1056-N5-1271   **Patrick D. F. Ion*** (`ion@ams.org`), Mathematical Reviews, 416 Fourth Street, Ann Arbor, MI 48103. *MathML 3.0.*

The presentation will outline the present state of MathML 3.0, the World Wide Web Consortium's Recommendation for a Mathematical Markup Language. This is not a redesign of the MathML 2 language, but the specification has been rewritten and a number of new features added. Most notable are better markup of elementary mathematics (such as long division, which is an international problem), better handling of bidirectional text, a new clarity over Content Markup, and adjustments to accord with the many new mathematical symbols in Unicode. In addition, the W3C Math Working Group has produced other specs: a MathML for CSS Profile and XML Entity Definitions for Characters.

The MathML 3.0 specification now undergoes a period of gaining experience with implementations before it can become a full W3C Recommendation. Interestingly, the spread of adoption of MathML can be seen in Microsoft Word's taking it on, and in the Windows 7 realization of handwritten math input. Already Maple and Mathematica can save in a MathML form. In addition, such efforts as MathJAX, which solves the problem of rendering of MathML by using JavaScript, are helping MathML. (Received September 21, 2009)