

# automatically synthesizing objective functions

Subset.sub

Set A

Set B

Set C

Subset B A

Subset C A

Label All Auto

Venn.sty

Shape Set Circle

Display "Subset X Y" Contain[X][Y]

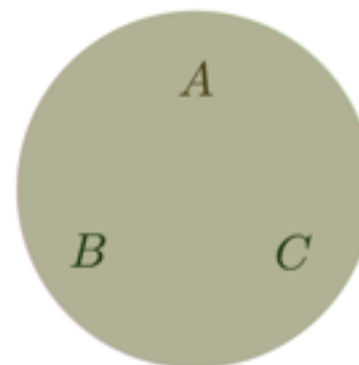
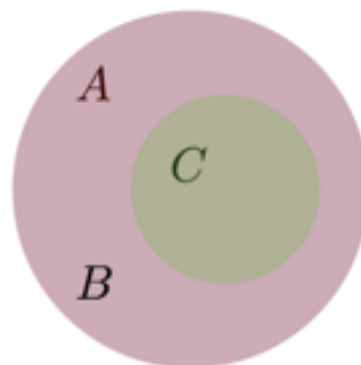
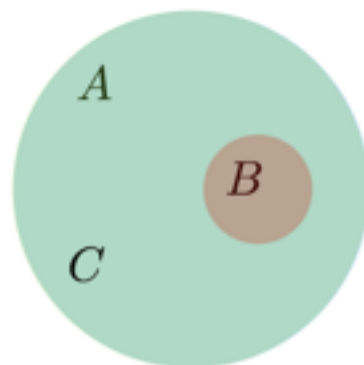
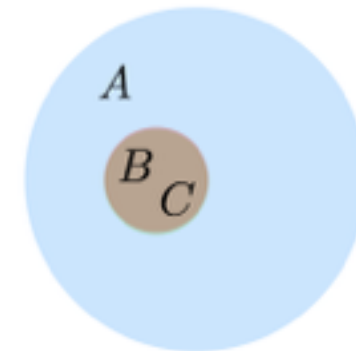
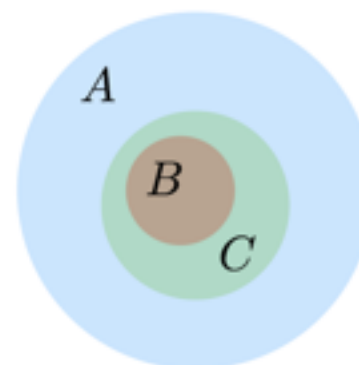
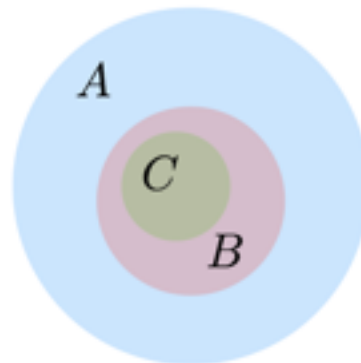
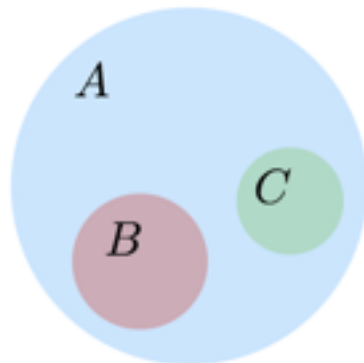
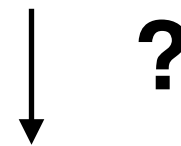
Display "Label X S" Near[X][S]

Tree.sty

Shape Set Point

Display "Subset X Y" Arrow[X][Y]

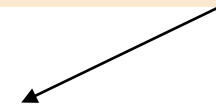
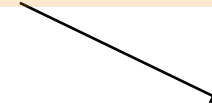
Display "Label X S" At[X][S]



**automatically synthesizing objective functions**

Substance program

Style program



Substance program

Style program

initial state: all objects + labels (with names)

Substance program

Style program

initial state: all objects + labels (with names)

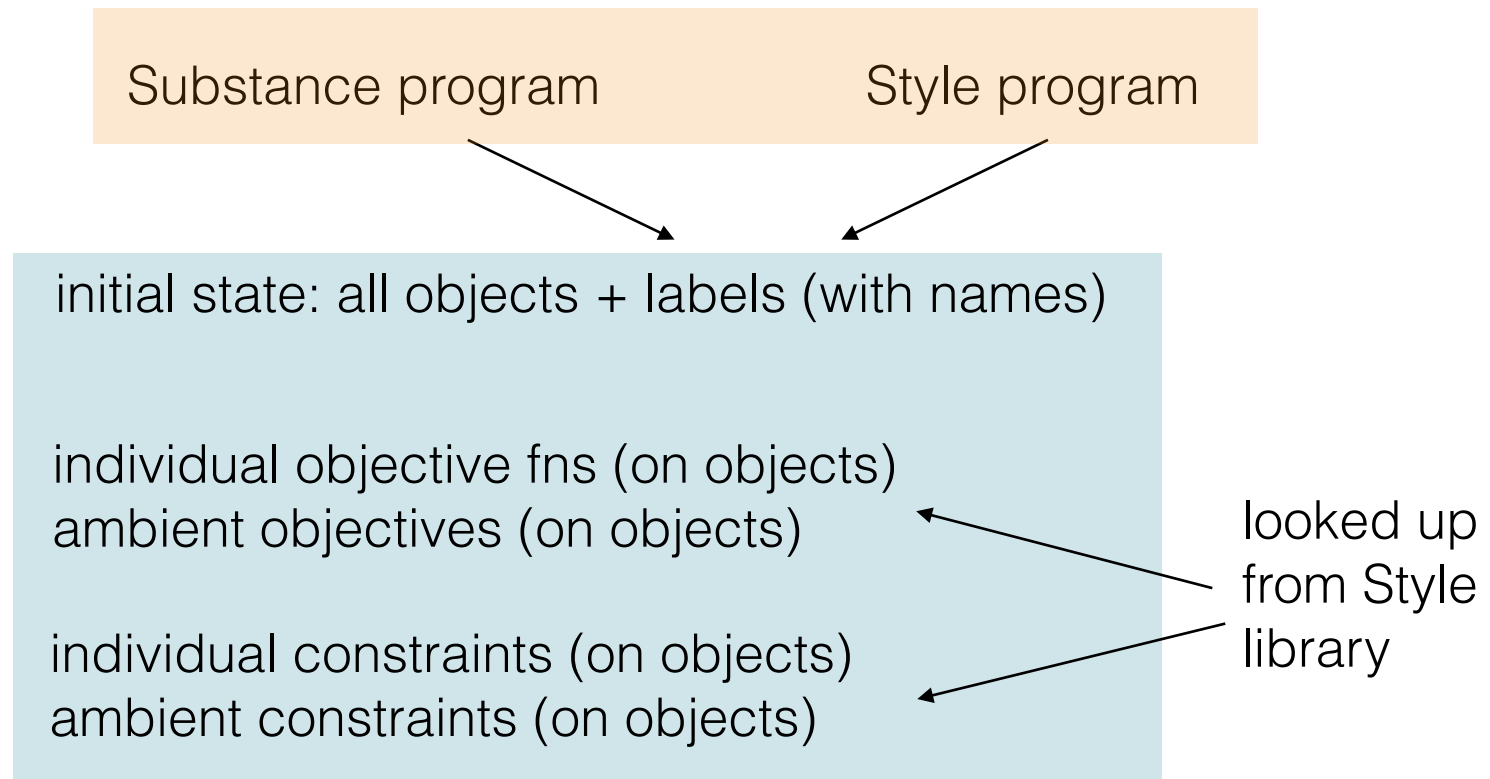
individual objective fns (on objects)

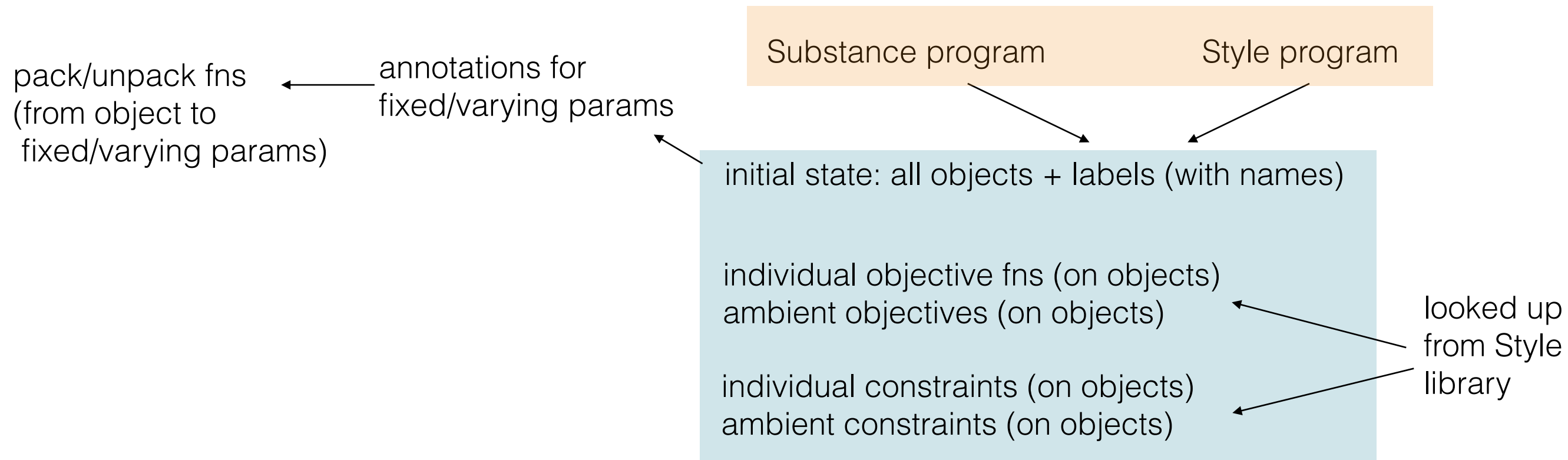
ambient objectives (on objects)

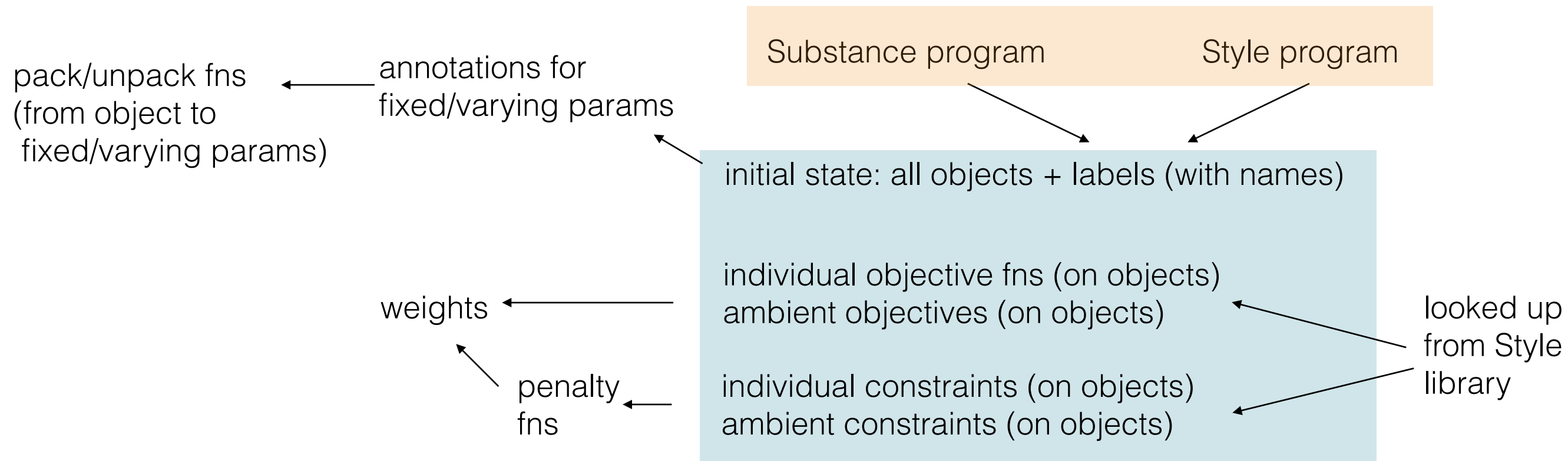
individual constraints (on objects)

ambient constraints (on objects)

looked up  
from Style  
library







Substance program      Style program

initial state: all objects + labels (with names)

individual objective fns (on objects)  
ambient objectives (on objects)

individual constraints (on objects)  
ambient constraints (on objects)

looked up  
from Style  
library

pack/unpack fns  
(from object to  
fixed/varying params)

← annotations for  
fixed/varying params

weighted overall  
objective fn  
on fixed/varying params

← weights ←

← penalty  
fns

partially applied overall objective fn  
on fixed/varying params

Substance program

Style program

pack/unpack fns  
(from object to  
fixed/varying params)

annotations for  
fixed/varying params

initial state: all objects + labels (with names)

individual objective fns (on objects)  
ambient objectives (on objects)

looked up  
from Style  
library

weighted overall  
objective fn  
on fixed/varying params

weights

penalty  
fns

individual constraints (on objects)  
ambient constraints (on objects)

partially applied overall objective fn  
on fixed/varying params

**function synthesized;  
runtime now enters optimization + user input loop**



Substance program      Style program

pack/unpack fns  
(from object to  
fixed/varying params)      ← annotations for  
fixed/varying params

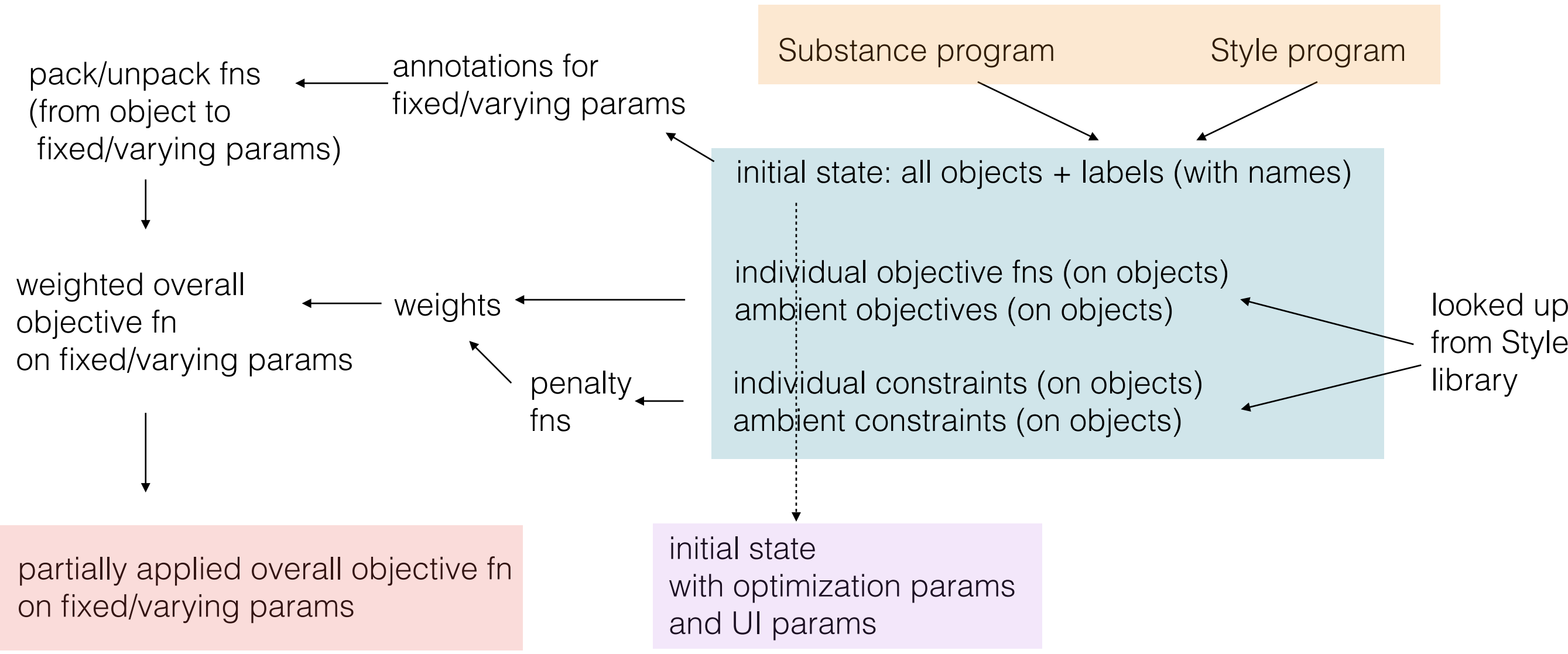
weighted overall  
objective fn  
on fixed/varying params      ← weights      ← penalty  
fns

partially applied overall objective fn  
on fixed/varying params

initial state: all objects + labels (with names)  
  
individual objective fns (on objects)  
ambient objectives (on objects)  
  
individual constraints (on objects)  
ambient constraints (on objects)

looked up  
from Style  
library

initial state  
with optimization params  
and UI params



Substance program      Style program

pack/unpack fns  
(from object to  
fixed/varying params)      ← annotations for  
fixed/varying params

initial state: all objects + labels (with names)

individual objective fns (on objects)  
ambient objectives (on objects)

individual constraints (on objects)  
ambient constraints (on objects)

looked up  
from Style  
library

← weights      ← penalty  
fns

weighted overall  
objective fn  
on fixed/varying params

partially applied overall objective fn  
on fixed/varying params

initial state  
with optimization params  
and UI params

unconstrained optimizer  
(step objects with gradient descent  
and line search)

