>&amp;swArr;</code>	<code>&amp;seArr;</code>
					
<code>&amp;lAarr;</code> <code>&amp;Lleftarrow;</code>	<code>&amp;rAarr;</code> <code>&amp;Rrightarrow;</code>	<code>&amp;zigrarr;</code>	<code>&amp;larrb;</code> <code>&amp;LeftArrowBar;</code>	<code>&amp;rarrb;</code> <code>&amp;RightArrowBar;</code>	<code>&amp;duarr;</code> <code>&amp;DownArrowUpArrow;</code>



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`&minus;`



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`&spar;` `&shortparallel;`



`&npar;` `&nparallel;`  
`&NotDoubleVerticalBar;`  
`&nspar;`  
`&nshortparallel;`



`&and;` `&wedge;`



`&or;` `&vee;`



`&cap;`



`&cup;`



`&int;` `&Integral;`



`&Int;`



`&tint;` `&iiint;`



`&conint;` `&oint;`  
`&ContourIntegral;`



`&Conint;`  
`&DoubleContourIntegral;`



`&Cconint;`



`&cwint;`



`&cwconint;`  
`&ClockwiseContourIntegral` `&CounterClockwiseContourI`



`&awconint;`



`&there4;` `&therefore;`  
`&Therefore;`



`&because;` `&because;`  
`&Because;`



`&ratio;`



`&Colon;` `&Proportion;`












`&minusd;` `&dotminus;`



`&mDDot;`



`&homtht;`

					
<code>&amp;sim;</code> <code>&amp;Tilde;</code> <code>&amp;thksim;</code> <code>&amp;thicksim;</code>	<code>&amp;bsim;</code> <code>&amp;backsim;</code>	<code>&amp;ac;</code> <code>&amp;stpos;</code>	<code>&amp;acd;</code>	<code>&amp;wreath;</code> <code>&amp;VerticalTilde;</code> <code>&amp;wr;</code>	<code>&amp;nsim;</code> <code>&amp;NotTilde;</code>
					
<code>&amp;esim;</code> <code>&amp;EqualTilde;</code> <code>&amp;eqsim;</code>	<code>&amp;sime;</code> <code>&amp;TildeEqual;</code> <code>&amp;simeq;</code>	<code>&amp;nsime;</code> <code>&amp;nsimeq;</code> <code>&amp;NotTildeEqual;</code>	<code>&amp;cong;</code> <code>&amp;TildeFullEqual;</code>	<code>&amp;simne;</code>	<code>&amp;ncong;</code> <code>&amp;NotTildeFullEqual;</code>
					
<code>&amp;asymp;</code> <code>&amp;ap;</code> <code>&amp;TildeTilde;</code> <code>&amp;approx;</code> <code>&amp;thkap;</code> <code>&amp;thickapprox;</code>	<code>&amp;nap;</code> <code>&amp;NotTildeTilde;</code> <code>&amp;napprox;</code>	<code>&amp;ape;</code> <code>&amp;approxq;</code>	<code>&amp;apid;</code>	<code>&amp;bcong;</code> <code>&amp;backcong;</code>	<code>&amp;asympeq;</code> <code>&amp;CupCap;</code>
					
<code>&amp;bump;</code> <code>&amp;HumpDownHump;</code> <code>&amp;Bumpeq;</code>	<code>&amp;bumpe;</code> <code>&amp;HumpEqual;</code> <code>&amp;bumpeq;</code>	<code>&amp;esdot;</code> <code>&amp;DotEqual;</code> <code>&amp;doteq;</code>	<code>&amp;eDot;</code> <code>&amp;doteqdot;</code>	<code>&amp;efDot;</code> <code>&amp;fallingdotseq;</code>	<code>&amp;erDot;</code> <code>&amp;risingdotseq;</code>
					
<code>&amp;colone;</code> <code>&amp;coloneq;</code> <code>&amp;Assign;</code>	<code>&amp;ecolon;</code> <code>&amp;eqcolon;</code>	<code>&amp;ecir;</code> <code>&amp;eqcirc;</code>	<code>&amp;cire;</code> <code>&amp;circeq;</code>	<code>&amp;wedgq;</code>	<code>&amp;veeeq;</code>
					
<code>&amp;trie;</code> <code>&amp;triangleq;</code>	<code>&amp;quest;</code> <code>&amp;questeq;</code>	<code>&amp;ne;</code> <code>&amp;NotEqual;</code>	<code>&amp;equiv;</code> <code>&amp;Congruent;</code>	<code>&amp;nequiv;</code> <code>&amp;NotCongruent;</code>	<code>&amp;le;</code> <code>&amp;leq;</code>
					
<code>&amp;ge;</code> <code>&amp;GreaterEqual;</code> <code>&amp;geq;</code>	<code>&amp;IE;</code> <code>&amp;LessFullEqual;</code> <code>&amp;leqq;</code>	<code>&amp;GE;</code> <code>&amp;GreaterFullEqual;</code> <code>&amp;geqq;</code>	<code>&amp;lne;</code> <code>&amp;lneqq;</code>	<code>&amp;gnE;</code> <code>&amp;gneqq;</code>	<code>&amp;Lt;</code> <code>&amp;NestedLessLess;</code> <code>&amp;ll;</code>
					
<code>&amp;Gt;</code> <code>&amp;NestedGreaterGreater;</code> <code>&amp;gg;</code>	<code>&amp;twixt;</code> <code>&amp;between;</code>	<code>&amp;NotCupCap;</code>	<code>&amp;lt;</code> <code>&amp;NotLess;</code> <code>&amp;less;</code>	<code>&amp;ngt;</code> <code>&amp;NotGreater;</code> <code>&amp;ngtr;</code>	<code>&amp;nle;</code> <code>&amp;NotLessEqual;</code> <code>&amp;nleq;</code>
					
<code>&amp;nge;</code> <code>&amp;NotGreaterEqual;</code> <code>&amp;ngeq;</code>	<code>&amp;lsim;</code> <code>&amp;LessTilde;</code> <code>&amp;lesssim;</code>	<code>&amp;gsim;</code> <code>&amp;gtrsim;</code> <code>&amp;GreaterTilde;</code>	<code>&amp;nlsim;</code> <code>&amp;NotLessTilde;</code>	<code>&amp;ngsim;</code> <code>&amp;NotGreaterTilde;</code>	<code>&amp;lg;</code> <code>&amp;lessgtr;</code> <code>&amp;LessGreater;</code>



`&gtrless;`  
`&GreaterLess;`



`&ntlg;`  
`&NotLessGreater;`



`&ntgl;`  
`&NotGreaterLess;`



`&pr;` `&Precedes;` `&prec;`



`&sc;` `&Succeeds;` `&succ;`



`&prcue;`  
`&PrecedesSlantEqual;`  
`&preccurlyeq;`



`&scue;`  
`&SucceedsSlantEqual;`  
`&sucurlyeq;`



`&prsim;` `&precsim;`  
`&PrecedesTilde;`



`&scsim;` `&sucsim;`  
`&SucceedsTilde;`



`&npr;` `&nprec;`  
`&NotPrecedes;`



`&ns;` `&nsucc;`  
`&NotSucceeds;`



`&sub;` `&subset;`



`&sup;` `&supset;`  
`&Superset;`



`&sub;`



`&sup;`



`&sube;` `&SubsetEqual;`  
`&subseteq;`



`&supe;` `&supseteq;`  
`&SupersetEqual;`



`&subne;` `&subsetneq;`  
`&NotSubsetEqual;`



`&nsupe;` `&nsupseteq;`  
`&NotSupersetEqual;`



`&subne;` `&subsetneq;`



`&supne;` `&supsetneq;`



`&cupdot;`



`&plus;` `&UnionPlus;`



`&sqsub;` `&SquareSubset;`  
`&sqsubset;`



`&sqsup;`  
`&SquareSuperset;`  
`&sqsupset;`



`&sqsube;`  
`&SquareSubsetEqual;`  
`&sqsubseteq;`



`&sqsupe;`  
`&SquareSupersetEqual;`  
`&sqsupseteq;`



`&sqcap;`  
`&SquareIntersection;`



`&sqcup;` `&SquareUnion;`



`&oplus;` `&CirclePlus;`



`&ominus;` `&CircleMinus;`



`&otimes;` `&CircleTimes;`



`&osol;`



`&odot;` `&CircleDot;`



`&ocir;` `&circledcirc;`



`&oast;` `&circledast;`



`&odash;` `&circleddash;`



`&plus;` `&boxplus;`



`&minus;` `&boxminus;`



`&times;` `&boxtimes;`



`&sdotb;` `&dotsquare;`



`&vdash;` `&RightTee;`



`&dashv;` `&LeftTee;`



`&top;` `&DownTee;`



`&bottom;` `&bot;` `&perp;`  
`&UpTee;`



`&models;`



`&vDash;`  
`&DoubleRightTee;`



`&Vdash;`



`&Vvdash;`



`&VDash;`



`&nvdash;`



`&nVDash;`



`&nvdash;`



`&nVDash;`



`&prurel;`



`&vltri;`  
`&vartriangleleft;`  
`&LeftTriangle;`



`&vrtri;`  
`&vartriangleright;`  
`&RightTriangle;`



`&ltrie;`  
`&trianglelefteq;`  
`&LeftTriangleEqual;`



`&rtrie;`  
`&trianglerighteq;`  
`&RightTriangleEqual;`



`&origof;`



`&imof;`



`&mumap;` `&multimap;`



`&hercon;`



`&intcal;` `&intercal;`



`&veebar;`



`&barvee;`



`&angrtvb;`



`&lrtri;`



`&xwedge;` `&Wedge;`  
`&bigwedge;`



`&xvee;` `&Vee;` `&bigvee;`



`&xcap;` `&Intersection;`  
`&bigcap;`



`&xcup;` `&Union;`  
`&bigcup;`



`&diam;` `&diamond;`  
`&Diamond;`



`&sdot;`



`&ssstarf;` `&Star;`



`&divonx;`  
`&divideontimes;`



`&bowtie;`



`&ltimes;`



`&times;`



`&lthree;`  
`&leftthreetimes;`



`&rthree;`  
`&rightthreetimes;`



`&bsime;` `&backsimeq;`



`&cuvee;` `&curlyvee;`



`&cuwed;` `&curlywedge;`



`&Sub;` `&Subset;`



`&Sup;` `&Supset;`



`&Cap;`



`&Cup;`



`&fork;` `&pitchfork;`



`&epar;`



`&ltldot;` `&lessdot;`



`&gtdot;` `&gtrdot;`



`&Ll;`



`&Gg;` `&ggg;`



`&leg;`  
`&LessEqualGreater;`  
`&lesseqgtr;`



`&gel;` `&gtreqless;`  
`&GreaterEqualLess;`



`&cuepr;` `&curlyeqprec;`



`&cuesc;` `&curlyeqsucc;`



`&nprcue;`  
`&NotPrecedesSlantEqual;`



`&nscue;`  
`&NotSucceedsSlantEqual;`



`&nsqsube;`  
`&NotSquareSubsetEqual;`



`&nsqsupe;`  
`&NotSquareSupersetEqual;`



`&lnsim;`



`&gnsim;`



`&prnsim;` `&precsim;`

























































`&scnsim;` `&succsim;`

























































`&nltr;`  
`&ntriangleleft;`  
`&NotLeftTriangle;`















































































































`&ntr;`  
`&ntriangleright;`  
`&NotRightTriangle;`

					
<code>&amp;nlttrie;</code> <code>&amp;ntrianglelefteq;</code> <code>&amp;NotLeftTriangleEqual;</code>	<code>&amp;nrttrie;</code> <code>&amp;ntrianglerighteq;</code> <code>&amp;NotRightTriangleEqual;</code>	<code>&amp;vellip;</code>	<code>&amp;ctdot;</code>	<code>&amp;utdot;</code>	<code>&amp;tdot;</code>
					
<code>&amp;disin;</code>	<code>&amp;isinsv;</code>	<code>&amp;isins;</code>	<code>&amp;isindot;</code>	<code>&amp;notinvc;</code>	<code>&amp;notinvb;</code>
					
<code>&amp;isinE;</code>	<code>&amp;nisd;</code>	<code>&amp;xnis;</code>	<code>&amp;nis;</code>	<code>&amp;notinvc;</code>	<code>&amp;notinvb;</code>
					
<code>&amp;barwed;</code> <code>&amp;barwedge;</code>	<code>&amp;Barwed;</code> <code>&amp;doublebarwedge;</code>	<code>&amp;lceil;</code> <code>&amp;LeftCeiling;</code>	<code>&amp;rceil;</code> <code>&amp;RightCeiling;</code>	<code>&amp;lfloor;</code> <code>&amp;LeftFloor;</code>	<code>&amp;rfloor;</code> <code>&amp;RightFloor;</code>
					
<code>&amp;drcrop;</code>	<code>&amp;dlcrop;</code>	<code>&amp;urcrop;</code>	<code>&amp;ulcrop;</code>	<code>&amp;not;</code>	<code>&amp;profline;</code>
					
<code>&amp;profsurf;</code>	<code>&amp;telrec;</code>	<code>&amp;target;</code>	<code>&amp;ulcorn;</code> <code>&amp;ulcorner;</code>	<code>&amp;urcorn;</code> <code>&amp;urcorner;</code>	<code>&amp;dlcorn;</code> <code>&amp;llcorner;</code>
					
<code>&amp;drcorn;</code> <code>&amp;lrcorner;</code>	<code>&amp;frown;</code> <code>&amp;sfrown;</code>	<code>&amp;smile;</code> <code>&amp;ssmile;</code>	<code>&amp;cylcty;</code>	<code>&amp;profalar;</code>	<code>&amp;topbot;</code>
					
<code>&amp;ovbar;</code>	<code>&amp;solbar;</code>	<code>&amp;angzarr;</code>	<code>&amp;lmoust;</code> <code>&amp;lmoustache;</code>	<code>&amp;rmoust;</code> <code>&amp;rmoustache;</code>	<code>&amp;tbrk;</code> <code>&amp;OverBracket;</code>
					
<code>&amp;ubr;</code> <code>&amp;UnderBracket;</code>	<code>&amp;ubrktbrk;</code>	<code>&amp;OverParenthesis;</code>	<code>&amp;UnderParenthesis;</code>	<code>&amp;OverBrace;</code>	<code>&amp;UnderBrace;</code>



					
&trapezium;	&elinters;	&blank;	&oS; &circledS;	&boxh; &HorizontalLine;	&boxv;
					
&boxdr;	&boxdl;	&boxur;	&boxul;	&boxvr;	&boxvl;
					
&boxhd;	&boxhu;	&boxvh;	&boxH;	&boxV;	&boxD;
					
&boxDr;	&boxDR;	&boxdL;	&boxDL;	&boxDL;	&boxuR;
					
&boxUr;	&boxUR;	&boxuL;	&boxUL;	&boxUL;	&boxvR;
					
&boxVr;	&boxVR;	&boxvL;	&boxVL;	&boxVL;	&boxH;
					
&boxhD;	&boxHD;	&boxhU;	&boxhU;	&boxhU;	&boxvH;
					
&boxvH;	&boxVH;	&uhblk;	&lhb1k;	&block;	&blk14;
					
&blk12;	&blk34;	&square; &Square;	&sqf; &squarf; &blacksquare; &FilledVerySmallSquare;	&EmptyVerySmallSquare;	&rect;

 &marker;	 &fltns;	 &xutri; &bigtriangleup;	 &trif; &blacktriangle;	 &utri; &triangle;	 &rtrif; &blacktriangleright;
 &tri; &triangleright;	 &dttri; &bigtriangledown;	 &dtrif; &blacktriangledown;	 &dtri; &triangledown;	 &ltrif; &blacktriangleleft;	 &ltri; &triangleleft;
 &lnoz; &lozenge;	 &cir;	 &tridot;	 &xcirc; &bigcirc;	 &ultri;	 &urtri;
 &lltri;	 &EmptySmallSquare;	 &FilledSmallSquare;	 &starf; &bigstar;	 &star;	 &phone;
 &female;	 &male;	 &spades; &spadesuit;	 &clubs; &clubsuit;	 &hearts; &heartsuit;	 &diams; &diamondsuit;
 &sung;	 &flat;	 &natur; &natural;	 &sharp;	 &check; &checkmark;	 &cross;
 &malt; &maltese;	 &sext;	 &VerticalSeparator;	 &lbrk;	 &rbrk;	 &lbrk; &LeftDoubleBracket;
 &rbrk; &RightDoubleBracket;	 &lang; &LeftAngleBracket; &langle;	 &rang; &RightAngleBracket; &rangle;	 &Lang;	 &Rang;	 &loang;
 &roang;	 &xlarr; &longleftarrow; &LongLeftArrow;	 &xrarr; &longrightarrow; &LongRightArrow;	 &xharr; &longleft-rightarrow; &LongLeftRightArrow;	 &xlArr; &Longleftarrow; &DoubleLongLeftArrow;	 &xrArr; &Longrightarrow; &DoubleLongRightArrow;

					
<code>&amp;xhArr;</code> <code>&amp;Longlefttrightarrow;</code> <code>&amp;DoubleLongLeftRightArrow</code>	<code>&amp;xmap;</code> <code>&amp;Longmapsto;</code>	<code>&amp;dzigrarr;</code>	<code>&amp;nvlArr;</code>	<code>&amp;nvrArr;</code>	<code>&amp;nvHarr;</code>
					
<code>&amp;Map;</code>	<code>&amp;lBarr;</code>	<code>&amp;rBarr;</code> <code>&amp;bkarow;</code>	<code>&amp;lBarr;</code>	<code>&amp;RBarr;</code> <code>&amp;dbkarow;</code>	<code>&amp;RBarr;</code> <code>&amp;drbkarow;</code>
					
<code>&amp;DDottrahd;</code>	<code>&amp;UpArrowBar;</code>	<code>&amp;DownArrowBar;</code>	<code>&amp;Rarrtl;</code>	<code>&amp;latail;</code>	<code>&amp;ratail;</code>
					
<code>&amp;lAtail;</code>	<code>&amp;rAtail;</code>	<code>&amp;larrfs;</code>	<code>&amp;rarrfs;</code>	<code>&amp;larrbfs;</code>	<code>&amp;rarrbfs;</code>
					
<code>&amp;nwarhk;</code>	<code>&amp;nearhk;</code>	<code>&amp;searhk;</code> <code>&amp;hksearow;</code>	<code>&amp;swarhk;</code> <code>&amp;hkswarow;</code>	<code>&amp;nwnear;</code>	<code>&amp;nesear;</code> <code>&amp;toea;</code>
					
<code>&amp;seswar;</code> <code>&amp;tosa;</code>	<code>&amp;swnwar;</code>	<code>&amp;rarrc;</code>	<code>&amp;cudarr;</code>	<code>&amp;ldca;</code>	<code>&amp;rdca;</code>
					
<code>&amp;cudarrl;</code>	<code>&amp;larrpl;</code>	<code>&amp;curarr;</code>	<code>&amp;cularr;</code>	<code>&amp;rarrpl;</code>	<code>&amp;harrcir;</code>
					
<code>&amp;Uarrocir;</code>	<code>&amp;lurdshar;</code>	<code>&amp;ldrushar;</code>	<code>&amp;LeftRightVector;</code>	<code>&amp;RightUpDownVector;</code>	<code>&amp;DownLeftRightVector;</code>
					
<code>&amp;LeftUpDownVector;</code>	<code>&amp;LeftVectorBar;</code>	<code>&amp;RightVectorBar;</code>	<code>&amp;RightUpVectorBar;</code>	<code>&amp;RightDownVectorBar;</code>	<code>&amp;DownLeftVectorBar;</code>



`&DownRightVectorBar;`



`&LeftUpVectorBar;`



`&LeftDownVectorBar;`



`&LeftTeeVector;`



`&RightTeeVector;`



`&RightUpTeeVector;`



`&RightDownTeeVector;`



`&DownLeftTeeVector;`



`&DownRightTeeVector;`



`&LeftUpTeeVector;`



`&LeftDownTeeVector;`



`&lHar;`



`&uHar;`



`&rHar;`



`&dHar;`



`&luruhar;`



`&ldrdhar;`



`&ruluhar;`



`&rdldhar;`



`&lharul;`



`&llhard;`



`&rharul;`



`&lrrhard;`



`&udhar;`  
`&UpEquilibrium;`



`&duhar;`  
`&ReverseUpEquilibrium;`



`&RoundImplies;`



`&erarr;`



`&simrarr;`



`&larrsim;`



`&rarrsim;`



`&rarrap;`



`&ltlarr;`



`&gtrarr;`



`&subrarr;`



`&suplarr;`



`&lfisht;`



`&rfisht;`



`&ufisht;`



`&dfisht;`



`&lopar;`



`&ropar;`



`&lbrke;`



`&rbrke;`



`&lbrkslu;`



`&rbrksld;`



`&lbrksld;`



`&rbrkslu;`



`&langd;`



`&rangd;`



`&lparlt;`



`&rpargt;`

























































`&gtlPar;`



`&ltrPar;`



`&vzigzag;`

 &angrt;	 &angrtvbd;	 &ange;	 &range;	 &dwangle;	 &uwangle;
 &angmsdaa;	 &angmsdab;	 &angmsdac;	 &angmsdad;	 &angmsdae;	 &angmsdaf;
 &angmsdag;	 &angmsdah;	 &bemptyv;	 &demptyv;	 &cemptyv;	 &raemptyv;
 &laemptyv;	 &ohbar;	 &omid;	 &opar;	 &operp;	 &olcross;
 &osold;	 &olcir;	 &ofcir;	 &olt;	 &ogt;	 &circscir;
 &cirE;	 &solb;	 &bsolb;	 &boxbox;	 &trisb;	 &triltr;
 &LeftTriangleBar;	 &RightTriangleBar;	 &race;	 &iinfin;	 &infintie;	 &nvinfin;
 &eparsl;	 &smeparsl;	 &eqvparsl;	 &lozf; &blacklozenge;	 &RuleDelayed;	 &dsol;
 &xodot; &bigodot;	 &xoplus; &bigoplus;	 &xotime; &bigotimes;	 &xuplus; &biguplus;	 &xscup; &bigscup;	 &qint; &iiiint;

 &fpaint;	 &circfnint;	 &awint;	 &ppolint;	 &scpolint;	 &npolint;
 &pointint;	 &quatint;	 &intlarhk;	 &pluscir;	 &plusacir;	 &simplus;
 &plusdu;	 &plussim;	 &plustwo;	 &comma;	 &minusdu;	 &loplus;
 &roplus;	 &Cross;	 &timesd;	 &timesbar;	 &smashp;	 &lotimes;
 &rotimes;	 &otimesas;	 &otimes;	 &odiv;	 &triplus;	 &triminus;
 &tritime;	 &iproduct; &intprod;	 &amalg;	 &capdot;	 &ncup;	 &ncap;
 &capand;	 &cupor;	 &cupcap;	 &capcup;	 &cupbrcap;	 &capbrcup;
 &cupcup;	 &capcap;	 &ccups;	 &ccaps;	 &ccupssm;	 &And;
 &or;	 &andand;	 &oror;	 &orslope;	 &andslope;	 &andv;



&orv;



&andd;



&ord;



&wedbar;



&sdote;



&simdot;



&congdodt;



&easter;



&apacir;



&apE;



&eplus;



&pluse;



&Esim;



&Colone;



&Equal;



&eDDot; &ddotseq;



&equivDD;



&ltcir;



&gtcir;



&ltquest;



&gtquest;



&les; &LessSlantEqual;  
&leqslant;



&ges; &GreaterSlantEqual;  
&geqslant;



&lesdot;



&gesdot;



&lesdoto;



&gesdoto;



&lesdotor;



&gesdoto1;



&lap; &lessapprox;



&gap; &gtrapprox;



&lne; &lneq;



&gne; &gneq;



&lnap; &lnapprox;



&gnap; &gnapprox;



&lEg; &lesseqgtr;



&gEl; &gtreqqlless;



&lsime;



&gsime;



&lsimg;



&gsiml;



&lgE;



&glE;



&lesges;



&gesles;



&els; &eqslantless;



&egs; &eqslantgtr;



&elsdot;



&egsdot;



&el;



&eg;

























































&siml;



&simg;



&simlE;

 &imgE;	 &LessLess;	 &GreaterGreater;	 &glj;	 &gla;	 &tcc;
 &gtcc;	 &lescc;	 &gescc;	 &smt;	 &lat;	 &smtE;
 &late;	 &bumpE;	 &pre; &preceq; &PrecedesEqual;	 &sce; &succeq; &SucceedsEqual;	 &prE;	 &sce;
 &prnE; &precneqq;	 &scnE; &sucneqq;	 &prap; &precapprox;	 &scap; &succapprox;	 &prnap; &precnapprox;	 &scnap; &succnapprox;
 &Pr;	 &Sc;	 &subdot;	 &supdot;	 &subplus;	 &supplus;
 &submult;	 &supmult;	 &subedot;	 &supedot;	 &subE; &subseteqq;	 &supE; &supseteqq;
 &subsim;	 &supsim;	 &subnE; &subsetneqq;	 &supnE; &supsetneqq;	 &csb;	 &csup;
 &csube;	 &csupe;	 &subsub;	 &supsub;	 &subsub;	 &supsup;
 &supsub;	 &supsub;	 &forkv;	 &topfork;	 &lcp;	 &Dashv; &DoubleLeftTee;



  
&Vdash1;

  
&Barv;

  
&vBar;

  
&BBarv;

  
&vbar;

  
&Not;

  
&bNot;

  
&rnmid;

  
&cirmid;

  
&midcir;

  
&topcir;

  
&nhpar;

  
&parsim;

  
&parsl;

  
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