

LaTeXML: From \TeX to MathML

Deyan Ginev

Jacobs University Bremen, Germany
d.ginev@jacobs-university.de

Session: 19. Information and Communication in Mathematics

The Mathematics Markup Language 3.0 (MathML) is the recommendation of the WWW Consortium for encoding and presenting mathematical objects and formulae on the Web. But MathML is no input format. Typically, the markup language \TeX is commonly used by the mathematical community for typesetting because it's an easy and flexible input format. LaTeXML is a converter which transforms the \TeX input to MathML, not only to Presentation MathML but also to Content MathML. Content MathML allows a semantic processing of information by machines. But \TeX sources contains not enough semantic information for the transformation to Content MathML which leads to ambiguities. Methods and tools were developed for a semantic annotation of MathML encoded mathematical objects and formulae which are created from \TeX code. The talk gives an overview about the features of LaTeXML and its potential for handling mathematical information on the Web.