

Miscellaneous Mathematical Symbols-A

Range: 27C0–27EF

This file contains an excerpt from the character code tables and list of character names for the Unicode Standard, last updated for
The Unicode Standard, Version 4.0.

This file may be updated as necessary to reflect errata without notice. For an up-to-date list of errata, see <http://www.unicode.org/errata/>

Disclaimer

These charts are provided as the on-line reference to the character contents of the Unicode Standard, Version 4.0 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 4.0 (ISBN 0-321-18578-1), as well as Unicode Standard Annexes #9, #11, #14, #15, #24 and #29, the other Unicode Technical Reports and the Unicode Character Database, which are available on-line.

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

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

Fonts

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See <http://www.unicode.org/charts/fonts.html> for a list.

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





















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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/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 \sqcup ELEMENT OF OPENING UPWARDS
 → 2AD9 \sqcap element of opening downwards

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

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

Database theory operators

27D5 \bowtie LEFT OUTER JOIN

27D6 \ltimes RIGHT OUTER JOIN

27D7 \Join FULL OUTER JOIN
 → 2A1D \Join join

Tacks and turnstiles

27D8 \Uparrow LARGE UP TACK
 → 22A5 \uparrow up tack

27D9 \Downarrow LARGE DOWN TACK
 → 22A4 \downarrow down tack

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

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

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

27DD \rightharpoonup LONG RIGHT TACK
 → 22A2 \vdash right tack

27DE \leftharpoonup 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 ∇ WHITE CONCAVE-SIDED DIAMOND
 = never (modal operator)

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

27E3 \blacktriangleright 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 \lceil MATHEMATICAL LEFT WHITE SQUARE BRACKET
 = z notation left bag bracket
 → 301A \llbracket left white square bracket

27E7 \rceil MATHEMATICAL RIGHT WHITE SQUARE BRACKET
 = z notation right bag bracket
 → 301B \rrbracket 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 $\langle\!\langle$ MATHEMATICAL LEFT DOUBLE ANGLE BRACKET
 = z notation left chevron bracket
 → 300A $\langle\!\langle$ left double angle bracket

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