

COMP 560

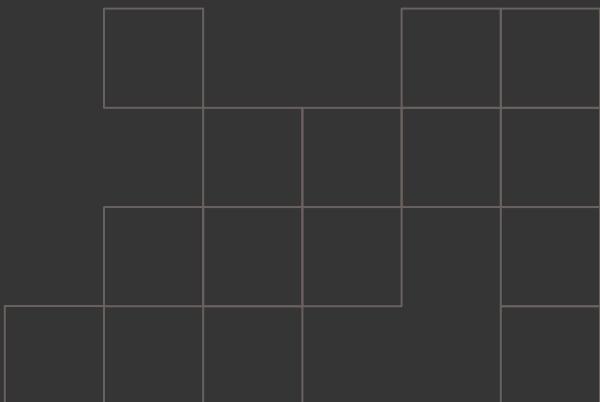
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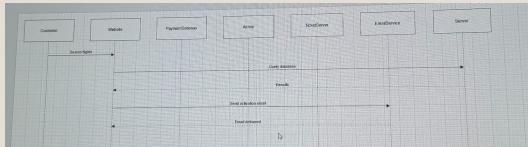
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Generating Diagrams with an AI Model

Fine tuning an open source model to generate diagrams for draw.io



Project roadmap



IDEA

We first came up with a motivation to use an AI model capable of locally generating technical diagrams. These models would ultimately be promoted with natural language.

Research

We researched models and found the best one to use in our case would be Gemma 3 used in conjunction with [draw.io](#) for the diagram generation

Fine-Tuning

We worked on fine tuning the open sourced Gemma-3 model on the UNC library computers which had T1000 GPUs for more computing power. The specifically used the 1 billion parameter model

Problems

We ran into some problems with maxing out our GPU as well as finding datasets to be able to train our model.

Progress

AI models were unable to generate models in XML so we decided to pivot to MermaidJS.

Goal

Ultimately, we ended with a small model capable of consistently generating valid diagrams.



RESULTS

1

LLM → MermaidJS Diagram

Type a prompt, send to backend, edit Mermaid code, render diagram.

Prompt to LLM:
build a class diagram about boring stuff

Output:

```

classDiagram
    class Blog {
        +title: string
    }
    class Comment {
        +message: string
    }
    class Report {
        +format: string
    }
    Blog --> Comment
    User --> Report
  
```

Mermaid code (editable):

```

classDiagram
    class Blog {
        +title: string
    }
    class Comment {
        +message: string
    }
    class Report {
        +format: string
    }
    Blog --> Comment
    User --> Report
  
```

Send to LLM

Render diagram

2

LLM → MermaidJS Diagram

Type a prompt, send to backend, edit Mermaid code, render diagram.

Prompt to LLM:
build a sequence diagram about hot dogs

Output:

```

sequenceDiagram
    participant Customer
    participant Website
    participant Server
    Customer->>Website: Add details
    Website-->>Server: Read receipt
    Server-->>Customer: Confirm
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
  
```

Send to LLM

Mermaid code (editable):

```

sequenceDiagram
    participant Customer
    participant Website
    participant Server
    Customer->>Website: Add details
    Website-->>Server: Read receipt
    Server-->>Customer: Confirm
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
    Customer->>Website: Add details
    Website-->>Customer: Order complete
  
```

Render diagram

3

LLM → MermaidJS Diagram

Type a prompt, send to backend, edit Mermaid code, render diagram.

Prompt to LLM:
Generate a class diagram

Output:

```

classDiagram
    class Restaurant {
        +name: string
    }
    class Kitchen {
        +title: string
    }
    class Customer
    class Meal
    Restaurant --> Kitchen
    Kitchen --> Restaurant
    Restaurant --> Customer
    Customer --> Restaurant
    Restaurant --> Meal
  
```

Mermaid code (editable):

```

classDiagram
    class Restaurant {
        +name: string
    }
    class Kitchen {
        +title: string
    }
    class Customer
    class Meal
    Restaurant --> Kitchen
    Kitchen --> Restaurant
    Restaurant --> Customer
    Customer --> Restaurant
    Restaurant --> Meal
  
```

Send to LLM

Render diagram

4

LLM → MermaidJS Diagram

Type a prompt, send to backend, edit Mermaid code, render diagram.

Prompt to LLM:
generate class diagram of animals and cats

Output:

```

classDiagram
    class Animal {
        +age: int
        +eat()
    }
    class Cat {
        +name: string
    }
    Animal --> Cat
    Cat --> Animal
    Animal --> Dog
    Animal --> Cat
  
```

Mermaid code (editable):

```

classDiagram
    class Animal {
        +age: int
        +eat()
    }
    class Cat {
        +name: string
    }
    Animal --> Cat
    Cat --> Animal
    Animal --> Dog
    Animal --> Cat
  
```