

Miscellaneous Mathematical Symbols-A

Range: 27C0–27EF

The Unicode Standard, Version 3.2

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 3.2*.

Characters in this chart that are new for The Unicode Standard, Version 3.2 are shown in conjunction with any existing characters. For ease of reference, the new characters have been highlighted in the chart grid and in the names list.

This file will not be updated with errata, or when additional characters are assigned to the Unicode Standard. See <http://www.unicode.org/charts> for access to a complete list of the latest character charts.

Disclaimer

These charts are provided as the on-line reference to the character contents of the Unicode Standard, Version 3.2 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this excerpt file, please consult the appropriate sections of The Unicode Standard, Version 3.0 (ISBN 0-201-61633-5), as well as Unicode Standard Annexes #28 and #27, the other Unicode Technical Reports and the Unicode Character Database, which are available on-line.

See <http://www.unicode.org/Public/UNIDATA/UnicodeCharacterDatabase.html> and <http://www.unicode.org/unicode/reports>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts. The particular fonts used in these charts were provided to the Unicode Consortium by a number of different font designers, who own the rights to the fonts.

See <http://www.unicode.org/unicode/uni2book/u2fonts.html> for a list.

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





















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The information in this file may be updated from time to time. The Unicode Consortium is not liable for errors or omissions in this excerpt file or the standard itself. Information on characters added to the Unicode Standard since the publication of Version 3.2 as well as on characters currently being considered for addition to the Unicode Standard can be found on the Unicode web site.

See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/unicode/alloc/Pipeline.html>.

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	27C	27D	27E
0		 27D0	 27E0
1		 27D1	 27E1
2		 27D2	 27E2
3		 27D3	 27E3
4		 27D4	 27E4
5		 27D5	 27E5
6		 27D6	 27E6
7		 27D7	 27E7
8		 27D8	 27E8
9		 27D9	 27E9
A		 27DA	 27EA
B		 27DB	 27EB
C		 27DC	
D		 27DD	
E		 27DE	
F		 27DF	

Miscellaneous symbol

27D0 \diamond WHITE DIAMOND WITH CENTRED DOT

Operators

27D1 \wedge AND WITH DOT
 → 2227 \wedge logical and
 → 2A40 \cap intersection with dot

27D2 \cup ELEMENT OF OPENING UPWARDS
 → 2AD9 \cup element of opening downwards

27D3 \lrcorner LOWER RIGHT CORNER WITH DOT
 = pullback
 → 230B \lrcorner right floor

27D4 \ulcorner UPPER LEFT CORNER WITH DOT
 = pushout
 → 2308 \ulcorner left ceiling

Database theory operators

27D5 \bowtie LEFT OUTER JOIN
 27D6 \rightharpoonup RIGHT OUTER JOIN
 27D7 \bowtie FULL OUTER JOIN
 → 2A1D \bowtie join

Tacks and turnstiles

27D8 \perp LARGE UP TACK
 → 22A5 \perp up tack

27D9 \top LARGE DOWN TACK
 → 22A4 \top down tack

27DA \vDash LEFT AND RIGHT DOUBLE TURNSTILE
 → 22A8 \vDash true
 → 2AE4 \vDash vertical bar double left turnstile

27DB \dashv LEFT AND RIGHT TACK
 → 22A2 \dashv right tack

27DC \multimap LEFT MULTIMAP
 → 22B8 \multimap multimap

27DD \dashv LONG RIGHT TACK
 → 22A2 \dashv right tack

27DE \dashv LONG LEFT TACK
 → 22A3 \dashv left tack

27DF \upharpoonright UP TACK WITH CIRCLE ABOVE
 = radial component
 → 2AF1 \downharpoonright down tack with circle below

Modal logic operators

27E0 \lozenge LOZENGE DIVIDED BY HORIZONTAL RULE
 • used as form of possibility in modal logic
 → 25CA \lozenge lozenge

27E1 \diamond WHITE CONCAVE-SIDED DIAMOND
 = never (modal operator)

27E2 \blacklozenge WHITE CONCAVE-SIDED DIAMOND WITH LEFTWARDS TICK
 = was never (modal operator)

27E3 \blacklozenge WHITE CONCAVE-SIDED DIAMOND WITH RIGHTWARDS TICK
 = will never be (modal operator)

27E4 \squareleftarrow WHITE SQUARE WITH LEFTWARDS TICK
 = was always (modal operator)
 → 25A1 \squareleftarrow white square

27E5 \squaresrightarrow WHITE SQUARE WITH RIGHTWARDS TICK
 = will always be (modal operator)

Mathematical brackets

27E6 \lbracket MATHEMATICAL LEFT WHITE SQUARE BRACKET
 → 301A \lbracket left white square bracket

27E7 \rbracket MATHEMATICAL RIGHT WHITE SQUARE BRACKET
 → 301B \rbracket right white square bracket

27E8 \langle MATHEMATICAL LEFT ANGLE BRACKET
 = bra
 = z notation left sequence bracket
 → 2329 \langle left-pointing angle bracket
 → 3008 \langle left angle bracket

27E9 \rangle MATHEMATICAL RIGHT ANGLE BRACKET
 = ket
 = z notation right sequence bracket
 → 232A \rangle right-pointing angle bracket
 → 3009 \rangle right angle bracket

27EA \llcorner MATHEMATICAL LEFT DOUBLE ANGLE BRACKET
 = z notation left chevron bracket
 → 300A \llcorner left double angle bracket

27EB \ggtriple MATHEMATICAL RIGHT DOUBLE ANGLE BRACKET
 = z notation right chevron bracket
 → 300B \ggtriple right double angle bracket