## Table Example

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## 1 Introduction

This article on IATEX tables from wikibooks community is the most comprehensive guide we have seen so far on how to construct tables in IATEX. Another good introductory article can be found here. However, they all taught you how to construct tables in IATEX, what they are lacking is how to present nice tables for technical publication and visual presentation. This document shows some overview of that.

We will see some rudimentary table examples in this article. Most of them are taken from this book, some of them are taken from the sources listed above. Feel free to explore them for further reading.

## 2 Simple Tables

Let us start with a simple table example. Table 1 illustrates a basic example of  $\LaTeX$  table.

	PRODUCTION	SEMANTIC RULES
1)	$L \to E \mathbf{n}$	L.val = E.val
2)	$E \to E_1 + T$	$E.val = E_1.val + T.val$
3)	$E \to T$	E.val = T.val
4)	$T \to T_1 * F$	$T.val = T_1.val \times F.val$
5)	$T \to F$	T.val = F.val
6)	$F \to (E)$	F.val = E.val
7)	$F  o \mathbf{digit}$	$F.val = \mathbf{digit}.lexval$

Table 1: Syntax-directed definition of a simple desk calculator

Now let us look at another table example where we have to wrap texts in table cells. LATEX does not do that automatically.

## PRODUCTION SEMANTIC RULES

$$A.s = B.i;$$
  

$$A \rightarrow B$$
  

$$B.i = A.s + 1$$

$\overline{\text{Instructions}} \rightarrow$	FP	INT	L/S	BRANCH
Instruction Count ( $\times 10^6$ )	50	110	80	16
CPI	1	1	4	2

Execution time after improvement	= $=$ $=$ $=$ 128 $(ms)$
Execution time without FP	= $= 231 (ms)$

Control Signal 0		1	
RegDst	Write register address $=$ rt	Write register address $=$ rd	
RegWrite	-	Write register	
AluSrc	c ALU Second Operand = Read data 2 ALU Second Operand = lower 1		
PCSrc	PC=PC+4	PC=branch target	
MemRead -		Read data from memory	
MemWrite -		Write data into memory	
MemtoReg Register Write Data from ALU		Register Write Data from data memory	

Control Signal	0	1	
RegDst	Write register address $=$ rt	Write register address $=$ rd	
RegWrite -		Write register	
AluSrc	ALU Second Operand = Read data 2	ALU Second Operand = lower 16-bit of instruction	
PCSrc	PC=PC+4	PC=branch target	
MemRead	-	Read data from memory	
MemWrite -		Write data into memory	
MemtoReg	Register Write Data from ALU	Register Write Data from data memory	

Operation	ALU Control			
Operation	$S_0$	$S_1$	$S_2$	$S_3$
AND	0	0	0	0
OR	1	0	0	0
ADD	0	1	0	0
SUBTRACT	0	1	1	0
SLT	1	1	1	0

	opcode	function
lw	35	-
sw	43	-
beq	4	-
add	0	32
$\operatorname{sub}$	0	34
AND	0	36
OR	0	37
slt	0	42
j	2	-