1 Introduction

This package defines commands to access bold math symbols. The basic command is \texttt{\textbackslash bm} which may be used to make the math expression in its argument be typeset using bold fonts.

The syntax of \texttt{\textbackslash bm} is:
\texttt{\textbackslash bm\{\textit{math expression}\}}
So $\alpha \not= \texttt{\textbackslash bm\{\alpha\}}$ produces $\alpha \neq \alpha$.
\texttt{\textbackslash bm} goes to some trouble to preserve the spacing, so that for instance \texttt{\textbackslash bm<} is a bold < but with the correct \texttt{mathrel} spacing that \TeX \ gives to <. The calculations that \TeX \ needs to do for \texttt{\textbackslash bm} can be quite involved and so a definition form is provided.
\texttt{\textbackslash \textbackslash DeclareBoldMathCommand\{(math version)\}{cmd}{(math expression)}}
Defines \texttt{cmd} to be the bold form of the math expression. The \textit{(math version)} defaults to ‘bold’ (i.e., \texttt{\textbackslash boldmath}).

For relatively simple expressions, the resulting definitions are very efficient, for instance after:
\texttt{\textbackslash \textbackslash DeclareBoldMathCommand\{\textit{bold}\}\textbackslash alpha\{\alpha\}}
\texttt{\textbackslash alpha} is a single ‘mathchardef’ token producing a bold alpha, and so is just as fast to execute as \texttt{\textbackslash alpha}.

The above command is mainly intended for use in packages. For occasional use in \LaTeX \ documents, and for compatibility with the plain \TeX \ support for the mathtime fonts, a ‘user-level’ version, \texttt{\textbackslash bmdefine} is provided that is equivalent to:
\texttt{\textbackslash \textbackslash DeclareBoldMathCommand\{bold\}}
If there is a ‘heavy’ math version defined (usually accessed by a user-command \texttt{\textbackslash heavymath}) then a similar command \texttt{\textbackslash hm} is defined which access these ‘ultra bold’ fonts. Currently this is probably only useful with the ‘mathtime plus’ font collection. Definitions of commands that use these fonts may be made by specifying the optional argument ‘heavy’ to \texttt{\textbackslash \textbackslash DeclareBoldMathCommand}. Again an abbreviation,
\texttt{\textbackslash hmdefine}, is provided, equivalent to: \texttt{\textbackslash DeclareBoldMathCommand[heavy]}. The command names (but not the implementation) are taken from Michael Spivak’s macros to support the mathtime fonts for plain \TeX. In those original macros, the syntax for \texttt{\textbackslash bmdefine} was \texttt{\textbackslash bmdefine\textbackslash alpha{\textbackslash bm\alpha}} (with a nested \texttt{\textbackslash bm}). This syntax also works with this package.

\section*{2 Font allocation}

In order to access bold fonts in the simplest and quickest possible manner, the package normally allocates symbol fonts for bold (and possibly heavy) fonts into the ‘normal’ math version. By default it allocates at most four fonts for \texttt{\textbackslash bm} and at most three fonts for \texttt{\textbackslash hm}. This means that if the mathtime plus font set is being used, seven additional symbol fonts will be used, in addition to the basic four that \TeX already declares. The mathtime package also declares an extra symbol font, bringing the total to twelve. The maximum number of symbol and math alphabet fonts that can be used in a math version is sixteen. So the above allocation scheme does not leave room for many extra math symbols (such as the AMS symbols) or math alphabets (such as \texttt{\textbackslash mathit}).

Before loading the \texttt{bm} package you may define \texttt{\textbackslash bmmax} and \texttt{\textbackslash hmax} to be suitable values, for instance you may want to set \texttt{\textbackslash newcommand{\textbackslash hmax}{0}} if you will not be using \texttt{\textbackslash hm} much, but you do have a heavy math version defined.

Even if \texttt{\textbackslash bmmax} is set to zero, \texttt{\textbackslash bm} will still access the correct bold fonts (by accessing the fonts via \texttt{\textbackslash boldmath}) but this method is slower, and does not work with delimiters. Delimiters can only be made bold if the bold font has been allocated.

Conversely if you have a non standard font set that makes available extra math delimiters and accents in bold and medium weights you may want to increase \texttt{\textbackslash bmmax} so that fonts are allocated for your font set.

\section*{3 Features}

In most cases this package should work in a fairly self explanatory way, but there are some things that might not be obvious.

\subsection*{3.1 Interaction with Math Alphabet Commands}

As mentioned above, \texttt{\textbackslash bm} goes to some trouble to try to make a command that is just like its argument, but using a bold font. This does not always produce the effect that you might expect.

\begin{verbatim}
$1 g \textbackslash bm(g)$$
$2 \texttt{\textbackslash mathrm(g} \textbackslash bm\{g\})$$
$3 \{g\} \textbackslash bm\{g\}$$
$4 \texttt{\textbackslash mathrm\{g\} \textbackslash bm\{g\}}$$
$5 \texttt{\textbackslash mathrm(g} \textbackslash bm\{\texttt{\textbackslash mathrm(g)}\}}$
\end{verbatim}

produces the following:

\begin{verbatim}
1gg 2gg 3gg 4gg 5gg
\end{verbatim}
In math mode ‘g’ is effectively a command that produces the letter ‘g’ from the ‘letters’ alphabet, unless a Math Alphabet command is in effect, in which case the ‘g’ comes from the specified alphabet. \textbf{g} makes an equivalent command, but which defaults to a bold letter alphabet. So in the first example \textbf{g} is bold math italic, but in the second example the \textit{\textbf{g}} applies to both \textit{g} and \textbf{g} in the same way, and so they are both roman.

\textbf{g} only inspects the ‘top level’ definition of a command, for more complicated expressions, and anything inside a { } group, \textbf{g} forces bold fonts by essentially the same (slow) technique used by the AMS \texttt{boldsymbol} command (but \textbf{g} still takes more care of the spacing). So the third example produces identical output to the first (but \TeX takes more time producing it).

In the fourth example the \texttt{\textbf{g}} is essentially equivalent to \texttt{\textbf{g}}. Currently math alphabet settings are not passed down to ‘nested’ math lists, and so in this example, the \texttt{\textbf{g}} has no effect, and a bold math italic \textit{g} is obtained.

Similarly the last example is equivalent to \texttt{\textbf{g}} and so in this case, one obtains a bold roman \textit{g}.

### 3.2 Delimiters

\TeX can treat character tokens in two\footnote{Well more than two really.} ways. If there is a preceding \texttt{\left} or \texttt{\right} it can treat them as a delimiter, otherwise it can treat them as a standard character. For example \texttt{\left<\right>} produces ⟨⟩, which is totally different from <>, which produces <>.

\TeX can only do this for character tokens. Commands such as \texttt{\langle} do not act in this way. This means that \textbf{g} has to decide whether to treat a character as a delimiter or not. The rule it uses is, it makes a delimiter command for a character if the previous token in the argument was \texttt{\left} or \texttt{\right}. So \texttt{\left<\right>} does not work, but \texttt{\left\textbf{<}\right>} does.

### 3.3 Command Arguments

Normally if a command takes arguments the full command, including any arguments, should be included in \textbf{g}.

So \textbf{g}{\texttt{\overbrace{abc}}} (producing z|{abc}) not \textbf{g}{\texttt{\overbrace{abc}}}. If you do not include all the arguments you will typically get the error message:

**Runaway argument?**

! Forbidden control sequence found while scanning use of ...

However commands defined in terms of the \TeX accent and radical primitives may be used without their arguments. So \textbf{g}{\texttt{\hat{a}}} produces ̂, a bold accent over a non-bold a (compare ̂) whereas \textbf{g}{\texttt{\hat{a}}} makes both the a and the accent bold, ̂. Similarly, although the \LaTeX command \texttt{\sqrt} must be used with its arguments, \textbf{g}{\texttt{\sqrt{abc}}} may be used as in \textbf{g}{\texttt{\sqrt{abc}}} to produce √abc rather than √abc or √abc.

If you really need to make a command with arguments use bold fonts without making all of the arguments bold, you can explicitly reset the math version in the argument, eg:

\texttt{\sqrt{xyz}} \textbf{g}{\texttt{\sqrt{xyz}}} \textbf{g}{\texttt{\sqrt{\texttt{\unboldmath{xyz}}}}}

\[ \sqrt{xyz} \quad \sqrt{xyz} \quad \sqrt{xyz} \]
3.4 Bold fonts

This package interrogates the font allocations of the bold and heavy math versions, to determine which bold fonts are available. This means that it is best to load the package after any packages that define new symbol fonts, or (like the mathtime package) completely change the symbol font allocations.

If no bold font appears to be available for a particular symbol, \texttt{\bm} will use ‘poor man’s bold’ that is, overprinting the same character in slightly offset positions to give an appearance of boldness.

In the standard Computer Modern font set, there is no bold ‘large symbols’ font. In the ‘mathptm’ and (standard) mathtime font sets there are no bold math fonts. In the ‘mathtime plus’ font set there are suitable fonts for bold and heavy math setting, and so \texttt{\bm} and \texttt{\hm} work well. Similarly in the basic Lucida New Math font set there are no bold math fonts, so \texttt{\bm} will use ‘poor man’s bold. However if the Lucida Expert set is used, Then \texttt{\bm} will detect, and use the bold math fonts that are available.

As discussed above, one may set \texttt{\bmmx} higher or lower than its default value of four to control the font allocation system. Finer control may be gained by explicitly declaring bold symbol fonts. Suppose you have a symbol font ‘xyz’ that is available in medium and bold weights, then you would declare this to \texttt{\LaTeX} via:

\begin{verbatim}
\DeclareSymbolFont{extras} {OMS}{xyz}{m}{n}
\SetSymbolFont{extras}{bold}{OMS}{xyz}{bx}{n}
\end{verbatim}

At this point the symbols will be available in the normal math version, and their bold variants in \texttt{\boldmath}. If you also declare:

\begin{verbatim}
\DeclareSymbolFont{boldextras}{OMS}{xyz}{bx}{n}
\end{verbatim}

That is, declare a symbol font whose name is formed by prefixing ‘bold’ (or ‘heavy’) to an existing symbol font, then \texttt{\bm} (or \texttt{\hm}) will use this font directly, rather then accessing the ‘extras’ symbol font via \texttt{\boldmath}.

3.5 Strange failures

In order to get the correct spacing, \texttt{\bm} has to ‘investigate’ the definition of the commands in its argument. It is possible that some strange constructions could ‘confuse’ this investigation. If this happens then \texttt{\LaTeX} will almost certainly stop with a strange error. This should not happen with any of the math symbols defined in the base \texttt{\LaTeX} or AMS distributions, or any commands defined in terms of those symbols using normal \texttt{\LaTeX} math constructs. However if some command does fail to work inside \texttt{\bm} you should always be able to surround it with an extra set of \texttt{\{} \texttt{\}} rather than \texttt{\bm{\{}\cmd\}}. \texttt{\bm} will then not attempt to set the correct spacing, so you may need to set it explicitly, for instance, for a relation, \texttt{\bm{\mathrel{\cmd}}}.

3.6 AMS package amsbsy

The \texttt{\bm} command shares some functionality with the \texttt{\boldsymbol} command from the AMS \texttt{\LaTeX} collection. To aid in moving documents between these two packages, this package defines \texttt{\boldsymbol} and \texttt{\heavysymbol} as alternative names for \texttt{\bm} and \texttt{\hm}.
4 Package Options

4.1 Logging level

As described above, the \texttt{bm} package has to interrogate the font setup to try to find matching bold fonts for each font used in the normal math version. This can fail in various ways as there may be no bold font or a bold font may be found but no room is available to allocate it. The options \texttt{warn}, \texttt{info} and \texttt{silent} control whether messages that \texttt{bm} produces are sent to the terminal, or just to the log file (the default) or suppressed.

4.2 Poor Man's Bold

As discussed above, by default, if no real bold font is available, \texttt{bm} will use “poor man’s bold”. That is, over-printing the character with slight offsets. Since version 1.2e, the package now warns if a font is set up to use this over-printing and the package option \texttt{nopbm} is available which prevents its use in which case \texttt{\bm} will use the non-bold for characters from the affected font.

5 Implementation

Options to use or not use poor mans bold (over-printing) and level of warning messages.

\begin{verbatim}
\ DeclareOption{nopmb}{\let\bm@pmb@\@firstofone}
\ DeclareOption{warn}{\def\bm@info{\PackageWarningNoLine{bm}}}
\ DeclareOption{info}{\def\bm@info#1{\PackageInfo{bm}{#1\@gobble}}}
\ DeclareOption{silent}{\let\bm@info\@gobble}
\end{verbatim}

\texttt{\ExecuteOptions{info}}
\texttt{\ProcessOptions}\relax
\begin{verbatim}
\end{verbatim}

The commands \texttt{\bm} and \texttt{\hm} work by defining a number of additional symbol fonts corresponding to the standard ones ‘operators’, ‘letters’, ‘symbols’, and ‘largesymbols’. The names for these symbols fonts are produced by prefixing the usual name with ‘bold’ or ‘heavy’.

For maximum flexibility we get the font definitions by looking in the corresponding math versions, i.e., into \texttt{\mv@bold} and if defined into \texttt{\mv@heavy}.

\begin{verbatim}
\bm@table
\bm@boldtable
\bm@heavytable
\end{verbatim}

The table, \texttt{\bm@table}, (which is locally \texttt{\let} to either the bold or heavy version) defines, for each \texttt{math group} ((\texttt{fam}), the ‘offset’ to the bold version of the specified symbol font. If there is no bold symbol font defined, the offset will be set to zero if there is a bold font assigned to this slot in the bold math version, or \texttt{-1} if the font in the bold math version is the same as the one in the normal math version. In this case a ‘poor man’s bold’ system of overprinting is used to achieve boldness where this is possible.

The settings are made at the time this package is read, and so it is best to load this package late, after any font loading packages have been loaded. Symbol fonts loaded after this package will get the offset of zero, so they will still be made bold by \texttt{\bm} as long as an appropriate font is declared for the bold math version.
\texttt{\textbackslash bm@boldtable} and \texttt{\textbackslash bm@heavytable} are set up using very similar code, which is temporarily defined to \texttt{\textbackslash bm}, to save wasting a cnsame. Similarly \texttt{\textbackslash bm@pmb}... (which will be defined later) are used as scratch macros. (This cnsame saving no longer used, setup command is \texttt{\textbackslash bm@setup} not \texttt{\textbackslash bm}).

The general plan. Run through the fonts allocated to the normal math version. Ignore \texttt{\langle math alphabet \rangle} allocations\(^2\) but for each math symbol font, look in the math version specified by \texttt{#1} (bold or heavy). If the font there is different, then allocate a new symbol font in the normal math version to access that bold font and place the numerical difference between the allocations of the bold and normal font into the table being built (\texttt{\textbackslash bm@boldtable}, if \texttt{#1} is bold). If the symbol allocation is already greater than \texttt{\textbackslash bmmax} do not allocate a new symbol font, but rather set the offset in the table to zero. \texttt{\textbackslash bm} will detect this, and use \texttt{\textbackslash boldmath} on its argument in this case, so the bold font will be accessed but more slowly than using a direct access to a bold font allocated into the normal math version. If the font allocated in the bold math version is the same as the font in the normal math version, set the offset to \texttt{-1}, which is a flag value that causes \texttt{\textbackslash bm} to use ‘poor man’s bold’ overprinting three copies of the symbol, offset slightly to give an appearance of boldness.

Fonts containing delimiters and math accents \textit{must} be allocated into the normal math version if they are to be used with \texttt{\textbackslash bm}. (In these cases \texttt{\textbackslash bm} will produce the normal weight symbol, rather than using \texttt{\textbackslash boldmath} or poor man’s bold.)

\begin{verbatim}
\def\bm@setup#1#2{\
  This code can not work inside a group, as that would affect any symbol font allocations, so instead use some scratch macros to save and restore the definitions of commands we need to change locally.\
  \let\bm@install@mathalphabet\install@mathalphabet\
  \let\bm@getanddefine@fonts\getanddefine@fonts\
  \let\bm@or\or\
  \edef\bm@general{\f@encoding/\f@family/\f@series/\f@shape/\f@size}#2\
  #2 specifies the maximum number of fonts to allocate (either \texttt{\textbackslash bmmax} or \texttt{\textbackslash hmmax}). First check against \texttt{\count18} that there are that many slots left, and if not reduce accordingly. Put the resulting value in \texttt{\@tempcnta}.\
  \@tempcnta#2\
  \count0-\count18\
  \advance\count0-\@tempcnta\
  \advance\count015\relax\
  \ifnum\count0<\z@\
  \advance\@tempcnta\count0\
  \fi\
  Make \texttt{\or} non-expandable, so we can build an \texttt{\ifcase} bit-by-bit in a sequence of \texttt{\edefs}.\
  \let\or\relax\
  Initialise the table (to \texttt{\textbackslash gobble} to remove the first \texttt{\or}).\
  \expandafter\let\csname bm@#1table\endcsname\@gobble\
  \texttt{\textbackslash def\textbackslash bm@define#1\%}\
  \texttt{\textbackslash expandafter\textbackslash def\textbackslash cnsame bm@#1table\endcnsame\textbackslash gobble}\
  Helper macro that adds the next entry to the table being built.\
  \def\bm@define##1{\
    \expandafter\xdef\csname bm@#1table\endcsname{\
      \@gobble}\
  "For now?\
}
\end{verbatim}
Each symbol font is recorded in the math version list by a sequence such as:
\getanddefine@fonts \symsymbols \OMS/cmsy/m/n
Where the first argument is a chardef token carrying the number allocated (to
symbols, in this example), and the second argument is a csname whose name
denotes the font used. So locally redefine \getanddefine@fonts to compare #2
with the name in the appropriate slot in the bold math version.
\def\getanddefine@fonts##1##2{%
  \def\@tempa{##2}%
  \def\@tempb####1##1####2####3\@nil{\def\@tempb{####2}}%
  \expandafter\expandafter\expandafter
  \@tempb\csname mv@#1\endcsname\@nil

Now \@tempa and \@tempb contain the names of the fonts allocated to this
slot in the two math versions.
\ifx\@tempa\@tempb%
  If they are the same, set this offset to \texttt{-1}, as a flag to use poor man’s bold.
  \bm@define\m@ne
  \bm@info{No \texttt{#1} for \string##2%}
  \ifx\bm@pmb@\@firstofone\else, using \string\pmb\fi%
\else
  Else make a new name by adjoining \texttt{#1} to the name of the symbol font eg,
\symboldsymbols to match \symsymbols. If that font has already been allo-
cated, or if \@tempcnta is positive so we can allocate a new slot for this font, then
the table will be set with the offset between the two fonts. otherwise set the offset
to zero (so \texttt{\boldmath} will be used to access the font).
  \edef\@tempa{sym#1\expandafter\@gobblefour\string##1}%
  \ifnum\@tempcnta<%
    \expandafter\ifx\csname\@tempa\endcsname\relax\@ne
  \else
    \m@ne
  \fi
  \bm@define\z@
\else
  If the font is not yet allocated, allocate it now, using an internal hack into
\DeclareMathSymbolFont.
However before allocating it look in the bold math version to see if it is the
same, and if so use that. For example with Mathtime the ‘operators’ font in the
‘heavy’ math version is different from that in ‘normal’, but it is the same as the
font in ‘bold’ (Times bold). So rather than allocate \symheavyoperators just set
it equal to \symboldoperators.
  \expandafter\ifx\csname\@tempa\endcsname\relax
    \begingroup
    \escapechar\m@ne
    \edef\@tempb{\endgroup\noexpand\split@name}
    \@tempb/\@nil
  \else
    \begingroup
      \edef\@tempb{\endgroup\noexpand\split@name}
      \expandafter\expandafter\expandafter
      \@tempb\csname mv@#1\endcsname\@nil
  \fi

\expandafter\ifx\csname symbold\endcsname\relax

If no font has been allocated for \texttt{bm} yet, then allocate it now.
\expandafter\new@mathgroup\csname\@tempa\endcsname
\expandafter\new@symbolfont\csname\@tempa\endcsname
\f@encoding\f@family\f@series\f@shape

Reduce by one the number of fonts we can still allocate.
\advance\@tempcnta\m@ne
\else

Else do a similar look into the bold mathgroup. Use \texttt{bm@expand} as a scratch macro to save on string space.
\def\bm@expand####1##1####2####3\@nil{
\def\bm@expand{####2}}\
\expandafter\expandafter\expandafter
\bm@expand\csname mv@bold\endcsname\@nil
\ifx\bm@expand\@tempb
If the font just found (in heavy) is the same as the font in bold use the slot (in normal) previously allocated for the bold font. (That clear?)
\expandafter\let\csname\@tempa\expandafter\endcsname\csname symbold\expandafter\@gobblefour\string##1\endcsname
\else
\expandafter\new@mathgroup\csname\@tempa\endcsname
\expandafter\new@symbolfont\csname\@tempa\endcsname
\f@encoding\f@family\f@series\f@shape
\advance\@tempcnta\m@ne
\fi
\fi
\else

If the font has been allocated already, use the existing allocation.
\bm@info
\lbrace Symbol font \@tempa\space already defined.\MessageBreak Not overwriting it\rbrace
\fi

Whether the font has just been allocated, or whether it was previously allocated, compute the offset and add it to the table.
\count@\csname\@tempa\endcsname
\advance\count@\m@ne
\bm@define{\the\count@}\relax
\fi

The math version list also contains information about math alphabet commands, but we want to ignore those here, so …
\let\install@mathalphabet\gobbletwo
Having set up the local definitions, execute the list for the normal math version.

So now the offsets are all entered into the table, separated by \texttt{or}. Finish off the definition by making this an \texttt{ifcase}. Add a default value of zero, so that any symbol fonts declared later will also work, as long as a bold version is assigned to the bold math version.

Put things back as they were.

To save declaring too many symbol fonts, do not auto-declare any more than \texttt{boldmax} bold symbol fonts into the normal math version. Any bold fonts not so allocated will be accessed via \texttt{boldmath} which is slower and doesn't work for delimiters and accents. It may be set in the preamble with \texttt{newcommand} but use \texttt{chardef} here for a slight efficiency gain.

If this is set to a higher value before this package is loaded, keep that value.

If there is no bold math version, it is very easy to set up the table, no need to use all the tricky code above. Also, at the end of the package redefine the internal macro that \texttt{bm} uses to call \texttt{boldmath}, to use poor man's bold instead.

Otherwise use the definition of \texttt{bm} above to set up \texttt{bm@boldtable} by comparing the fonts available in the normal and bold math versions.

As the bold font has been defined as a symbol font, make \texttt{mathbf} access that rather than have it allocate a new math group for the same font. (Just in case there were no free slots wrap this in an extra test.)
Same for heavy (but default to three this time (enough for mathtime plus, as no heavy operators font).

\ifx\hmmax@undefined
\chardef\hmmax=3
\fi

Similarly if there is a heavy math version, set up \texttt{\bm@heavytable}. (If there is no heavy math version, do nothing here, as \texttt{\hm} will be set to \texttt{\bm} later, once that is defined.)

\ifx\mv@heavy@undefined
\else
\bm@setup{heavy}\hmmax
\fi

\bm@general \texttt{\bm} is pretty much \texttt{\bmdefine}\texttt{\bm@command} followed by executing \texttt{\bm@command}. It would in principle be possible to execute the emboldened tokens directly, rather than building up a macro first, but (as I learned the hard way) it’s difficult to do this in the midst of all these nested \texttt{\if} constructs. First extract the central bit of code for \texttt{\hm} \texttt{\bm} \texttt{\bmdefine} and \texttt{\bmdefine}. Note that in the case of the inline versions they take an argument and brace it, rather than relying on \texttt{\bm@general} to pick up the argument. This makes the code robust with respect to premature expansion.

\begin{group}
\catcode\'\active
\catcode\_\active
\@firstofone{\endgroup
\def\bm@general#1#2#3#4#5{\%
\begingroup
First locally disable \texttt{\bm} and \texttt{\hm}, as they would mess things up terribly, and the original Spivak versions used the syntax \texttt{\bmdefine}\texttt{\bm@command} followed by executing \texttt{\bm@command}.

\let\bm\@firstofone
\let\hm\@firstofone
Now initialise the commands used to save the tokens constructed.

\global\let\bm@command\@empty
\let\@let@token\@empty
As we want to expand the macros to look at their definition turn off protection. Otherwise the \texttt{\protect} will be carried over and apply to the wrong token, eg \texttt{\}. Set up either bold or heavy

\def\bm@mathchoice{\bm@mathchoice}\%
\def\bm@group{\bm@group}\%
\let\bm@table\%
Make sure \texttt{\left} and \texttt{\right} are really non expandable, and not \texttt{\if} equal to anything else.

\let\left\holdinginserts
These three save on the number of \texttt{\if} tests below.

\let\right\left
\let\mskip\mkern
\let\hskip\kern

Definition of ‘locally modified so as not to use \futurelet in the look ahead, but to make the \prime available at the top level to be made bold, or heavy or whatever. ‘ is locally active for this definition.

\let\bm@prime\copy
\let\_\relax
\def'\{\bm@prime\prime\relax\%

For optional argument commands. This expandable version of \@ifnextchar is not 100% safe, but works for \sqrt unless you put something really strange in the arguments.

\def\@ifnextchar##1##2##3##4{\if##1##4\expandafter\@firstoftwo\else\expandafter\@secondoftwo\fi{##2##4}{##3{##4}}}%
\let\kernel@ifnextchar\@ifnextchar

For Vladimir Volovich...

\def\GenericWarning##1##2{\unvcopy{\GenericWarning{##1}{##2}}}%
\def\GenericError##1##2##3##4{\unvcopy{\GenericError{##1}{##2}{##3}{##4}}}%

For AMS definitions.

\let\DN@\copy
\let\FN@\copy
\let\next@\copy
\global\let\bm@first\@empty

For AMS version of \sqrt: don’t expand just wrap in brace group so that it can be made bold in a safe but slow way. Do the same for internal accent command Code for AMS accent allows bm to be used (just) with accent but stops the nested accents stacking correctly, this can be corrected by using an extra brace group as usual. \bm{{\hat{\hat{F}}}}%\ifx\uproot@undefined\else
\def\root##1\of##2{{\root##1\of{##2}}}%
\fi
\def\mathaccentV##1{\mathaccent"\accentclass@}%

For breqn definitions.

\let\@ifnext\@ifnextchar
\let\measure@\hs@\copy
\let\rel@break\copy
\let\bin@break\copy
\let\after@open\copy
\let\after@close\copy

Make sure things like \pounds take the ‘math branch’ even in \bmdefine (which is not executed in math mode).

\let\ifmmode\iftrue

We have to ensure that the math alphabets have definitions that correspond the “bold” math version we are going to switch to. As these definitions are globally assigned when a math version is changed it is likely that right now we have
those of the normal math version active. Argument #3 holds either \mv@bold
or \mv@heavy and we execute that after redefining \install@mathalphabet
and \getanddefine@fonts suitably. The definitions are reverted back to their original
the moment the scanning is done

\let\install@mathalphabet\def
\let\getanddefine@fonts\@gobbletwo

#3%

The last redefinition just makes \mathit type commands re-insert themselves
(more or less) as if they are allowed to expand they die horribly if the expansions
are put into \mathchoice and so executed more than once.

\def\select@group##1##2##3##4{{%
  \protect##1{##4}}}
\def\use@mathgroup##1##2##3{{%
  \protect\use@mathgroup##1{##2}{##3}}}%

So now start looking at the argument.

\bm@expand#5\bm@end
\endgroup

Finally outside the group either execute \bm@command (for \bm) or save its
definition (for \bmdefine).

#4}

End of the \@firstofone above, and the scope of the active ‘.’.

}\bm

Set up the bold (rather than heavy) version, and run \bm@command right at the end,
to execute the emboldened argument. The argument is grabbed by the top
level function, and explicitly braced, so that \bm works even if the braces are
omitted round its argument in a ‘moving argument’.

\DeclareRobustCommand\bm{%
  \bm@general\boldmath\bm@boldtable\mv@bold\bm@command}

\protected@edef\bm#1{\bm{#1}}

\DeclareBoldMathCommand
\bm@declare
\DeclareBoldMathCommand\bm@declare

\bmdefine \bmdefine Shorthand for \DeclareBoldMathCommand[bold].
\bm is empty within the definition, so that either
\bmdefine\balpha{\bm\alpha} or \bmdefine\balpha{\alpha}
may be used. (The former just for compatibility with the original version for plain
\TeX).

\def\bmdefine{\DeclareBoldMathCommand[bold]}
\[hm\] Same again for \[hm\].
\[hmdefine\] If there is no heavy math version defined, let \[hm\] be defined as \[bm\]. Currently there is no warning given, perhaps there should be, or even an error?
\[let\] \[hm\] \[bm\]
\[let\] \[heavymath\] \[boldmath\]
\[let\] \[bm@heavystyle\] \[bm@boldstyle\]
\[else\]
Otherwise define \[hm\] and \[hmdefine\] in direct analogy with the above.
\[DeclareRobustCommand\] \[hm\] \%
\[bm@general\] \[heavymath\] \[bm@heavystyle\] \[mv@heavy\] \[bm@command\]
\[protected@edef\] \[hm\] \[\{\{\{\#1\}\}\}\]
\[def\] \[hmdefine\] \[\{\{\{\{\{\{\DeclareBoldMathCommand[heavy]\}\}\}\}\}\]\]
\[fi\]
\[bm@end\] Normally speaking \[outer\] declarations should be avoided at all costs. (\[L\]\[T\]\[E\]X redefines all of plain \[T\]\[E\]X’s allocation macros to be non-\[outer\].) However this is one place where it seems like a good idea. If a command taking an argument is put in \[bm\] without its argument, then the \[@@end\] terminating token would be taken as the argument, and so the rest of the paragraph would be gobbled up and the \[L\]\[T\]\[E\]X would die horribly. So make the internal terminating token \[outer\]. (The actual test for termination is made against \[@@end\] not \[bm@end\] as this macro will be expanded by the look-ahead system.)
\[outer\] \[\def\] \[bm@end\] \[\{\{\{\{\{\{\}\}\}\}\}\]
\[bm@expand\] \[afterassignment\] trick to fully expand the following tokens until the first non-expandable token is revealed. This may discard a space token (which is what \[T\]\[E\]X is looking for) but that doesn’t matter in math mode. The expansion lookahead is done twice in case any stray space tokens have crept in.\(^3\)
\[def\] \[bm@expand\] \[\{\{\{\{\{\{\afterassignment\}\}\}\}\}\]\[count0\] \[\{\{\{\{\{\{\a\}\}\}\}\}\]\[count0\] \[\{\{\{\{\{\{\a\}\}\}\}\}\]\[count0\]
\[bm@test\] Normally we will grab the non-expandable token as a macro argument but better check it is not \{ first. Save the previous token so we can check later if it was \[left\], in which case use the decode rather than the mathcode if the current token is a character.
\[def\] \[bm@test\] \%
\[let\] \[bm@previous\] \[\get@token\]
\[futurelet\] \[\let@token\] \[\bm@test\]
\[bm@test\] If looking at a single token, switch to \[bm@test\] \[token\], else if looking at a \{ \} group, grab the whole group with \[bm\] \[group\]. A \[bgroup\] token will take the wrong branch here (currently not trapped).
\[def\] \[bm@test\] \%
\[if\] \[\let\] \[\get@token\] \[bg]\[group\]}
\(^3\)The need for this was noticed while testing \[sqrt\]. The definition of \[root\] inherited from plain \[T\]\[E\]X has an anomalous space token, that is normally harmless (just wastes memory), but which killed earlier versions of this package.
If faced with a group, If we are in math mode, stick it in a \textbf{\textit{boldsymbol}} like construct and then recurse on \textbf{\textit{bm@expand}}. Otherwise just use \textbf{\textit{bfseries\boldmath}}. The actual test is deferred till ‘run time’. Here and elsewhere could deal with the inner list with an inner call to \textbf{\textit{bm}}, but that doesn’t seem to gain very much, and complicates the code quite a bit.

\textbf{\textit{#1}} is either \textbf{\textit{boldmath}} or \textbf{\textit{heavymath}}. Need to add an extra set of explicit braces around \textbf{\textit{#2}} as otherwise the math style commands applied in \textbf{\textit{mathchoice}} might only apply to the first half of an \textit{over} construction.

\textbf{\textit{\#1\#2}} is either \textbf{\textit{boldmath}} or \textbf{\textit{heavymath}}.

If not facing a \textbf{\textit{\{}}} group then test to see what we have. Basic idea: Trap \textbf{\textit{mathchardef}} tokens, character tokens, and calls to \textbf{\textit{mathchar}}, \textbf{\textit{mathaccent}}, etc, and change the math-group (fam) to point at the bold version. Other things just copy straight over to the command being built. (Anything inside a \textbf{\textit{mathop}} or similar will end up being made bold as the \textbf{\textit{mathop}} will be copied over, but its argument will be made bold by the group code above.)

Stop here. Note that it is vital that the terminating token is non-expandable and defined, rather than the usual \textbf{\textit{\LaTeX}} terminators \textbf{\textit{\@nil}} or \textbf{\textit{\@@}}. (Worse still would be a ‘quark’ like docstrip’s \textbf{\textit{\qStop}}.)

\textbf{\textit{\mathcharchoice}} uses macro arguments, so need to make the tail recursion explicit here. All the other cases recurse by way of \textbf{\textit{afterassignment}} which means all the trailing \textbf{\textit{fi}} are eaten while making the assignment.

The main point: Find these expressions, and change the mathgroup.
Need to trap spaces otherwise digits will get turned to bold mathchars.

\else\ifx#1\kern\bs@register#1\skip@\else\ifx#1\penalty\bs@register#1\count@\vcopy is a flag to copy the next group unchanged to the result command.\else\ifx#1\unvcopy\let\bm@next\bm@add\else\ifcat\noexpand#1\relax Other command, look if it’s a mathchardef token (otherwise just add it).\xdef\meaning@{\meaning#1}\expandafter\bm@mchar@test\meaning@"""\@nil#1\Character token. If it is of catcode 11 or 12, get its mathcode. If that is "8000 replace the token by its active version, and then let bm expansion look again at the character. Being really active this time, it will expand away (probably). If the previous token was \left or \right, get the delcode instead of the mathcode.\else\ifcat.a#1.\else#1\fi\count@\mathcode'#1\relax\ifnum\count@=\mathcode'\~'#1\uppercase{\endgroup\def\bm@next{\bm@expand~}}\else\ifx\bm@previous\left\count@\delcode'#1\relax\bm@delimiter\else\Here we need to check for LuaTeX merging mathchar values with Umathchar.\ifnum\count@>8000\Umathcharnumdef@\@tempa\count@\xdef\meaning@{\meaning\@tempa}\expandafter\bm@mchar@test\meaning@"""\@nil\@tempa\else\bm@mathchar\fi\fi\fi\fi\fi\fi\fi\fi\fi\fi\fi\else\And final possibility: a character token of catcode other than 11 or 12.\bm@add{#1}\fi\fi\else\End code for \bmdefine. Define the given command name to the robust form of the accumulated code. If \bm@command is equal to \@gtempa then it is a macro whose expansion is a single call to \mathchar, so that can be optimised with a \mathchardef.
\begin{verbatim}
\def\bm@define#1{\% 
  \begingroup
  \ifx\bm@command\@gtempa
    \def\mathchar{\global\mathchardef#1}\bm@command\% 
  \else
    Rather than simply \texttt{\let#1\bm@command}, make the defined command robust. \texttt{\bm@first} is normally empty, but might be something like \texttt{\DOTSI} which needs to be lifted to the top level, in front of any \texttt{\protect} because of the lookahead mechanism used in the \texttt{amsmath} package.
\toks@\expandafter{\bm@command} \% 
  \xdef#1{\bm@first\noexpand\bm@protect\noexpand#1{\the\toks@}}\% 
  \fi
  \endgroup}

\bm@protect Commands defined by \texttt{\bmdefine} re-insert themselves if protection is enabled.
\def\bm@protect#1{\% 
  \ifx\protect\@typeset@protect \expandafter\@firstofone \% 
  \else \protect#1\expandafter\@gobble \% 
  \fi}

\bm@mchoice \texttt{\boldsymbol}, more or less. \texttt{#1} is either \texttt{\boldmath} or \texttt{\heavymath}.
\def\bm@mchoice#1#2#3#4#5{\% 
  \mathchoice{\hbox{#1$\displaystyle\m@th#2$}}{\hbox{#1$\textstyle\m@th#3$}}{\hbox{#1$\scriptstyle\m@th#4$}}{\hbox{#1$\scriptscriptstyle\m@th#5$}}}

\bm@m@thchoice Action if you find a \texttt{\mathchoice}. Add the bold version to \texttt{\bm@command} then recurse. \texttt{#1} is either \texttt{\boldmath} or \texttt{\heavymath}.
\def\bm@m@thchoice#1#2#3#4#5{\% 
  \bm@add{\bm@mchoice#1{#2}{#3}{#4}{#5}}}

\bm@register Combined code for setting up \texttt{\bm@r@gister} with the correct register type.
\def\bm@register#1#2{\% 
  \def\@tempa{#1\the#2} \% 
  \afterassignment\bm@r@gister\% 
  #2}

\bm@r@gister \texttt{\mkern} itself would transfer to \texttt{\bm@command} without any special test, but any explicit dimension following would be converted to \texttt{\mathchar}. So trap this and grab the muskip as a muskip. This is used in \texttt{\iiint}. \texttt{\penalty} was needed for the AMS version of \texttt{\colon}, and so do most of the others as well.
\def\bm@r@gister{\% 
  \bm@xadd{\@tempa\space}}

\bm@mathchar Change the family (math group) of a mathcode and then use the modified code with \texttt{\mathchar}. If there is no suitable bold font in the current math version, use the original unmodified mathcode, but switch to \texttt{\boldmath} (if there is a bold font there) or use ‘poor man’s bold’. Note that these other possibilities are only
\end{verbatim}
possible here, not for the otherwise similar code for \delimiter or \mathaccent, as those commands must work with fonts from the same math version.

Finally recurse down the list.
\def\bm@mathchar{%}
\@tempcntb\count@
\let\@tempa\bm@group
\bm@changefam will isolate the math group from the mathcode and look up
the offset in the current table.
\bm@changefam()%

If the mathcode has changed, then just add the new \mathchar (saving
\@gtempa allows \bmdefine to optimise this to a mathchardef if it turns out
to be the only symbol in the argument).
\ifnum\count@>\@tempcntb
\ifx\bm@command\@empty
\xdef\@gtempa{\mathchar\the\count@ \space}%
\fi
\bm@xadd{\mathchar\the\count@ \space}%
\else
\bm@changefam{}
\fi
\fi}
\bm@umathchar
Version of \bm@mathchar for \Umathchar, this is easier as no need to take apart
the number, the match class and fam are provided as distinct arguments.
\def\bm@umathchar#1#2#3{%}
\@tempcnta#2\relax
\count@\bm@table
\ifnum\count@=\z@
\bm@group\boldmath{\Umathchar#1 #2 #3}%
\else
\ifnum\count@=\m@ne
\noexpand\@tempe{\mathchar\the\count@ \space}%
\else
\advance\@tempcnta\count@
\fi
\fi
\bm@xadd{\Umathchar#1 \space
\the\@tempcnta \space \space #3 \space}%
\fi}
Add a poor man’s bold construction to the list being built.

\begin{verbatim}
def \bm@pmb#1{%
  \ifx \bm@pmb@@ \@firstofone
    \else
      \def \bm@pmb@#1{%
        \setbox \tw@ \hbox {$\m@th \mkern .4mu$}
        \mathchoice
          \bm@pmb@@ \displaystyle \@empty {#1}%
          \bm@pmb@@ \textstyle \@empty {#1}%
          \bm@pmb@@ \scriptstyle \defaultscriptratio {#1}%
          \bm@pmb@@ \scriptscriptstyle \defaultscriptscriptratio {#1}%
      }
    \fi
  \fi
\end{verbatim}

A \texttt{pmb} variant. (See \TeX{}Book, or AMS amsbsy package). This one takes a bit more care to use smaller offsets in subscripts.

\begin{verbatim}
\ifx \bm@pmb@ \@firstofone \else
  \def \bm@pmb@ #1{%
    \setbox \tw@ \hbox {$\m@th \mkern .4mu$}
    \mathchoice
      \bm@pmb@@ \displaystyle \@empty {#1}%
      \bm@pmb@@ \textstyle \@empty {#1}%
      \bm@pmb@@ \scriptstyle \defaultscriptratio {#1}%
      \bm@pmb@@ \scriptscriptstyle \defaultscriptscriptratio {#1}%
  }
\fi
\end{verbatim}

Helper macro. Box \texttt{#3} and set it three times in the style \texttt{#1}, offset by an amount reduced by the ratio specified in \texttt{#2}.

\begin{verbatim}
def \bm@pmb@@ #1 #2 #3{%
  \setbox \z@ \hbox {$\m@th #1 #3$}
  \dimen@ #2 \wd \tw@
  \rlap {\copy \z@} \kern \dimen@
  \raise 1.5 \dimen@ \rlap {\copy \z@} \kern \dimen@
  \box \z@
}\fi
\end{verbatim}

Convert a numeric math class back to a math class command. \texttt{\mathord} is omitted in class 0 and 7 to save space and so things work out right in constructions such as $x^a$ where $x^{\mathord{a}}$ would not work.

\begin{verbatim}
def \bm@class{%
  \ifcase \count@ \or \mathop \or \mathbin \or \mathrel \or \mathopen \or \mathclose \or \mathpunct \fi}
\end{verbatim}

A version of \texttt{\g@addto@macro} that internally uses a \texttt{\begingroup} rather than a brace group\footnote{This bug is fixed in the \LaTeX{} kernel of 1996/12/01}, to save creating a \texttt{\mathord}. As need to redefine it anyway, save some tokens by making it specific to \texttt{\bm@command}, and to execute \texttt{\bm@expand} to continue the loop.

\begin{verbatim}
def \bm@add#1{%
  \begingroup
    \toks@ \expandafter \{\bm@command#1\}%
  \endgroup
  \xdef \bm@command {\the \toks@}
}\end{verbatim}
An `xdef` version of `bm@add`.

\begin{verbatim}
\def\bm@add#1{% 
  \begingroup 
  \toks0\expandafter{\bm@command}% 
  \xdef\bm@command{\the\toks0#1}% 
  \endgroup 
  \bm@expand}
\end{verbatim}

The next four lines were added a v1.0e. Without them `\bm{\hat{A}}` makes the accent bold using `\bm` but the group `{A}` is made bold via a `\mathchoice` construction as for any other group, as `\bm` does not attempt to parse inside brace groups. While that produces something acceptable for lower case letters, it produces $\mathbf{A}$ which is not too good. The braces may simply be omitted: `\bm{\hat A}` would work, producing $\hat A$, however I did not want to document such a restriction, so now modify bm so that such brace groups are handled gracefully.

It would be possible to locally make mathaccents take an argument during the bm look-ahead, so the brace groups would then vanish during expansion, however I would then need to explicitly skip past (`filler`) and also make sure that the end of parse token was not gobbled in marginal cases like $\bm\hat$.

So instead do the following which gets rid of (`filler`) with a redefinition of `\relax`, and just locally changes `\bm@group` so that instead of doing a `\mathchoice` it simply adds `\bgroup` and `\egroup` around the tokens, and lets bm modify the tokens of the ‘argument’. This means that `\bm{\hat{A}}` now produces

\begin{verbatim}
\def\bm@mathaccent{\bm@changefam{}\bm\hat\bm@changefam{000} }
\end{verbatim}

The inner math list is a single mathchar, and so \TeX will not box it, and the math accent will correctly position, taking into account the skewchar information.

As the normal bm look-ahead is used, it is automatic that the parse will end without trying to go past `\bm@end`.

One disadvantage is that the group will mean that `\bm@previous` will not be correctly updated. However that is only used for delimiter checking, so can not matter here.

\begin{verbatim}
\def\bm@delimiter{\ifnum\count@>\z@ \bm@changefam{} \bm\delimiter \bm@changefam{000} \fi}
\end{verbatim}

Change both families (math groups) of a delcode and then use the modified code with `\delimiter`. Don’t change code `0` as that denotes a null delimiter.

\begin{verbatim}
\def\bm@delimiter{ \ifnum\count@>\z@ \bm@changefam{} \fi}
\end{verbatim}
\texttt{\textbackslash bm@radical} Same for \texttt{\textbackslash radical}.

381 \def\bm@radical{%
382 \bm@changefam{%  
383 \bm@changefam{000}%
384 \bm@xadd{\texttt{\textbackslash radical\textbackslash the\texttt{\textbackslash count0\textbackslash space}}}%}

\texttt{\textbackslash bm@mchar@} Catcode 12 \texttt{\textbackslash mathchar}, for \texttt{\textbackslash ifx} tests.

385 \edef\bm@mchar@{\meaning\mathchar}

\texttt{\textbackslash bm@umchar@} Catcode 12 \texttt{\textbackslash Umathchar}, for \texttt{\textbackslash ifx} tests.

386 \edef\bm@umchar@{\string\U\expandafter\@gobble\meaning\mathchar}

\texttt{\textbackslash bm@mchar@test} Test if the \texttt{\meaning} starts with \texttt{\mathchar}. If it does, grab the value into \texttt{\count0} and call \texttt{\bm@mathchar}, else just copy the command into the accumulated tokens. #1, #2, #3 are all \texttt{\meaning} produced tokens, or ‘dummy tokens’ added at the time this is called. #4 is the original token, in case decide not to use the \texttt{\meaning}.

387 \def\bm@mchar@test#1#2#3#4"#5\@nil#6{%
388 \xdef\meaning@{#1}%
389 \ifx\meaning@\bm@mchar@
390 \count@#2\relax
391 \bm@mathchar
392 \else
393 \fi
394 \meaning@\bm@umchar@
395 \ifx\meaning@\bm@umchar@%
396 \bm@umathchar{"#2}{"#3}{"#4}%
397 \else
398 \fi
399 \meaning@\bm@mchar@
400 \ifx\meaning@\bm@mchar@%
401 \bm@mchar@test"#2"{#3}{#4}
402 \else
403 \fi
404 \fi
405 \fi
406 \fi
407 \fi
408 \fi
409 \fi
410 \fi
411 \fi
412 \fi
413 \fi

\texttt{\textbackslash bm@changefam} Pull out one specified hex digit and passes it to \texttt{\bm@modify} to change. argument is empty normally but 000 to access the second math group in a delimiter code.

404 \def\bm@changefam#1{%
405 \@tempcnta\count@
406 \divide\@tempcnta"1000\#1 %
407 \multiply\@tempcnta"1000\#1 %
408 \advance\@tempcnta\count@
409 \divide\@tempcnta"100\#1 %

410 \@tempcnta\bm@table

Having isolated the required math group (fam), look up the offset in the current table.

If the offset is \texttt{-1}, keep \texttt{\count0} unchanged, but set \texttt{\@tempa} to use poor man’s bold. Otherwise increment \texttt{\count0} to change the math group specified.
\bm\prime Support \'. Earlier versions did not make the prime bold in a\'.
\bm\{a''\} will now produce (with the normal encodings)

\mathchar 30049
\bm\prime \mathchar 1584 \relax
\bm\prime \mathchar 1584 \relax

So \bm\prime does essentially the same as the active definition of \', which is to start a superscript group then keep adding \prime for each \' (or \bm\prime) following. Here modified to grab a \relax delimited argument and use that instead of \prime. \bm\prime is locally \let to \' so the \ifx tests in \pr@m@s don’t need changing.

\def\bm\prime{"\bgroup
\let\bm\prime\%
\def\prim@s\##1\relax{\##1\futurelet\@let@token\pr@m@s}\
\prim@s

\textbf{Finally, to ease conversion of documents between this package and the amsbsy package:}

\let\boldsymbol\bm
\let\heavysymbol\hm

\textbf{//package}