

OBS: Alla symboler som visas här måste skrivas i ”math mode”, vilket till exempel kan åstadkommas genom att omgärda dem med dollartecken (\$).

Exempel: Skriv $\alpha \cdot \beta$ för att få $\alpha \cdot \beta$.

Några få av symbolerna på denna och nästa sida kräver att man har `\usepackage{latexsym}` i början av filen

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>	\oplus	<code>\oplus</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>	\sqsupseteq	<code>\sqsupseteq</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>	i	<code>\imath</code>	\diamond	<code>\diamondsuit</code>
\Join	<code>\Join</code>	j	<code>\jmath</code>	\heartsuit	<code>\heartsuit</code>
$($	<code>\smile</code>	l	<code>\ell</code>	\spadesuit	<code>\spadesuit</code>
$)$	<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>	$'$	<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>	\odot	<code>\odot</code>
\leadsto	<code>\leadsto</code>	\forall	<code>\forall</code>	\otimes	<code>\otimes</code>
\uparrow	<code>\uparrow</code>	\exists	<code>\exists</code>	\oplus	<code>\oplus</code>
\downarrow	<code>\downarrow</code>	\neg	<code>\neg</code>	\oplus	<code>\oplus</code>
\Uparrow	<code>\Uparrow</code>	\flat	<code>\flat</code>	\oplus	<code>\oplus</code>
\Downarrow	<code>\Downarrow</code>	\natural	<code>\natural</code>	$\{$	<code>\{</code>
\updownarrow	<code>\updownarrow</code>	\sharp	<code>\sharp</code>	$\}$	<code>\}</code>
\Updownarrow	<code>\Updownarrow</code>	\backslash	<code>\backslash</code>	\lfloor	<code>\lfloor</code>
\nearrow	<code>\nearrow</code>	∂	<code>\partial</code>	\rfloor	<code>\rfloor</code>
\searrow	<code>\searrow</code>	∞	<code>\infty</code>	\lceil	<code>\lceil</code>
\swarrow	<code>\swarrow</code>	\square	<code>\Box</code>	\rceil	<code>\rceil</code>
\nwarrow	<code>\nwarrow</code>	\diamond	<code>\Diamond</code>	\langle	<code>\langle</code>
\aleph	<code>\aleph</code>	\triangle	<code>\triangle</code>	\rangle	<code>\rangle</code>

$$x^2 \neq -1$$

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

$$\pi \in \{\mathbb{R}\} \setminus \{\mathbb{Q}\} \quad \text{Se fotnot}$$

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

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

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

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

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

¹För att få \mathbb{Q} , \mathbb{R} etc. krävs att man har `\usepackage{amssymb}` i början av filen

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

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

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

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

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

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

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

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

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

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

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

```

\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}

```

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

```

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

```

$$\begin{array}{l} 1 = 1 \\ 1+3 = 4 \\ 1+3+5 = 9 \end{array}$$

```

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

```

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

Att definiera egna "macros"

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

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

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

Ett ibland enklare men farligare sätt

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

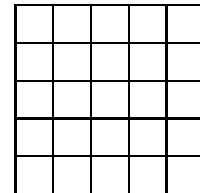
Att använda `\def` är farligt, för att man riskerar att definiera om något som \TeX använder. Inga varningar utfärdas i sådana fall, men det gör det däremot om man försöker definiera om en "macro" med kommandot `\newcommand`.

Att rita är ganska jobbigt i L^AT_EX (men snyggt blir det!). Det blir lättare om man har följande två rader i början av filen:

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

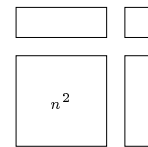
Då kan man tex rita följande på ett enkelt sätt:

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



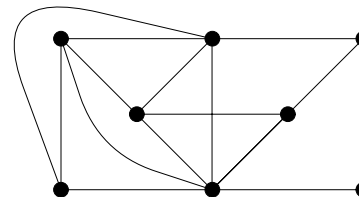
Fler exempel

```
\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}
```



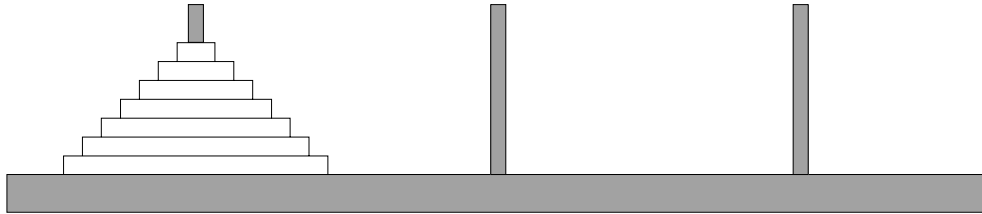
```
\setlength{\unitlength}{10mm}
\newcommand\p{\circle*{0.2}}
\begin{picture}(17,3)
\put(10,0){
\put(0,2){\p} \put(2,2){\p} \put(4,2){\p}
\put(1,1){\p} \put(3,1){\p}
\put(0,0){\p} \put(2,0){\p} \put(4,0){\p}

```



```
\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}
```

Med hjälp av paketen `epic` och `epic` kan man även skugga (det är inte säkert att detta syns på skärmen, utan du får kanske skriva ut sidan). Man kan modifiera `\texture` för att göra skuggan mörkare/ljusare.

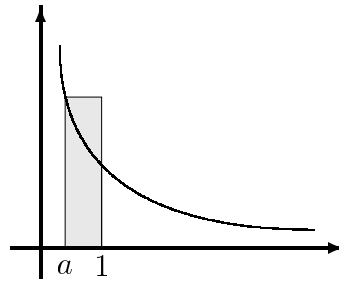
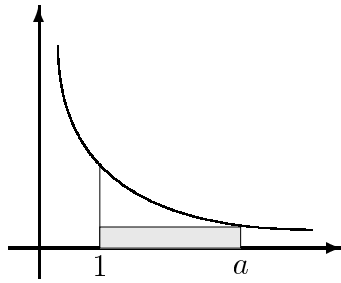


```

\texture{
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
aaaaaaaa 0 0 0 aaaaaaaaa 0 0 0
}

\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)}
%% Nu kommer alla skivorna
\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}

```



```

\texture{
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
a00000a0 0 0 0 a00000a0 0 0 0
}

\setlength{\unitlength}{.8mm}%
\begin{picture}(50,40)
\put(20,0){
\put(100,0){\shade{\path(10,0)(10,25)(4,25)(4,0)(10,0)}}

\multiput(0,0)(100,0){2}{
\thicklines
\put(0,-5){\vector(0,1){45}}
\put(-5,0){\vector(1,0){55}}

\thinlines

\qbezier(3,33.3)(3,3)(45,3)    %%% Detta är kurvan <<<<<<<<<<<<

\path(10,0)(10,13.5)

\put(10,-3){\makebox(0,0){1}}
}
}

\put(20,0){
\put(33.3,-2.7){\makebox(0,-1){$a$}}
\shade{\path(10,0)(10,3.5)(33.3,3.5)(33.3,0)(10,0)}
}

\put(120,0){
\put(4,-2.7){\makebox(0,-1){$a$}}
}
\end{picture}

```


Följande kommandon, som alla måste föregås av `\`, kräver att man har `\usepackage{amssymb}` i början av filen

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

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