

HTML5 - MATHML

http://www.tutorialspoint.com/html5/html5_mathml.htm

Copyright © tutorialspoint.com

The HTML syntax of HTML5 allows for MathML elements to be used inside a document using `$...$` tags.

Most of the web browsers can display MathML tags. If your browser does not support MathML, then I would suggest you to use latest version of Firefox.

MathML Examples

Following is a valid HTML5 document with MathML –

```
<!doctype html>
<html>

  <head>
    <meta charset="UTF-8">
    <title>Pythagorean theorem</title>
  </head>

  <body>

    <math xmlns="http://www.w3.org/1998/Math/MathML">

      <mrow>
        <msup><mi>a</mi><mn>2</mn></msup>
        <mo>+</mo>

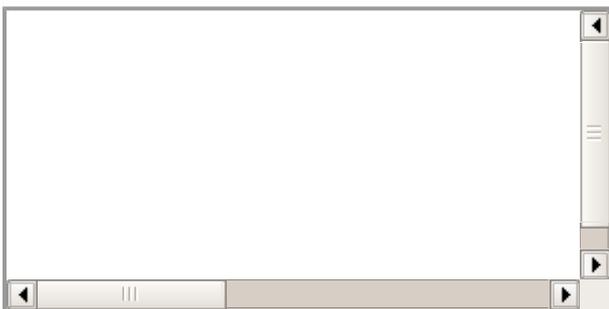
        <msup><mi>b</mi><mn>2</mn></msup>
        <mo>=</mo>

        <msup><mi>c</mi><mn>2</mn></msup>
      </mrow>

    </math>

  </body>
</html>
```

This will produce following result –



Using MathML Characters

Consider, following is the markup which makes use of the characters `⁢` –

```
<!doctype html>
<html>

  <head>
    <meta charset="UTF-8">
    <title>MathML Examples</title>
  </head>
```

```

<body>
  <math xmlns="http://www.w3.org/1998/Math/MathML">
    <mrow>
      <mrow>
        <msup>
          <mi>x</mi>
          <mn>2</mn>
        </msup>
        <mo>+</mo>
        <mrow>
          <mn>4</mn>
          <mo>&InvisibleTimes;</mo>
          <mi>x</mi>
        </mrow>
        <mo>+</mo>
        <mn>4</mn>
      </mrow>
      <mo>=</mo>
      <mn>0</mn>
    </mrow>
  </math>
</body>
</html>

```

This would produce following result. If you are not able to see proper result like $x^2 + 4x + 4 = 0$, then use Firefox 3.5 or higher version.

This will produce following result –



Matrix Presentation Examples

Consider the following example which would be used to represent a simple 2x2 matrix –

```

<!doctype html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>MathML Examples</title>
  </head>
  <body>
    <math xmlns="http://www.w3.org/1998/Math/MathML">
      <mrow>
        <mi>A</mi>
      </mrow>
    </math>
  </body>
</html>

```

```
<mo>=</mo>

<mfenced open="[" close="]">

  <table>
    <mtr>
      <td><mi>x</mi></td>
      <td><mi>y</mi></td>
    </mtr>

    <mtr>
      <td><mi>z</mi></td>
      <td><mi>w</mi></td>
    </mtr>
  </table>

</mfenced>
</mrow>
</math>

</body>
</html>
```

This will produce following result –



This would produce following result. If you are not able to see proper result, then use Fire fox 3.5 or higher version.

$$A = \begin{bmatrix} x & y \\ z & w \end{bmatrix}$$