diagraph

v0.3.1 MIT

Draw graphs with Graphviz. Use mathematical formulas as labels.

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https://github.com/Robotechnic/diagraph.git

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Part I.
Drawing graphs

To draw a graph you have two options: `#raw-render()` and `#render()`. `#raw-render()` is a wrapper around the `#render()` and allow to use raw block as input.

```
#render(
  (dot),
  (labels): (:),
  (xlabels): (:),
  (edges): (:),
  (clusters): (:),
  (engine): "dot",
  (width): auto,
  (height): auto,
  (clip): true,
  (debug): true,
  (background): none
)
```

Argument

⟨dot⟩ `str`

The dot code to render.

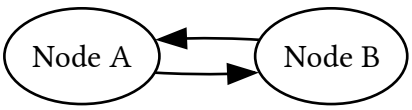
Argument

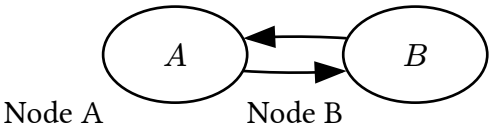
⟨labels⟩ `dictionary` | `function`

Nodes labels to overwrite.

If the provided argument is a dictionary, the keys are the node names and the values are the labels. If the provided argument is a function, the function is called with the node name as argument and must return the label. A none value means that the label is not overwritten.

````
#raw-render(```
  digraph G {
    rankdir=LR
    A -> B
    B -> A
  }
```,
labels: ("A": "Node A", "B": "Node B")
)
````


````

Argument

⟨xlabels⟩ `dictionary` | `function`

Nodes xlabels to overwrite.

If the provided argument is a dictionary, the keys are the node names and the values are the xlabels. If the provided argument is a function, the function is called with the node name as argument and must return the xlabel. A none value means that the xlabel is not overwritten.

````
#raw-render(```
  digraph G {
    rankdir=LR
    A -> B
    B -> A
  }
```,
xlabels: ("A": "Node A", "B": "Node B")
)
````



Argument

⟨edges⟩ `dictionary` | `function`

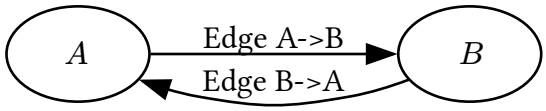
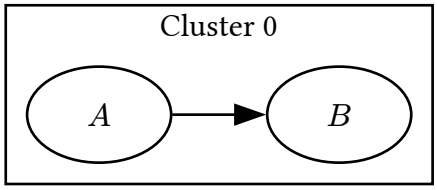
Edges labels to overwrite.

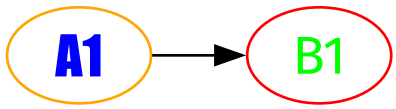
If the parameter is a dictionary, the dictionary keys are source nodes. The values are dictionaries indexed by the target node. Each edge is one dictionary of valid keys or a list designating multiple edges between the same nodes.

If the parameter is a function, the function is called with the source node as argument. It must return a dictionary with the target nodes as keys and a dictionary or list of dictionary as values.

Valid keys are:

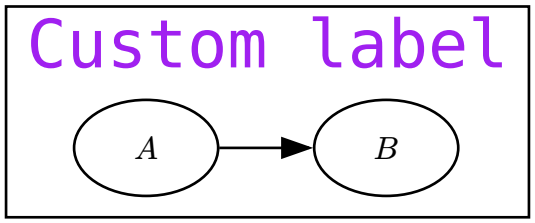
- `label`: The label of the edge.
- `xlabel`: The xlabel of the edge.
- `taillabel`: The taillabel of the edge.
- `headlabel`: The headlabel of the edge.

Instead of a dictionary, you can only specify a content value. In this case, the content is used as the label of the edge.
````

```
#raw-render(
  ```
    digraph G {
      rankdir=LR
      A -> B
      B -> A
    }
  ```,
  edges: (
    "A": ("B": "Edge A->B"),
    "B": ("A": "Edge B->A"),
  ),
)
```



Argument

⟨clusters⟩ `dictionary`

Clusters labels to overwrite.

If the provided argument is a dictionary, the keys are the cluster names and the values are the labels. If the provided argument is a function, the function is called with the cluster name as argument and must return the label. A none value means that the label is not overwritten.

```
#raw-render(```
  digraph G {
    rankdir=LR
    subgraph cluster_0 {
      A -> B
    }
  }
```,
clusters: ("cluster_0": "Cluster 0")
)
```

---




Argument

⟨engine⟩ `str`

The engine to use to render the graph. The currently supported engines are:

- circo
```

- dot
- fdp
- neato
- nop
- nop1
- nop2
- osage
- patchwork
- sfdp
- twopi

Argument

‹width› length | ratio

The width of the rendered image.

Argument

‹height› length | ratio

The height of the rendered image.

Argument

‹clip› bool

Whether to hide part of the graphs that goes outside the bounding box given by graphviz.

Argument

‹debug› bool

Show debug boxes around the labels.

Argument

‹background› none | color

The background color of the rendered image. none means transparent.

Part II.
Fonts, colors and sizes

If you don't overwrite the labels, the specified graphviz font, color and size will be used. However, the fonts are not necessarily the same as the graphviz fonts. If you want to use a font, it must be accessible by Typst. For colors, you can us any valid graphviz color you want as they are converted to Typst colors automatically. Font size works as usual. If you overwrite a label, the font, color and size will be the ones used by Typst where the graph is rendered.

````
#raw-render(```
  digraph G {
    rankdir=LR
    A1 -> B1
    A1[color=orange, fontname="Impact", fontsize=20, fontcolor=blue]
    B1[color=red, fontname="Fira Sans", fontsize=20, fontcolor=green]
  }
```)
````



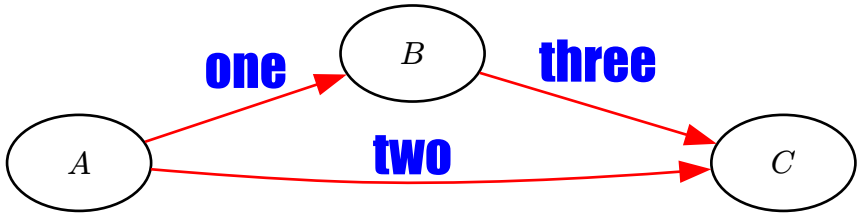
The same goes for edges and clusters.

````
#raw-render(```
  digraph G {
    rankdir=LR
    subgraph cluster_0 {
      label="Custom label"
      fontname="DejaVu Sans Mono"
      fontcolor=purple
      fontsize=25
      A -> B
    }
  }
```)
````

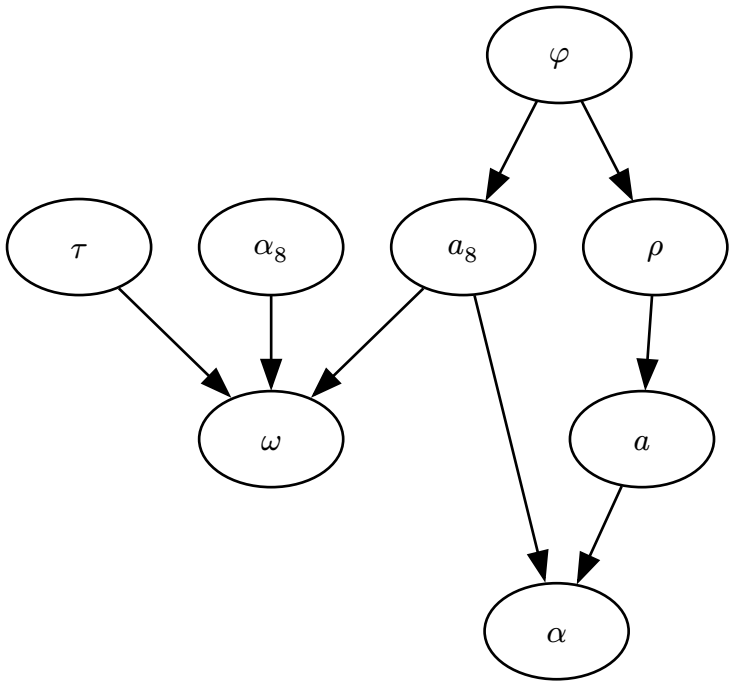


```
#raw-render(```
  digraph G {
    rankdir=LR
    edge [color=red, fontname="Impact", fontsize=20, fontcolor=blue]
    A -> B[label="one"]
    A -> C[label="two"]
    B -> C[label="three"]
  }
```)
```

---


```

Part III.
Automatic math mode detection

Diagraph tries to automatically detect simple math expressions. Single letters, numbers, and greek letters are automatically put in math mode.

```
#raw-render(```
  digraph {
    a -> alpha
    phi -> rho
    rho -> a
    tau -> omega
    phi -> a_8
    a_8 -> alpha
    a_8 -> omega
    alpha_8 -> omega
  }
```)
```

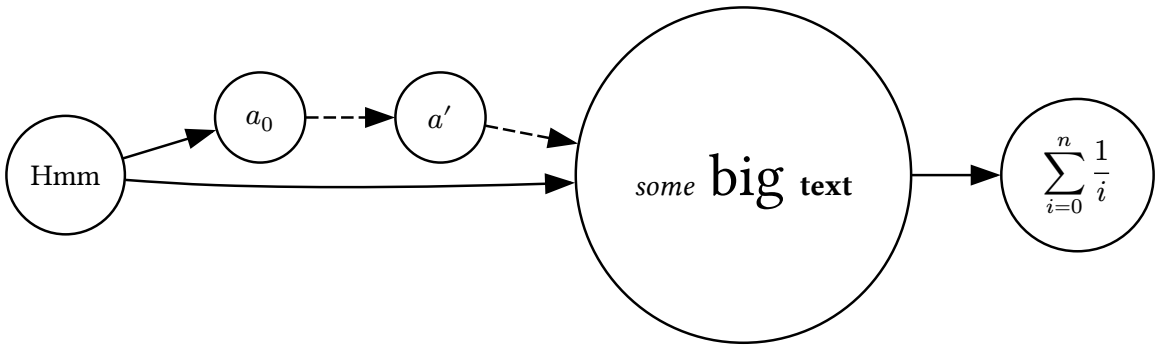
---


```

Part IV.
Examples

Those examples are here to demonstrate the capabilities of diagraph. For more information about the Graphviz Dot language, you can check the official documentation. Some of the following examples are taken from the graphviz gallery.

````
#raw-render(
  ```
  digraph {
    rankdir=LR
    node[shape=circle]
    Hmm -> a_0
    Hmm -> big
    a_0 -> "a'" -> big [style="dashed"]
    big -> sum
  }
  ```,
  labels: (
    big: [_some_ #text(2em)[ big ]*text*],
    sum: $ sum_(i=0)^n 1 / i $,
  ),
  width: 100%,
)
````

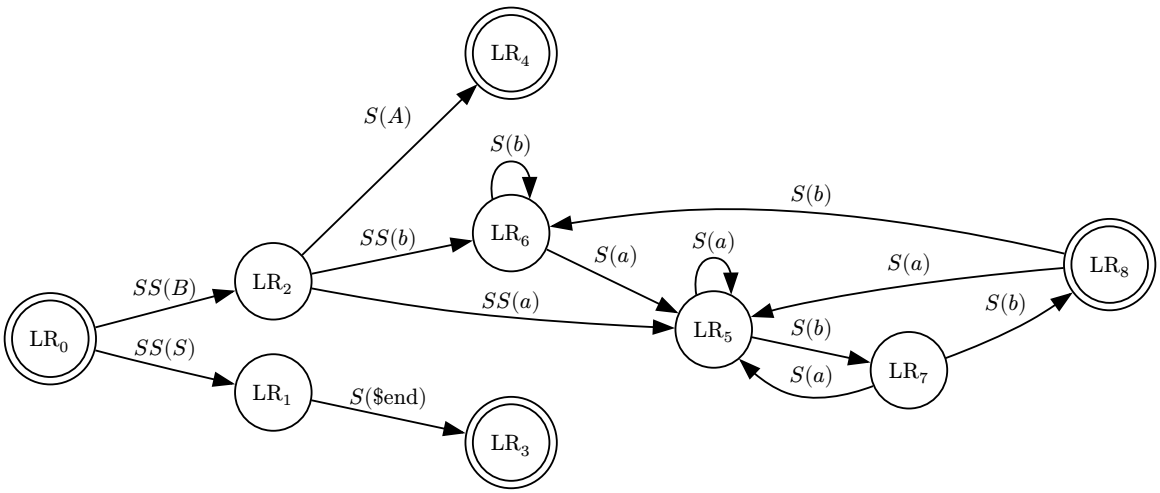


```
#raw-render(```
 digraph finite_state_machine {
   rankdir=LR
   size="8,5"

   node [shape=doublecircle]
   LR_0
   LR_3
   LR_4
   LR_8

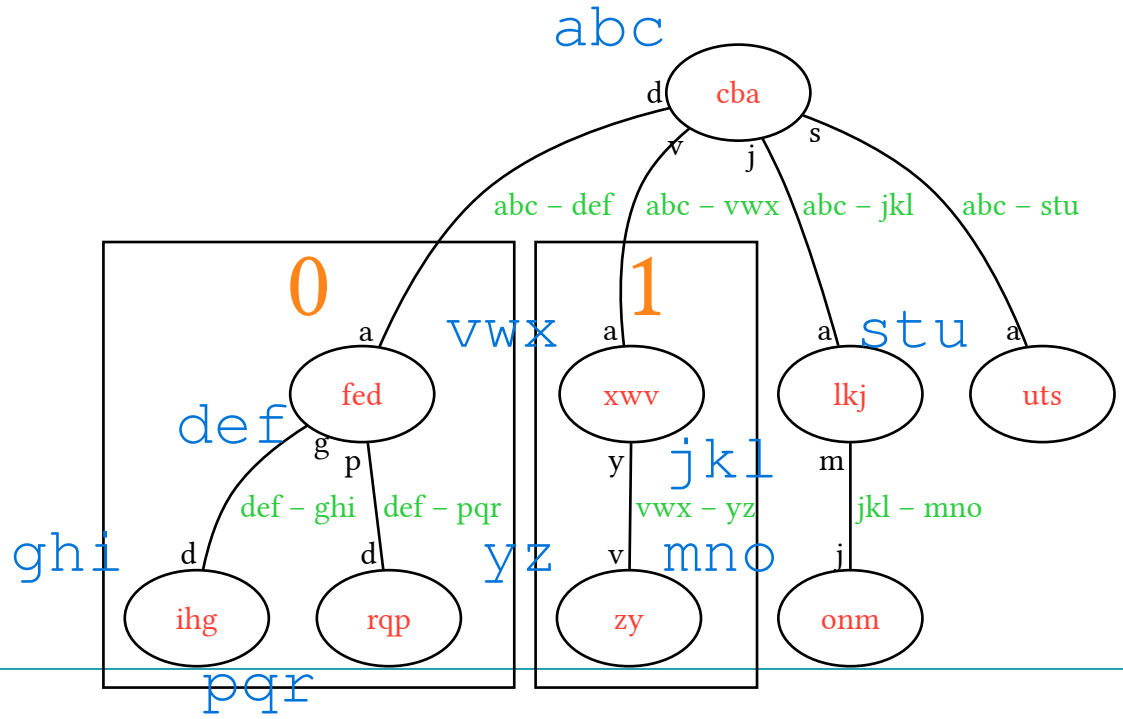
   node [shape=circle]
   LR_0 -> LR_2 [label="SS(B)"]
   LR_0 -> LR_1 [label="SS(S)"]
   LR_1 -> LR_3 [label="S($end)"]
   LR_2 -> LR_6 [label="SS(b)"]
   LR_2 -> LR_5 [label="SS(a)"]
   LR_2 -> LR_4 [label="S(A)"]
   LR_5 -> LR_7 [label="S(b)"]
   LR_5 -> LR_5 [label="S(a)"]
   LR_6 -> LR_6 [label="S(b)"]
   LR_6 -> LR_5 [label="S(a)"]
   LR_7 -> LR_8 [label="S(b)"]
   LR_7 -> LR_5 [label="S(a)"]
   LR_8 -> LR_6 [label="S(b)"]
   LR_8 -> LR_5 [label="S(a)"]
 }
```,
labels: (
  "LR_0": $"LR"_0$,
  "LR_1": $"LR"_1$,
  "LR_2": $"LR"_2$,
  "LR_3": $"LR"_3$,
  "LR_4": $"LR"_4$,
  "LR_5": $"LR"_5$,
  "LR_6": $"LR"_6$,
  "LR_7": $"LR"_7$,
  "LR_8": $"LR"_8$,
),
edges:(
 "LR_0": ("LR_2": $S S(B)$, "LR_1": $S S(S)$),
 "LR_1": ("LR_3": $S(dollar"end")$),
 "LR_2": ("LR_6": $S S(b)$, "LR_5": $S S(a)$),
),
width: 100%,
)
```

---


```

```
#import "@preview/diagraph:0.3.1": *

#raw-render(```
  graph {
    abc -- def
    def -- ghi
    jkl -- mno
    abc -- jkl
    subgraph cluster_0 {
      ghi
      def -- pqr
    }
    abc -- vwx
    abc -- stu
    subgraph cluster_1 {
      vwx -- yz
    }
  }
```,
labels: (name) => {
  text(fill: red, name.rev())
},
xlabels: (name) => {
  text(fill: blue, size: 2em, font: "FreeMono", name)
},
clusters: (name) => {
    text(fill: orange, size: 3em, name.at(-1))
},
edges: (name, edges) => {
  let labels = (:)
  for edge in edges {
    labels.insert(edge, (
      label: text(fill: green, [#name -- #edge]),
      headlabel: name.at(0),
      taillabel: edge.at(0)
    ))
  }
  labels
}
)
```

---


```

Part V.
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R

#raw-render 2
#render 2