

Technical details on texvc identifier extraction

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1 Introduction

This document describes which mathematical symbols are identified as identifiers. In general every single Latin letter [a-zA-Z] is regarded as identifier. In addition, we accept multi-letter-subscripts that match [0-9a-zA-Z]+, such as a_0 but also ε_{ijk} . Moreover, the Literals described in section 2, and the Identifier variants (section 3) are supported.

2 Literals

The following literals are supported:

- `\aleph` is rendered as \aleph
- `\alpha` is rendered as α
- `\amalg` is rendered as \amalg
- `\backepsilon` is rendered as ϵ
- `\Bbbk` is rendered as \mathbb{k}
- `\beta` is rendered as β
- `\beth` is rendered as \beth
- `\chi` is rendered as χ
- `\complement` is rendered as \complement
- `\daleth` is rendered as \daleth
- `\delta` is rendered as δ
- `\Delta` is rendered as Δ
- `\digamma` is rendered as \digamma
- `\ell` is rendered as ℓ
- `\emptyset` is rendered as \emptyset
- `\epsilon` is rendered as ϵ
- `\eta` is rendered as η
- `\eth` is rendered as \eth

`\Finv` is rendered as \Finv
`\flat` is rendered as \flat
`\Game` is rendered as \mathcal{G}
`\gamma` is rendered as γ
`\Gamma` is rendered as Γ
`\gimel` is rendered as \gimel
`\hslash` is rendered as \hslash
`\Im` is rendered as \Im
`\imath` is rendered as \imath
`\infty` is rendered as ∞
`\intercal` is rendered as \intercal
`\iota` is rendered as ι
`\jmath` is rendered as \jmath
`\kappa` is rendered as κ
`\lambda` is rendered as λ
`\Lambda` is rendered as Λ
`\mho` is rendered as \mho
`\mu` is rendered as μ
`\natural` is rendered as \natural
`\nu` is rendered as ν
`\omega` is rendered as ω
`\Omega` is rendered as Ω
`\P` is rendered as \P
`\phi` is rendered as ϕ
`\Phi` is rendered as Φ
`\pi` is rendered as π
`\Pi` is rendered as Π
`\pitchfork` is rendered as \pitchfork
`\psi` is rendered as ψ
`\Psi` is rendered as Ψ
`\Re` is rendered as \Re
`\rho` is rendered as ρ
`\S` is rendered as \S
`\sigma` is rendered as σ
`\Sigma` is rendered as Σ
`\tau` is rendered as τ
`\theta` is rendered as θ
`\Theta` is rendered as Θ
`\top` is rendered as \top
`\varepsilon` is rendered as ε
`\varkappa` is rendered as \varkappa

`\varnothing` is rendered as \varnothing
`\varphi` is rendered as φ
`\varpi` is rendered as ϖ
`\varrho` is rendered as ϱ
`\varsigma` is rendered as ς
`\vartheta` is rendered as ϑ
`\wp` is rendered as \wp
`\xi` is rendered as ξ
`\Xi` is rendered as Ξ
`\zeta` is rendered as ζ

3 Identifier variants

The following variants are supported¹:

`\acute` applied on x, X is rendered as \acute{x}, \acute{X}
`\bar` applied on x, X is rendered as \bar{x}, \bar{X}
`\bcancel` applied on x, X is rendered as \cancel{x}, \cancel{X}
`\bmod` applied on x, X is rendered as $\bmod x, \bmod X$
`\boldsymbol` applied on x, X is rendered as $\boldsymbol{x}, \boldsymbol{X}$
`\breve` applied on x, X is rendered as \breve{x}, \breve{X}
`\cancel` applied on x, X is rendered as \cancel{x}, \cancel{X}
`\check` applied on x, X is rendered as \check{x}, \check{X}
`\ddot` applied on x, X is rendered as \ddot{x}, \ddot{X}
`\dot` applied on x, X is rendered as \dot{x}, \dot{X}
`\emph` applied on x, X is rendered as x, X
`\grave` applied on x, X is rendered as \grave{x}, \grave{X}
`\hat` applied on x, X is rendered as \hat{x}, \hat{X}
`\mathbb` applied on x, X is rendered as \mathbb{x}, \mathbb{X}
`\mathbf` applied on x, X is rendered as \mathbf{x}, \mathbf{X}
`\mathbin` applied on x, X is rendered as x, X
`\mathcal` applied on x, X is rendered as \mathcal{x}, \mathcal{X}
`\mathclose` applied on x, X is rendered as x, X
`\mathfrak` applied on x, X is rendered as $\mathfrak{x}, \mathfrak{X}$
`\mathit` applied on x, X is rendered as x, X
`\mathop` applied on x, X is rendered as x, X
`\mathopen` applied on x, X is rendered as x, X
`\mathord` applied on x, X is rendered as x, X
`\mathpunct` applied on x, X is rendered as x, X

¹Note that `\mathcal` is not available for lowercase Latin letters.

$\backslash\mathrm{rel}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{rm}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{sf}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{tt}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{operatorname}$ applied on x, X is rendered as x, X
 $\backslash\overleftarrow{}$ applied on x, X is rendered as $\overleftarrow{x}, \overleftarrow{X}$
 $\backslash\overleftrightarrow{}$ applied on x, X is rendered as $\overleftrightarrow{x}, \overleftrightarrow{X}$
 $\backslash\overline{}$ applied on x, X is rendered as $\overline{x}, \overline{X}$
 $\backslash\overrightarrow{}$ applied on x, X is rendered as $\overrightarrow{x}, \overrightarrow{X}$
 $\backslash\mathrm{bf}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{tit}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{trm}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{tsf}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{ttt}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{tilde}$ applied on x, X is rendered as \tilde{x}, \tilde{X}
 $\backslash\mathrm{underline}$ applied on x, X is rendered as $\underline{x}, \underline{X}$
 $\backslash\mathrm{vec}$ applied on x, X is rendered as \vec{x}, \vec{X}
 $\backslash\mathrm{widehat}$ applied on x, X is rendered as \hat{x}, \hat{X}
 $\backslash\mathrm{widetilde}$ applied on x, X is rendered as $\widetilde{x}, \widetilde{X}$
 $\backslash\mathrm{xcancel}$ applied on x, X is rendered as \cancel{x}, \cancel{X}
 $\backslash\mathrm{xleftarrow}$ applied on x, X is rendered as $\xleftarrow{x}, \xleftarrow{X}$
 $\backslash\mathrm{xrightarrow}$ applied on x, X is rendered as $\xrightarrow{x}, \xrightarrow{X}$
 $\backslash\mathrm{Bbb}$ applied on x, X is rendered as \mathbb{x}, \mathbb{X}
 $\backslash\mathrm{bold}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}