



ungrouped table grammar v0

Abstract

This is to define the syntax to control the appearance of table cells and the horizontal lines in the table.

It is a modification of LaTeX syntax for creating tabular data.

Alphabet

same as Python alphabet

Production rules

$S \rightarrow \langle \text{itemOrder} \rangle$

$\langle \text{itemOrder} \rangle \rightarrow \langle \text{cellOrder} \rangle \mid \langle \text{hlineOrder} \rangle$

$\langle \text{hlineOrder} \rangle \rightarrow \langle \text{hlineID} \rangle \text{“<”} \langle \text{seqNumber} \rangle \text{“>”} \langle \text{newline} \rangle$

$\langle \text{cellOrder} \rangle \rightarrow \langle \text{cellID} \rangle \text{“<”} \langle \text{seqNumber} \rangle \text{“>”} \langle \text{newline} \rangle$

$\langle \text{cellID} \rangle \rightarrow \langle \text{arrayID} \rangle \langle \text{indexChain} \rangle$

$\langle \text{indexChain} \rangle \rightarrow \text{“[”} \langle \text{index} \rangle \text{“]”} \lambda \mid \langle \text{indexChain} \rangle$

<hlineID> → <stringIdentifier>

<arrayID> → <stringIdentifier>

<index> → <number> ⁺

<seqNumber> → <number> ⁺

<stringIdentifier> → <char> <stringTail>

<stringTail> → λ | <char> | <number> <stringTail>

<char> → "a" | "b" | ... | "z" | "A" | "B" | ... | "Z" | "_"

<number> → "0" | "1" | ... | "9"

<newline> → "\n"

Sample code snippet

Written using this grammar

```
% create a table in standard latex syntax
% -----no vert bar--tableID (behaves like HTML tag ID)
\begin{tabular} {@{} c @{} } [tableID="mytable"]
    col1 & col2 & col3 \\
    \hline [hlineID="hline1"]
    col1 & col2 & col3 \\
    col1 & col2 & col3 \\
    \hline [hlineID="hline2"]

% this section uses the new grammar
% defining custom order for each cells
mytable[0][1] <1>
mytable[0][0] <2>
hline1 <2>          % hline1 will appear alongside mytable[0][0]
mytable[1][2] <4>
mytable[2][0] <4>
hline2 <5>          % hline2 will appear after mytable[1][2] and mytable[2][0]
```

Problems

Things that next versions should be able to address:

- thing 1
- thing 2

