

TissueDrawing

Technical details and regression checks

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Contents

1 The VDedgeDrawn object

A `VDedgeDrawn` object encodes a description of an edge. It has two subclasses, representing polygons and circular segments. Edges are unique. If two set boundaries overlap they are described by a common edge on the overlap. The orientation of an edge is important. An edge whose name starts with a '-' is interpreted as the reversal of the edge with the same name without the '-' (and only the latter is stored in the diagram's list of edges). Edge names are unique.

Most edges form the boundaries of both Faces and Sets. The exception is invisible edges which are added between otherwise disjoint sets to ensure the diagram is not disjoint.

1.1 The VDedgeSector object

A `VDedgeSector` object inherits from a `VDedgeDrawn` one. A sector is a segment of a circle, defined by two points, together with the convention that a right-handed sector goes clockwise (Figure ??). Angles are all interpreted in the same way as `atan2`, ie clockwise from the line $y = 0$. The angles of the beginning θ_f and end θ_t of the segment obey $2\pi \geq \theta_f > 0$ and $\theta_f > \theta_t > -2 * \pi$.

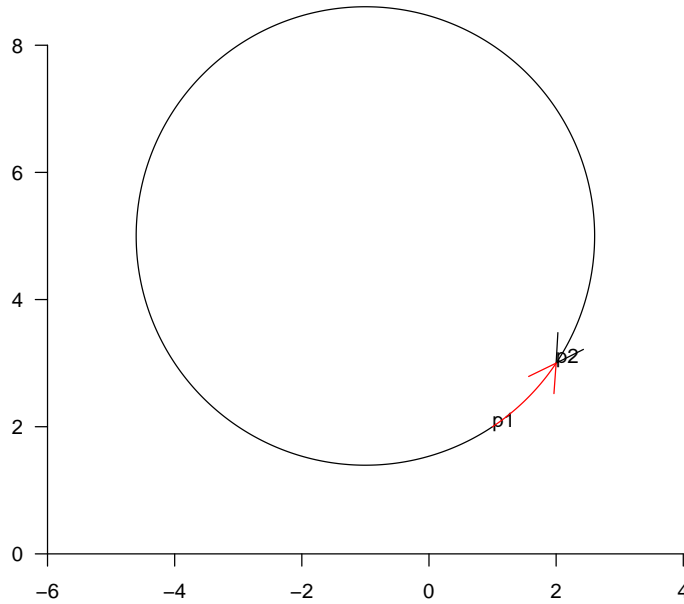


Figure 1: In black, a right-handed edge sector, and in red a left-handed one

1.2 The VEdgeLines object

A VEdgeSector object inherits from a VEdgeDrawn one and describes polygonal edges.

1.3 Edge methods

Edges can be shown, split at a point, converted to *xy* coordinates, or reversed. It can have a 'midpoint' found on its interior. A point can be tested to see if it lies on an edge. Pairs of edges can be tested for identity, joined together (not much used and barely tested), and crucially can be tested for intersection.

2 Faces

Individual faces within a diagram are stored as a vector of edge names describing an oriented traversal of the face.

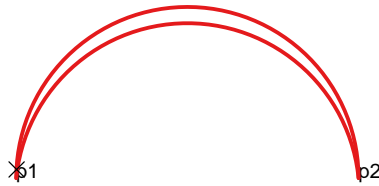


Figure 2: A face which doesn't contain its centroid

3 Joining disjoint faces

```
> VD2 <- compute.Venn(Venn(n = 2))  
> VD3 <- newTissueFromCircle(centre.xy = c(2, 0), radius = 0.6,
```

```

+      Set = 3)
> VD23 <- VD2
> VD23@faceList <- c(VD2@faceList, VD3@faceList)
> VD23@edgeList <- c(VD2@edgeList, VD3@edgeList)
> VD23@setList <- c(VD2@setList, VD3@setList)
> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-2, 3), c(-2, 2))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(VD23)
> drawing <- VD23
> innerFaceName <- "1"
> .create.edge.joining.faces(drawing, "DarkMatter", "1")

$edgeName
[1] "e25|e26|invisible"

$drawing
A Venn object on 2 sets named
1,2
00 10 01 11
 1  1  1  1

      from to      type npoints      centre hand
i24|i23|1      i24 i23 VDedgeSector      NA -0.322325254267595,0      1
i24|i23|2      i24 i23 VDedgeSector      NA  0.322325254267595,0      1
i23|i24|1      i23 i24 VDedgeSector      NA -0.322325254267595,0      1
i23|e25|2      i23 e25 VDedgeSector      NA  0.322325254267595,0      1
e25|i24|2      e25 i24 VDedgeSector      NA  0.322325254267595,0      1
c31|e26|3      c31 e26 VDedgeSector      NA              2,0      1
e26|c31|3      e26 c31 VDedgeSector      NA              2,0      1
e25|e26|invisible e25 e26 VDedgeLines      2              <NA>      NA
      X1      X2
i23 0.000000 7.298810e-01
i24 0.000000 -7.298810e-01
e25 1.120210 -1.931333e-18
e26 1.400000 -4.374464e-18

      faces
DarkMatter -i24|i23|1;-e25|i24|2;-i23|e25|2
11          i24|i23|2;i23|i24|1
10          i24|i23|1;-i24|i23|2
01          i23|e25|2;e25|i24|2;-i23|i24|1
1          c31|e26|3;e26|c31|3
DarkMatter1 -c31|c31|3

      sig
DarkMatter DarkMatter
11          11
10          10
01          01
paste.face..collapse.....

```

```
Set1          i24|i23|1;i23|i24|1
Set2 i24|i23|2;i23|e25|2;e25|i24|2
Set3          c31|e26|3;e26|c31|3
```

```
$ok
[1] TRUE
```

4 The TissueDrawing object

First we test constructing them from scratch.

```
> VD.nodeList <- list(p1 = matrix(1:2, ncol = 2), p2 = matrix(2:3,
+   ncol = 2), p3 = matrix(c(-1, 0), ncol = 2))
> sectorfromto <- function(sector, from, to, nodeList) {
+   sector@from <- from
+   sector@to <- to
+   from.point <- nodeList[[from]]
+   sector@fromTheta <- .point.xy.to.theta(from.point, sector@centre)
+   sector@toTheta <- .point.xy.to.theta(nodeList[[to]], sector@centre)
+   sector <- .normalise.sector(sector)
+ }
> centre = c(-1, 5)
> fromTheta <- .point.xy.to.theta(nodeList[["p1"]], centre)
> toTheta <- .point.xy.to.theta(nodeList[["p2"]], centre)
> lh <- newEdgeSector(centre = c(-1, 5), hand = 1, fromTheta = fromTheta,
+   toTheta = toTheta, radius = sqrt(13))
> lh <- sectorfromto(lh, "p1", "p2", VD.nodeList)
> centre = c(4, 0)
> fromTheta <- .point.xy.to.theta(nodeList[["p1"]], centre)
> toTheta <- .point.xy.to.theta(nodeList[["p2"]], centre)
> rh <- newEdgeSector(centre = c(4, 0), hand = 1, fromTheta = fromTheta,
+   toTheta = toTheta, radius = sqrt(13))
> el <- newEdgeLines(from = "p1", to = "p3", xy = matrix(c(1, 2,
+   -0.5, 0, -1, 0), ncol = 2, byrow = T))
> VD.edgeList <- list(`p1|p2|1` = sectorfromto(lh, "p1", "p2",
+   VD.nodeList), `p2|p1|1` = sectorfromto(lh, "p2", "p1", VD.nodeList),
+   `p1|p2|2` = sectorfromto(rh, "p1", "p2", VD.nodeList), `p2|p1|2` = sectorfromto(rh,
+   "p2", "p1", VD.nodeList), `p1|p3|3` = el, `p3|p1|3` = newEdgeLines(from = "p3",
+   to = "p1", xy = matrix(c(-1, 0, 1, 2), ncol = 2, byrow = T)))
> VD.faceList <- list(`100` = c("p1|p2|1", "-p1|p2|2"), `110` = c("p1|p2|2",
+   "p2|p1|1"), `010` = c("p2|p1|2", "-p2|p1|1"), `001` = c("p1|p3|3",
+   "p3|p1|3"), DarkMatter = c("-p3|p1|3", "-p1|p3|3", "-p2|p1|2",
+   "-p1|p2|1"))
> VD.setList <- list(`1` = c("p1|p2|1", "p2|p1|1"), `2` = c("p1|p2|2",
+   "p2|p1|2"), `3` = c("p1|p3|3", "p3|p1|3"))
> VD.faceSignature <- lapply(names(VD.faceList), function(x) {
+   x
+ })
> names(VD.faceSignature) <- names(VD.faceList)
```

```
> VD <- new("TissueDrawing", nodeList = VD.nodeList, edgeList = VD.edgeList,
+   setList = VD.setList, faceList = VD.faceList, faceSignature = VD.faceSignature)
> .validateDrawing(VD)
```

Validating a drawing on 3 sets.....done

```
> VD
```

	from	to	type	npoints	centre	hand
p1 p2 1	p1	p2	VDedgeSector	NA	-1,5	1
p2 p1 1	p2	p1	VDedgeSector	NA	-1,5	1
p1 p2 2	p1	p2	VDedgeSector	NA	4,0	1
p2 p1 2	p2	p1	VDedgeSector	NA	4,0	1
p1 p3 3	p1	p3	VDedgeLines	3	<NA>	NA
p3 p1 3	p3	p1	VDedgeLines	2	<NA>	NA

	X1	X2
p1	1	2
p2	2	3
p3	-1	0

	faces
100	p1 p2 1;-p1 p2 2
110	p1 p2 2;p2 p1 1
010	p2 p1 2;-p2 p1 1
001	p1 p3 3;p3 p1 3
DarkMatter	-p3 p1 3;-p1 p3 3;-p2 p1 2;-p1 p2 1

	sig
100	100
110	110
010	010
001	001

DarkMatter DarkMatter

	paste.face..collapse.....
1	p1 p2 1;p2 p1 1
2	p1 p2 2;p2 p1 2
3	p1 p3 3;p3 p1 3

```
> .checkPointOnEdge(edge = VD@edgeList[["p1|p2|1"]], point.xy = VD@nodeList[["p1"]])
```

```
[1] TRUE
```

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-7, 7), c(-5, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VD)
> PlotSetBoundaries(VD)
> PlotNodes(VD)

```

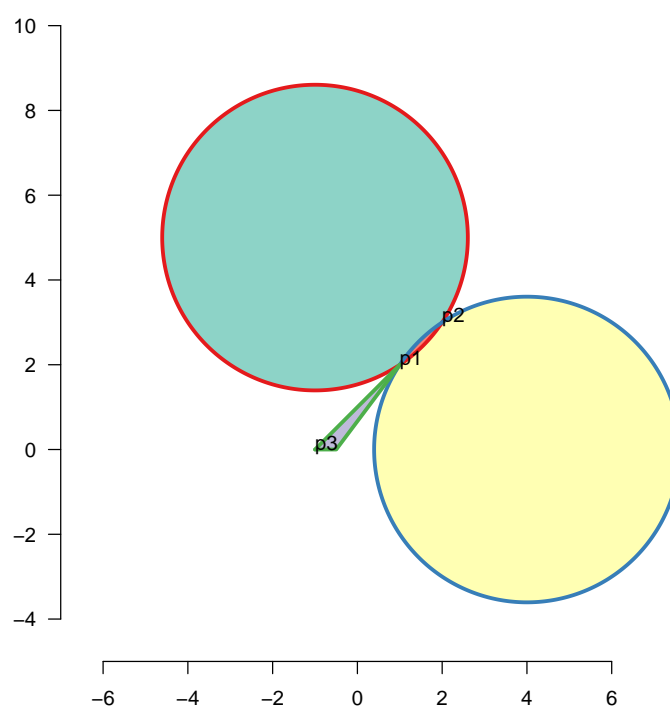


Figure 3: Constructing TissueDrawing objects from scratch

4.1 Ellipses

Ellipses could be coped with specially by finding roots of quartics, but don't bother and just generate them as polygons

```

> VE <- newTissueFromEllipse(f1 = c(0, 0), phi = pi/4, e = 0.5,
+   a = 0.5, Set = 1)
> .validateDrawing(VE)

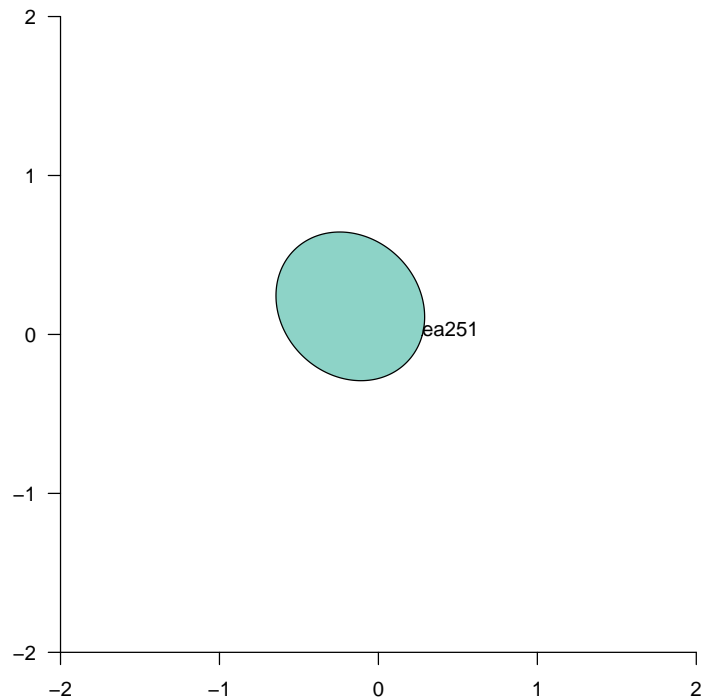
```

Validating a drawing on 1 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-2, 2), c(-2, 2))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VE)
> PlotSetBoundaries(VE, gp = gpar(lwd = 2, col = c("red", "blue",
+ "green")))
> PlotNodes(VE)

```



```

> phi <- 0.8
> dex <- 1.7
> dey <- 2.5
> a <- 7.6
> e <- 0.9
> x0 <- c(-0.9, -5)
> VE <- list()
> dx <- 0.2
> VE[[1]] <- newTissueFromEllipse(x0 + c(0, 0), -phi, e, -a, Set = 1,
+ dx = dx)
> VE[[2]] <- newTissueFromEllipse(x0 + c(dex, 0), phi, e, a, Set = 2,
+ dx = dx)
> VE[[3]] <- newTissueFromEllipse(x0 + c(-dey, dey), -phi, e, -a,
+ Set = 3, dx = dx)
> VE[[4]] <- newTissueFromEllipse(x0 + c(dex + dey, dey), phi,

```



```

+     e, a, Set = 4, dx = dx)
> TM <- VE[[1]]
> TM2 <- addSetToDrawing(TM, VE[[2]], set2Name = paste("Set", 2,
+   sep = ""))
> TM3 <- addSetToDrawing(TM2, VE[[3]], set2Name = paste("Set",
+   3, sep = ""))
> TM4 <- addSetToDrawing(TM3, VE[[4]], set2Name = paste("Set",
+   4, sep = ""))
> .validateDrawing(TM4)

Validating a drawing on 4 sets.....done
sig 0100 duplicated in faces 0100;0100-1
sig 1000 duplicated in faces 1000;1000-1

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-10, 10), c(-8, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM4)
> PlotSetBoundaries(TM4, gp = gpar(lwd = 2, col = c("red", "blue",
+   "green", "yellow")))
> .PlotFaceNames.TissueDrawing(TM4)

```

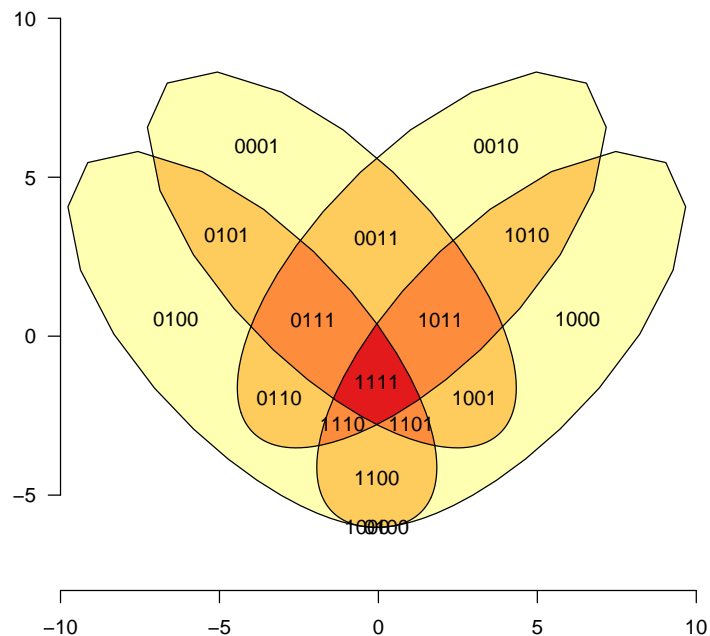


Figure 4: Constructing TissueDrawing objects from scratch

5 Injecting points and edges

We test injecting points

```
> p4 <- matrix(c(7, -2), ncol = 2)
> rownames(p4) <- "p4"
> VD4 <- injectPoint(drawing = VD, edgeName = "p2/p1/2", newPoint = p4)
> .validateDrawing(VD4)
```

Validating a drawing on 3 sets.....done

```
> VD4
```

	from	to	type	npoints	centre	hand
p1 p2 1	p1	p2	VDedgeSector	NA	-1,5	1
p2 p1 1	p2	p1	VDedgeSector	NA	-1,5	1
p1 p2 2	p1	p2	VDedgeSector	NA	4,0	1
p1 p3 3	p1	p3	VDedgeLines	3	<NA>	NA
p3 p1 3	p3	p1	VDedgeLines	2	<NA>	NA
p2 p4 2	p2	p4	VDedgeSector	NA	4,0	1
p4 p1 2	p4	p1	VDedgeSector	NA	4,0	1

	X1	X2
p1	1	2
p2	2	3
p3	-1	0
p4	7	-2

	faces
100	p1 p2 1;-p1 p2 2
110	p1 p2 2;p2 p1 1
010	p2 p4 2;p4 p1 2;-p2 p1 1
001	p1 p3 3;p3 p1 3
DarkMatter	-p3 p1 3;-p1 p3 3;-p4 p1 2;-p2 p4 2;-p1 p2 1

	sig
100	100
110	110
010	010
001	001
DarkMatter	DarkMatter


```
paste.face..collapse.....
1      p1|p2|1;p2|p1|1
2      p1|p2|2;p2|p4|2;p4|p1|2
3      p1|p3|3;p3|p1|3
```

```
> p5 <- matrix(c(-3, 2), ncol = 2)
> rownames(p5) <- "p5"
> VD4 <- injectPoint(VD4, edgeName = "p1/p2/1", newPoint = p5)
> .validateDrawing(VD4)
```

Validating a drawing on 3 sets.....done

```
> VD4
```

	from	to	type	npoints	centre	hand
p2 p1 1	p2	p1	VDedgeSector	NA	-1,5	1
p1 p2 2	p1	p2	VDedgeSector	NA	4,0	1
p1 p3 3	p1	p3	VDedgeLines	3	<NA>	NA
p3 p1 3	p3	p1	VDedgeLines	2	<NA>	NA
p2 p4 2	p2	p4	VDedgeSector	NA	4,0	1
p4 p1 2	p4	p1	VDedgeSector	NA	4,0	1
p1 p5 1	p1	p5	VDedgeSector	NA	-1,5	1
p5 p2 1	p5	p2	VDedgeSector	NA	-1,5	1

	X1	X2
p1	1	2
p2	2	3
p3	-1	0
p4	7	-2
p5	-3	2

	faces
100	p1 p5 1;p5 p2 1;-p1 p2 2
110	p1 p2 2;p2 p1 1
010	p2 p4 2;p4 p1 2;-p2 p1 1
001	p1 p3 3;p3 p1 3
DarkMatter	-p3 p1 3;-p1 p3 3;-p4 p1 2;-p2 p4 2;-p5 p2 1;-p1 p5 1

	sig
100	100
110	110
010	010
001	001
DarkMatter	DarkMatter

	paste.face..collapse.....
1	p1 p5 1;p5 p2 1;p2 p1 1
2	p1 p2 2;p2 p4 2;p4 p1 2
3	p1 p3 3;p3 p1 3

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-7, 7), c(-5, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VD4)
> PlotSetBoundaries(VD4, gp = gpar(lwd = 2, col = c("red", "blue",
+ "green")))
> PlotNodes(VD4)

```

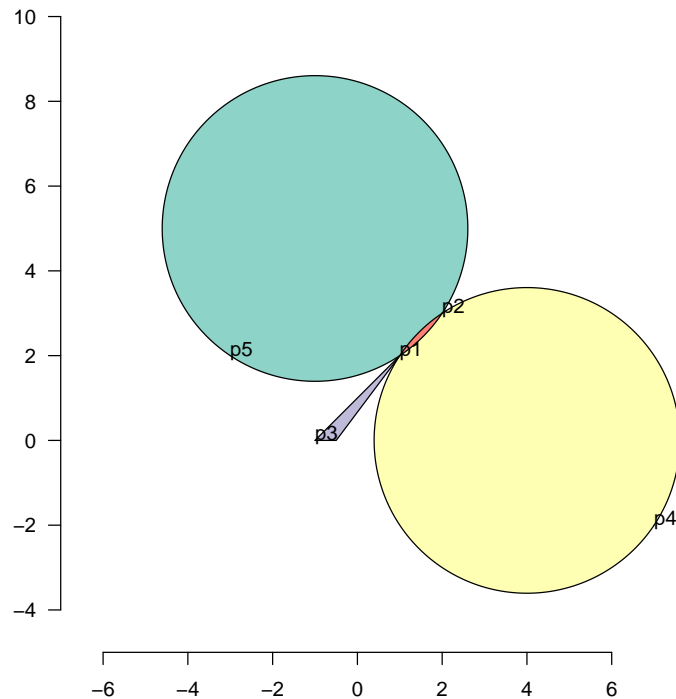


Figure 5: Injecting points

Then we try injecting single edges

```

> p1p4.line <- newEdgeLines(from = "p1", to = "p4", xy = matrix(c(1,
+ 2, 7, -2), ncol = 2, byrow = T))
> p5p1.line <- newEdgeLines(from = "p5", to = "p1", xy = matrix(c(-3,
+ 2, 1, 2), ncol = 2, byrow = T))
> p4p5.line <- newEdgeLines(from = "p4", to = "p5", xy = matrix(c(7,
+ -2, 7, -4, -3, -4, -3, 2), ncol = 2, byrow = T))
> VD6 <- VD4
> VD6@setList[["4"]] <- c("p4/p5/4", "p5/p1/4", "p1/p4/4")
> VD6@edgeList <- c(VD6@edgeList, list(`p1/p4/4` = p1p4.line, `p5/p1/4` = p5p1.line,
+ `p4/p5/4` = p4p5.line))
> VD6 <- injectEdge(drawing = VD6, newEdgeList = VD6@edgeList["p1/p4/4"],
+ set2Name = "4", addToList = FALSE)

```

```

> VD6 <- injectEdge(drawing = VD6, newEdgeList = list(`p5/p1/4` = p5p1.line),
+   set2Name = "4", addToList = FALSE)
> VD6 <- injectEdge(drawing = VD6, newEdgeList = list(`p4/p5/4` = p4p5.line),
+   set2Name = "4", addToList = FALSE)
> .is.face.within.set(drawing = VD6, faceName = "0101", setName = "2")

[1] TRUE

> .is.face.within.set(drawing = VD6, faceName = "1000", setName = "2")

[1] FALSE

> .is.face.within.set(drawing = VD6, faceName = "0001", setName = "2")

[1] FALSE

> VD6

```

	from	to	type	npoints	centre	hand
p2 p1 1	p2	p1	VDedgeSector	NA	-1,5	1
p1 p2 2	p1	p2	VDedgeSector	NA	4,0	1
p1 p3 3	p1	p3	VDedgeLines	3	<NA>	NA
p3 p1 3	p3	p1	VDedgeLines	2	<NA>	NA
p2 p4 2	p2	p4	VDedgeSector	NA	4,0	1
p4 p1 2	p4	p1	VDedgeSector	NA	4,0	1
p1 p5 1	p1	p5	VDedgeSector	NA	-1,5	1
p5 p2 1	p5	p2	VDedgeSector	NA	-1,5	1
p1 p4 4	p1	p4	VDedgeLines	2	<NA>	NA
p5 p1 4	p5	p1	VDedgeLines	2	<NA>	NA
p4 p5 4	p4	p5	VDedgeLines	4	<NA>	NA

	X1	X2
p1	1	2
p2	2	3
p3	-1	0
p4	7	-2
p5	-3	2

	faces
110	p1 p2 2;p2 p1 1
001	p1 p3 3;p3 p1 3
DarkMatter	-p2 p4 2;-p5 p2 1;-p4 p5 4
0101	p1 p4 4;p4 p1 2
0100	-p2 p1 1;p2 p4 2;-p1 p4 4
1001	p5 p1 4;p1 p5 1
1000	p5 p2 1;-p1 p2 2;-p5 p1 4
0001	p4 p5 4;-p1 p5 1;-p3 p1 3;-p1 p3 3;-p4 p1 2

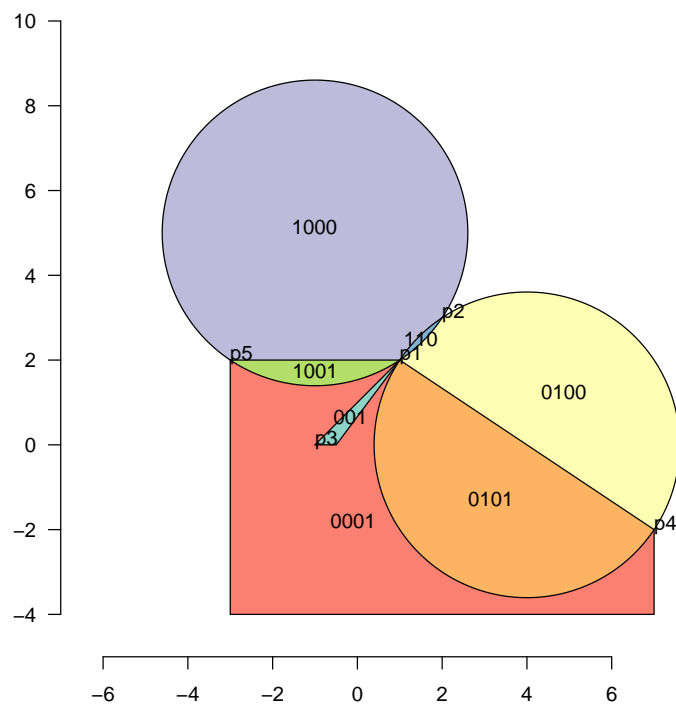
	sig
110	110
001	001
DarkMatter	DarkMatter
0101	0101
0100	0100

```

1001          1001
1000          1000
0001          0001
  paste.face..collapse.....
1    p1|p5|1;p5|p2|1;p2|p1|1
2    p1|p2|2;p2|p4|2;p4|p1|2
3          p1|p3|3;p3|p1|3
4    p4|p5|4;p5|p1|4;p1|p4|4

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-7, 7), c(-5, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VD6)
> PlotSetBoundaries(VD6, gp = gpar(lwd = 2, col = c("red", "blue",
+ "green", "black")))
> .PlotFaceNames.TissueDrawing(VD6)
> PlotNodes(VD6)

```



And now injecting edges of multiple points

```

> VD8 <- VD6
> p7 <- matrix(c(-2, 1), ncol = 2)
> rownames(p7) <- "p7"

```

```

> VD8@nodeList[["p7"]] <- p7
> p8 <- matrix(c(-6, 0), ncol = 2)
> rownames(p8) <- "p8"
> VD8@nodeList[["p8"]] <- p8
> p9 <- matrix(c(-3, 0), ncol = 2)
> rownames(p9) <- "p9"
> VD8@nodeList[["p9"]] <- p9
> p5p7.line <- newEdgeLines(from = "p5", to = "p7", xy = matrix(c(-3,
+ 2, -2, 1), ncol = 2, byrow = T))
> p7p9.line <- newEdgeLines(from = "p7", to = "p9", xy = matrix(c(-2,
+ 1, -3, 0), ncol = 2, byrow = T))
> p9p8.line <- newEdgeLines(from = "p9", to = "p8", xy = matrix(c(-3,
+ 0, -6, 0), ncol = 2, byrow = T))
> p8p5.line <- newEdgeLines(from = "p8", to = "p5", xy = matrix(c(-6,
+ 0, -3, 2), ncol = 2, byrow = T))
> VD8@edgeList[["p5|p7|5"]] <- p5p7.line
> VD8@edgeList[["p7|p9|5"]] <- p7p9.line
> VD8@edgeList[["p9|p8|5"]] <- p9p8.line
> VD8@edgeList[["p8|p5|5"]] <- p8p5.line
> VD8@setList[["5"]] <- c("p5|p7|5", "p7|p9|5", "p9|p8|5", "p8|p5|5")
> VD8@edgeList[["p4|p5|4"]@xy

      [,1] [,2]
[1,]      7  -2
[2,]      7  -4
[3,]     -3  -4
[4,]     -3   2

> VD8 <- injectPoint(drawing = VD8, edgeName = "p4|p5|4", newPoint = VD8@nodeList[["p9"]])
> VD8@edgeList[["p9|p5|4"]@xy

      [,1] [,2]
[1,]     -3   0
[2,]     -3   2

> VD8@edgeList[["p4|p9|4"]@xy

      [,1] [,2]
[1,]      7  -2
[2,]      7  -4
[3,]     -3  -4
[4,]     -3   0

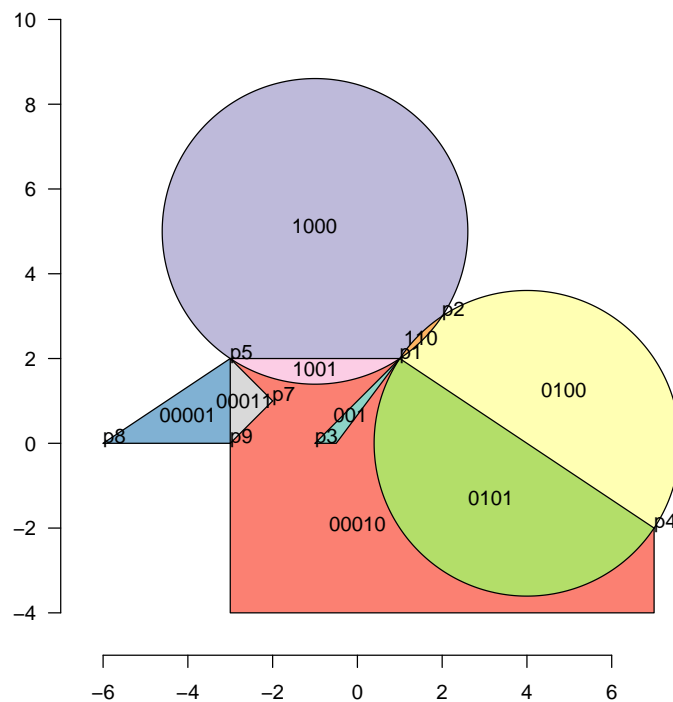
> VD8 <- injectEdge(drawing = VD8, newEdgeList = VD8@edgeList[c("p5|p7|5",
+ "p7|p9|5")], set2Name = "5", addToList = FALSE)
> VD8 <- injectEdge(drawing = VD8, newEdgeList = VD8@edgeList[c("p9|p8|5",
+ "p8|p5|5")], set2Name = "5", addToList = FALSE)

```

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-7, 7), c(-5, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VD8)
> PlotSetBoundaries(VD8, gp = gpar(lwd = 2, col = c("red", "blue",
+ "green", "black", "orange")))
> .PlotFaceNames.TissueDrawing(VD8)
> PlotNodes(VD8)

```



6 Making a simple drawing from a circle

```

> centre.xy <- c(0, 0)
> VDC1 <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> VDC2 <- newTissueFromCircle(centre.xy + c(0, 1.5), radius = 1,
+ Set = 2)
> .validateDrawing(VDC2)

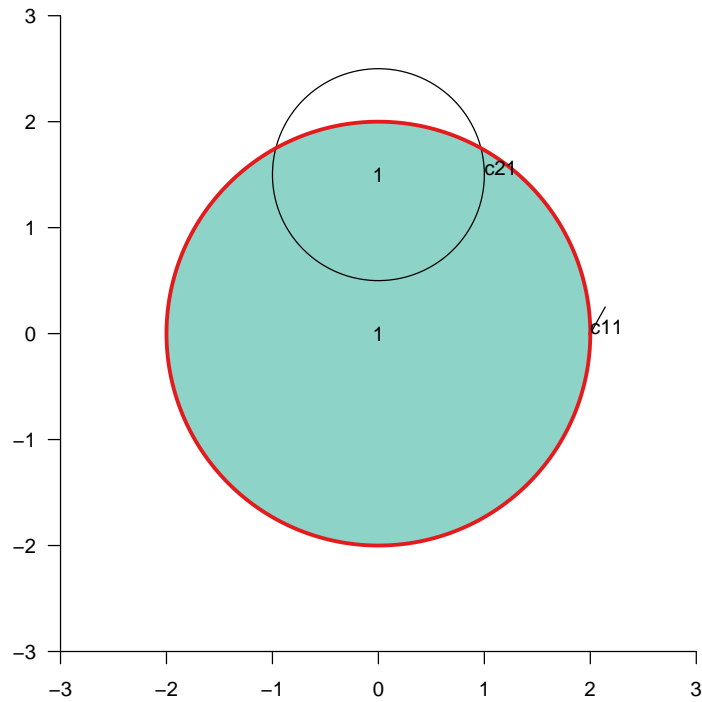
```

Validating a drawing on 1 sets.....done


```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> xy <- .edge.to.xy(VDC1@edgeList[[1]])
> grid.lines(xy[, 1], xy[, 2], default.units = "native", arrow = arrow())
> PlotFaces(VDC1)
> PlotFaces(VDC2, gp = gpar(fill = "red"))
> PlotSetBoundaries(VDC1)
> .PlotFaceNames.TissueDrawing(VDC1)
> PlotNodes(VDC1)
> PlotNodes(VDC2)
> .PlotFaceNames.TissueDrawing(VDC2)

```



7 Circles

```

> r = 0.6
> d = 0.4
> angles <- pi/2 - c(0, 2 * pi/3, 4 * pi/3)
> x <- d * cos(angles)
> y <- d * sin(angles)
> r <- rep(r, 3)
> centres <- matrix(c(x, y), ncol = 2, byrow = FALSE)

```

```

> VDC1 <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC2 <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> TM <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDC2, set2Name = "Set2")
> VDC3 <- newTissueFromCircle(centres[3, ], radius = r[3], Set = 3)
> TM <- addSetToDrawing(drawing1 = TM, drawing2 = VDC3, set2Name = "Set3")
> .validateDrawing(TM)

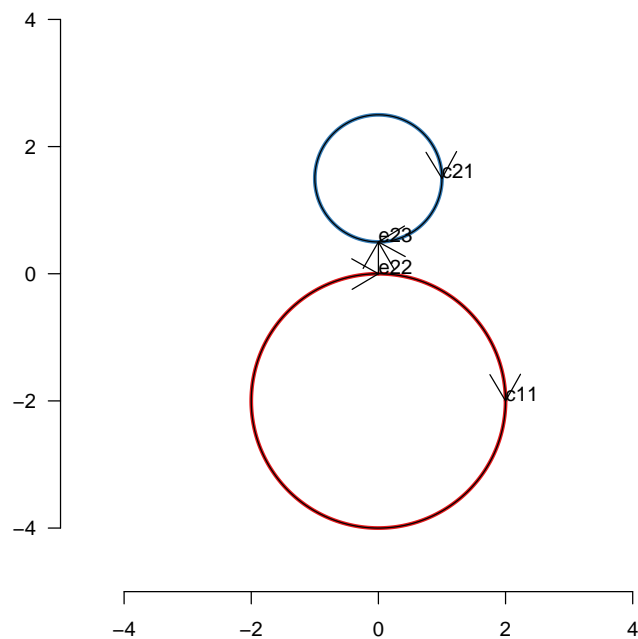
```

Validating a drawing on 3 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-1.5, 1.5), c(-1.5, 1.5))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(TM)
> PlotNodes(TM)
> shoar(TM)

```



7.1 Non overlapping circles

```

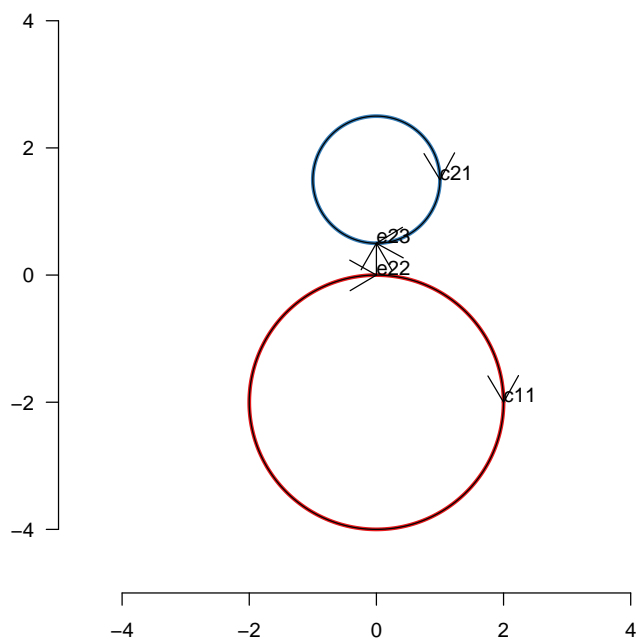
> centre.xy <- c(0, -2)
> VDC1 <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> VDC2 <- newTissueFromCircle(centre.xy + c(0, 3.5), radius = 1,
+   Set = 2)
> TN2 <- addSetToDrawing(VDC1, VDC2)

```

```
> VDC3 <- newTissueFromCircle(c(0, -0.5), radius = 1, Set = 3)
> .validateDrawing(TN2)
```

Validating a drawing on 2 sets.....done

```
> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-5, 5), c(-5, 5))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(TN2)
> PlotNodes(TN2)
> shoar(TN2)
```



7.2 Example of bug 528

```
> centre.xy <- c(0, -2)
> VDC1b <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> VDC2b <- newTissueFromCircle(centre.xy + c(0, 3), radius = 1,
+   Set = 2)
> TN2b <- (addSetToDrawing(VDC1b, VDC2b))
> TN2b
```

	from	to	type	npoints	centre	hand
c11 i23 1	c11	i23	VDedgeSector	NA	0,-2	1

```

i23|c11|1 i23 c11 VDedgeSector NA 0,-2 1
c21|i23|2 c21 i23 VDedgeSector NA 0,1 1
i23|c21|2 i23 c21 VDedgeSector NA 0,1 1
      X1 X2
c11  2 -2
i23  0  0
c21  1  1

                                     faces
10                                c11|i23|1;i23|c11|1
DarkMatter -c11|i23|1;-i23|c11|1;-c21|i23|2;-i23|c21|2
01                                i23|c21|2;c21|i23|2

                        sig
10                        10
DarkMatter DarkMatter
01                        01
      paste.face..collapse.....
Set1      c11|i23|1;i23|c11|1
Set2      c21|i23|2;i23|c21|2

> (.validateDrawing(TN2b))

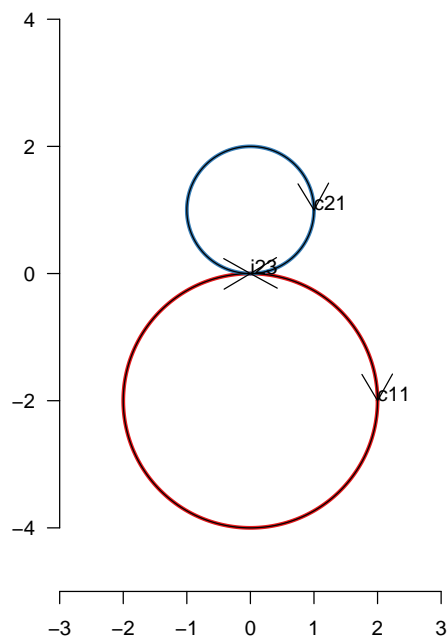
Validating a drawing on 2 sets.....done
NULL

```

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-5, 5))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(TN2b)
> PlotNodes(TN2b)
> shoar(TN2b)

```



8 Check for the intersection of two edges

```

> centre.xy <- c(0, 0)
> VDC1 <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> renameFaces(VDC1, oldName = .faceNames(VDC1, onlyVisible = TRUE),
+             "1")

```

	from	to	type	npoints	centre	hand
c11 c11 1	c11	c11	VDedgeSector	NA	0,0	1
	X1	X2				
c11	2	-4.898425e-16				
		faces				
1		c11 c11 1				
DarkMatter		-c11 c11 1				
		sig				
1		1				

```

DarkMatter DarkMatter
  paste.face..collapse.....
Set1          c11|c11|1

> VDC2 <- newTissueFromCircle(centre.xy + c(0, 1.5), radius = 1,
+   Set = 2)
> edge1 <- VDC1@edgeList[[1]]
> edge2 <- VDC2@edgeList[[1]]
> .findIntersection(edge1, edge2)

      [,1] [,2]
[1,] -0.9682458 1.75
[2,]  0.9682458 1.75

> edge1 <- VD8@edgeList[["p1|p4|4"]]
> edge2 <- VDC2@edgeList[[1]]
> .findIntersection(edge1, edge2)

      [,1] [,2]

> edge1 <- VD8@edgeList[["p1|p4|4"]]
> edge2 <- VD8@edgeList[["p2|p4|2"]]
> .findIntersection(edge1, edge2)

      [,1] [,2]
[1,]      7  -2

> .find.point.within.face(drawing = VD8, faceName = "1001")

      [,1]      [,2]
centroid -1 1.755971

> .is.point.within.face(VD8, "DarkMatter", p7)

[1] FALSE

> .is.point.within.face(VD8, "DarkMatter", matrix(c(-100, 100),
+   ncol = 2))

[1] TRUE

> edge1 <- VD8@edgeList[["p1|p4|4"]]
> edge2 <- VD8@edgeList[["p1|p3|3"]]
> .findIntersection(edge1, edge2)

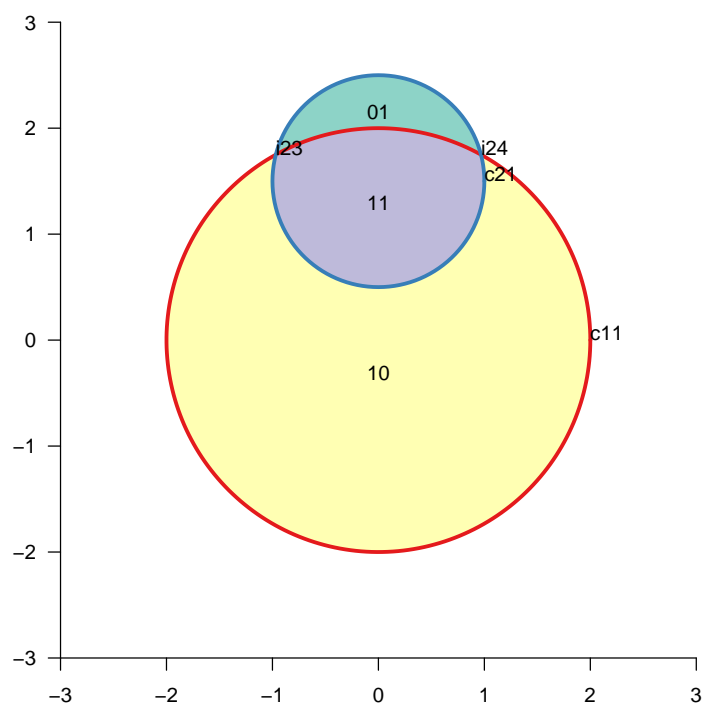
      [,1] [,2]
ict      1      2

> drawing1 <- VDC1
> drawing2 <- VDC2
> VM <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDC2, set2Name = "Set2")
> .validateDrawing(VM)

```

Validating a drawing on 2 sets.....done

```
> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VM)
> PlotSetBoundaries(VM)
> .PlotFaceNames.TissueDrawing(VM)
> PlotNodes(VM)
```



9 addSetToDrawing two polygons

```
> d <- 1
> s1 <- 0.7
> s2 <- 0.6
> d <- 0.9146274
> s1 <- 2.44949
> s2 <- 2.645751
> l1 <- -d/2 - s1/2
> l2 <- d/2 - s2/2
> r1 <- -d/2 + s1/2
> r2 <- d/2 + s2/2
```

```

> poly.1 <- matrix(c(l1, -s1/2, l1, s1/2, r1, s1/2, r1, -s1/2),
+   ncol = 2, byrow = TRUE)
> rownames(poly.1) <- paste("s", 1:4, sep = "")
> poly.2 <- matrix(c(l2, -s2/2, l2, s2/2, r2, s2/2, r2, -s2/2),
+   ncol = 2, byrow = TRUE)
> rownames(poly.2) <- paste("s", 2:5, sep = "")
> VDP1 <- newTissueFromPolygon(points.xy = poly.1, Set = 1)
> VDP2 <- newTissueFromPolygon(points.xy = poly.2, Set = 2)
> TM <- addSetToDrawing(drawing1 = VDP1, drawing2 = VDP2, set2Name = "Set2")
> .validateDrawing(TM)

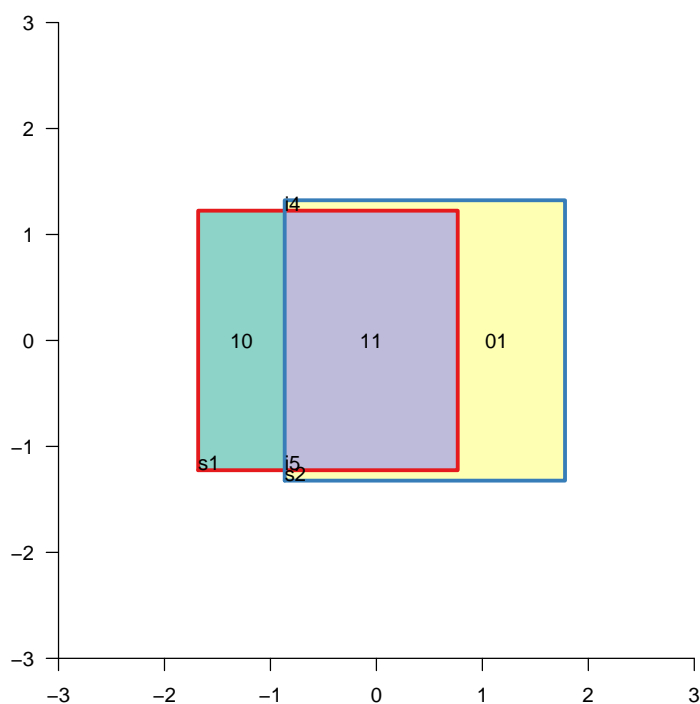
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM)
> PlotSetBoundaries(TM)
> .PlotFaceNames.TissueDrawing(TM)
> PlotNodes(TM)

```



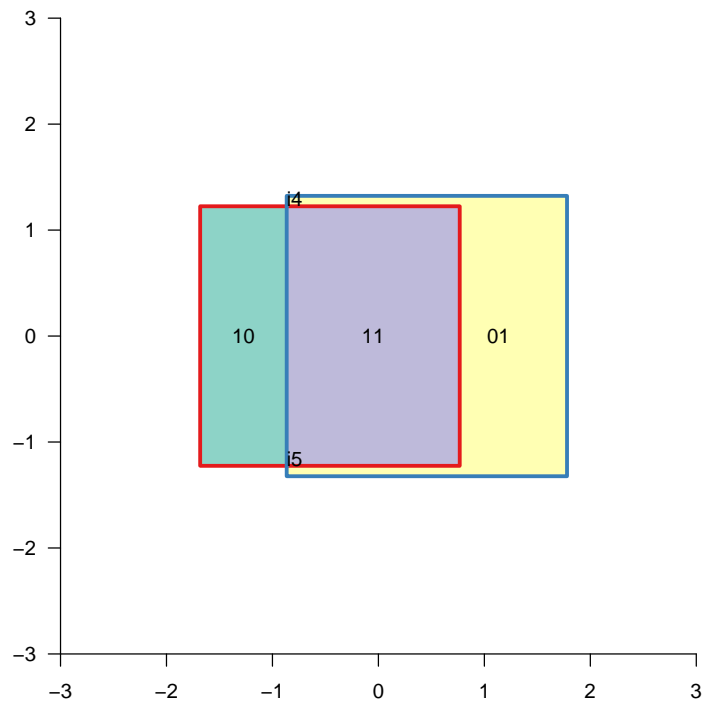
```

> TMR <- remove.nonintersectionpoints(drawing = TM)
> .validateDrawing(TMR)

```


Validating a drawing on 2 sets.....done

```
> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TMR)
> PlotSetBoundaries(TMR)
> .PlotFaceNames.TissueDrawing(TMR)
> PlotNodes(TMR)
```



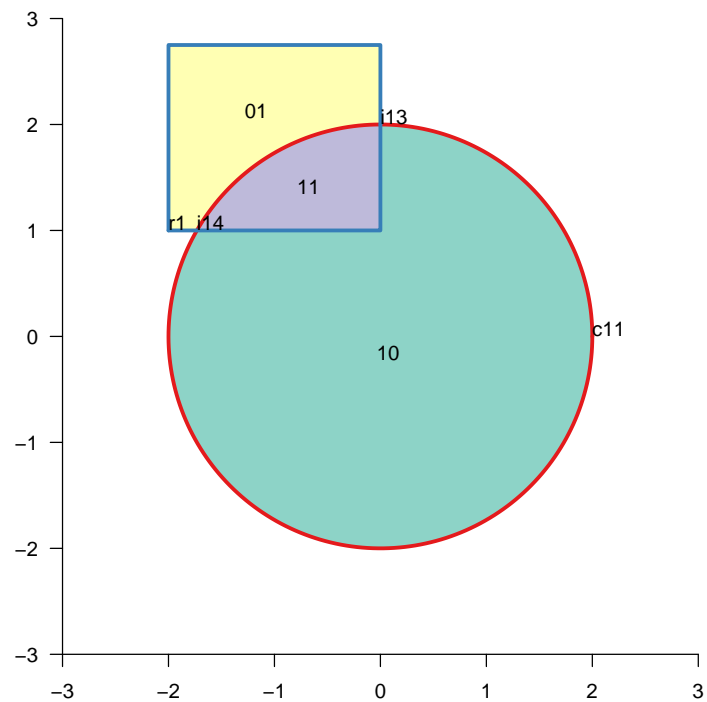
10 addSetToDrawing a polygon and a circle

```
> centre.xy <- c(0, 0)
> poly.xy <- matrix(c(-2, 1, -2, 2.75, 0, 2.75, 0, 1), byrow = TRUE,
+   ncol = 2, dimnames = list(paste("r", 1:4, sep = "")))
> VDP1 <- newTissueFromPolygon(points.xy = poly.xy, Set = 2)
> poly2.xy <- -poly.xy
> rownames(poly2.xy) <- sub("r", "rx", rownames(poly2.xy))
> VDP2 <- newTissueFromPolygon(points.xy = poly2.xy, Set = 3)
> drawing1 <- VDC1
> drawing2 <- VDP1
```

```
> VDCPM <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDP1, set2Name = "Set2")
> .validateDrawing(VDCPM)
```

Validating a drawing on 2 sets.....done

```
> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VDCPM)
> PlotSetBoundaries(VDCPM)
> .PlotFaceNames.TissueDrawing(VDCPM)
> PlotNodes(VDCPM)
```

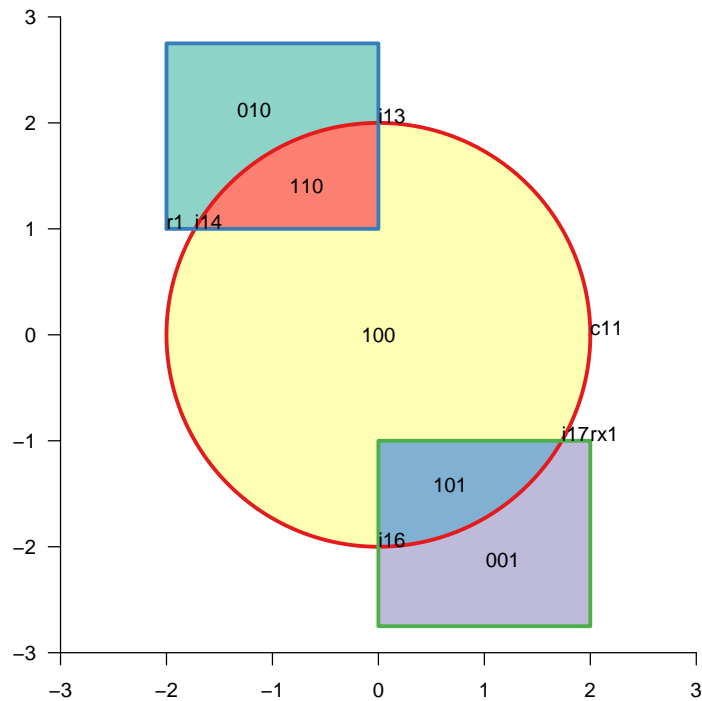


```

> VDCPM2 <- addSetToDrawing(drawing1 = VDCPM, drawing2 = VDP2,
+   set2Name = "Set3")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VDCPM2)
> PlotSetBoundaries(VDCPM2)
> .PlotFaceNames.TissueDrawing(VDCPM2)
> PlotNodes(VDCPM2)

```



11 Invisible edges

```

> centre.xy <- c(0, 0)
> VDC3 <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> VDC4 <- newTissueFromCircle(centre.xy, radius = 1, Set = 2)
> VDI <- addSetToDrawing(drawing1 = VDC3, drawing2 = VDC4, set2Name = "Set2")
> .validateDrawing(VDI)

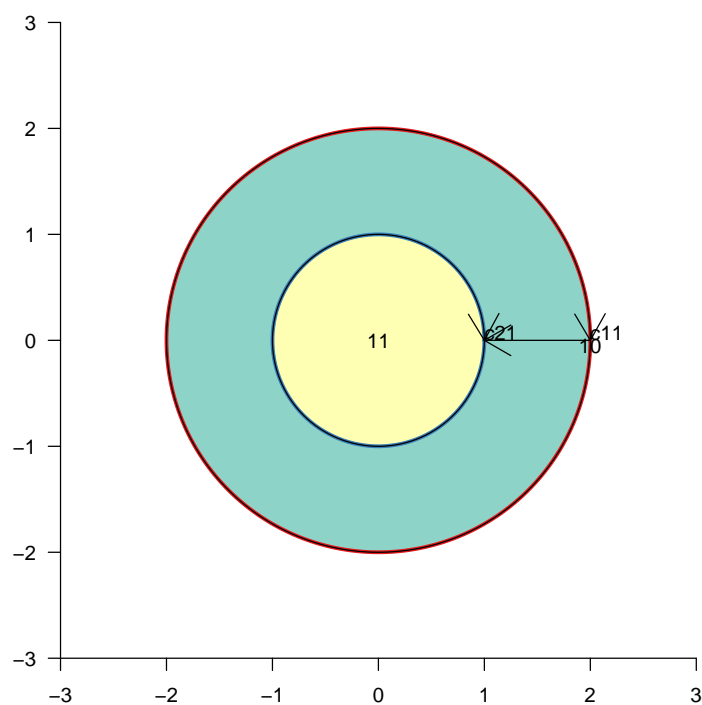
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VDI)
> PlotSetBoundaries(VDI)
> .PlotFaceNames.TissueDrawing(VDI)
> PlotNodes(VDI)
> shoar(VDI)

```



The code only attempts to inject invisible edges between known points, so we have to give the algorithm a hint by inserting such known points in the right place

```

> centre.xy <- c(-1.5, 0)
> VDC5 <- newTissueFromCircle(centre.xy, radius = 1, Set = 1)
> VDC6 <- newTissueFromCircle(centre.xy + c(3, 0), radius = 1,
+   Set = 2)
> VDC6 <- injectPoint(VDC6, "c21|c21/2", newPoint = matrix(c(0.5,
+   0), ncol = 2, dimnames = list("c3")))
> VDO <- addSetToDrawing(drawing1 = VDC5, drawing2 = VDC6, set2Name = "Set2")
> .validateDrawing(VDO)

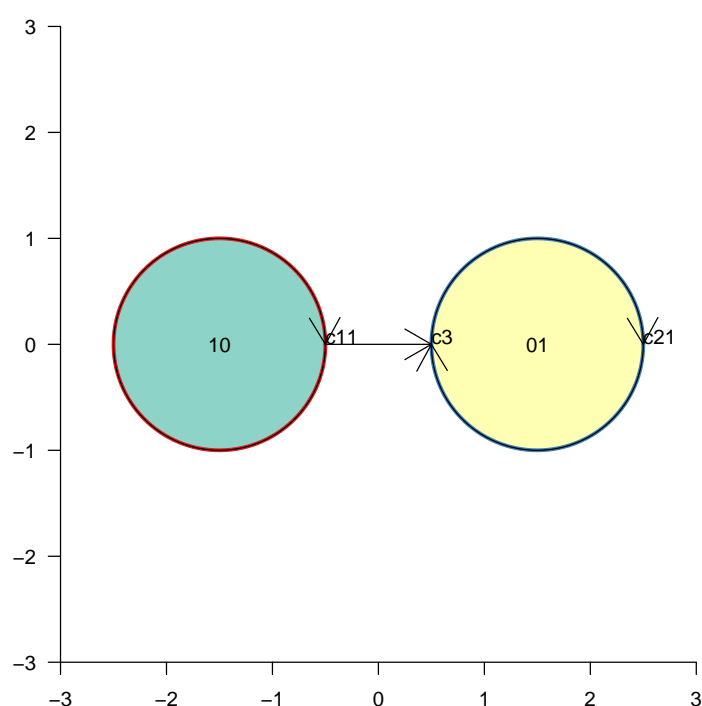
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VD0)
> PlotSetBoundaries(VD0)
> .PlotFaceNames.TissueDrawing(VD0)
> PlotNodes(VD0)
> shoar(VD0)

```



12 Tangents

```

> centre.xy <- c(0, 0)
> VDC7 <- newTissueFromCircle(centre.xy, radius = 2, Set = 1)
> VDC8 <- newTissueFromCircle(centre.xy + c(1, 0), radius = 1,
+   Set = 2)
> VDT <- addSetToDrawing(drawing1 = VDC7, drawing2 = VDC8, set2Name = "Set2")
> .validateDrawing(VDT)

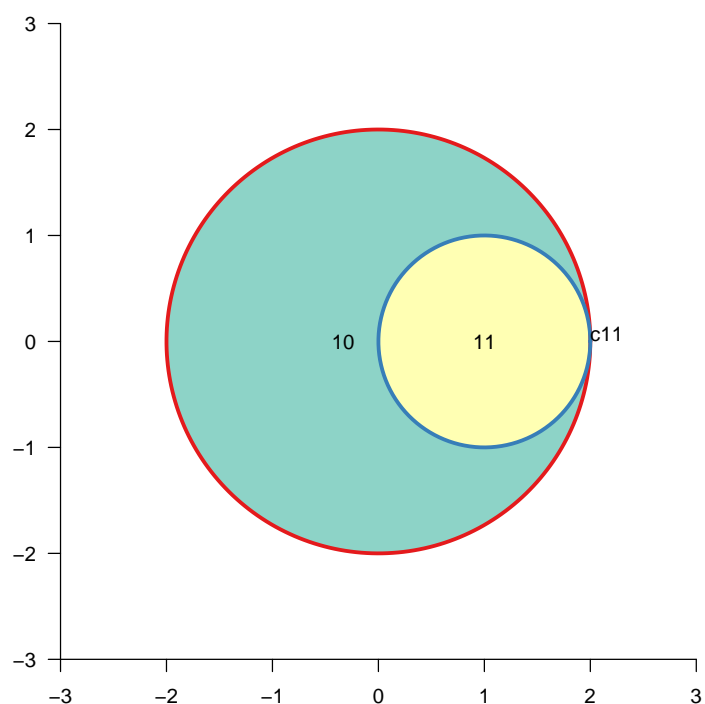
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VDT)
> PlotSetBoundaries(VDT)
> .PlotFaceNames.TissueDrawing(VDT)
> PlotNodes(VDT)

```



```

> centre.xy <- c(0, 0)
> VDC9 <- newTissueFromCircle(centre.xy, radius = 1, Set = 1)
> VDC10 <- newTissueFromCircle(centre.xy + c(1, 0), radius = 2,
+   Set = 2)
> VDT2 <- addSetToDrawing(drawing1 = VDC9, drawing2 = VDC10, set2Name = "Set2")
> .validateDrawing(VDT2)

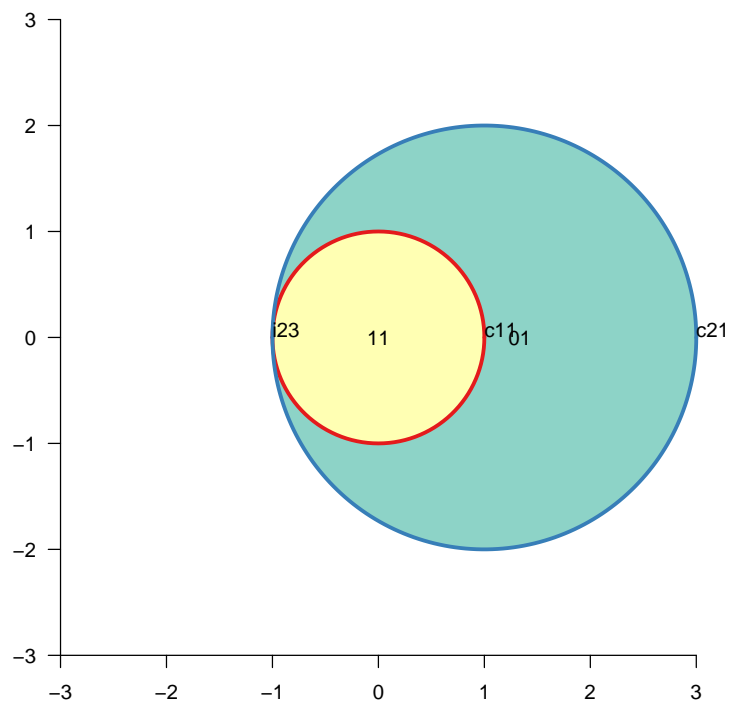
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(VDT2)
> PlotSetBoundaries(VDT2)
> .PlotFaceNames.TissueDrawing(VDT2)
> PlotNodes(VDT2)

```



```

> r1 = 0.797884560802865
> r2 = 0.797884560802865
> d = 1.59576912160573
> r = c(r1, r2)
> centres <- matrix(c(-d/2, 0, d/2, 0), ncol = 2, byrow = TRUE)
> VDC1 <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC2 <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> VDT <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDC2, set2Name = "Set2")
> .validateDrawing(VDT)

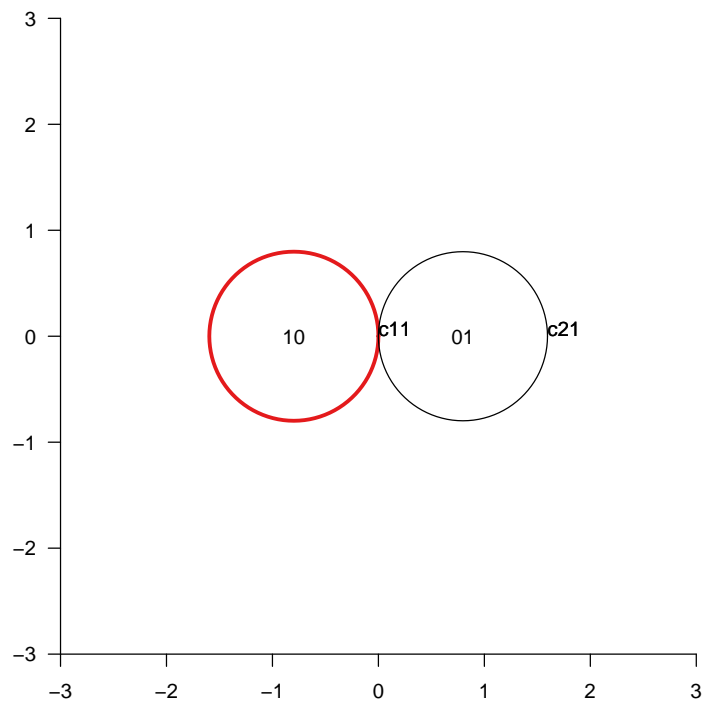
```

Validating a drawing on 2 sets.....done

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(VDC1)
> PlotSetBoundaries(VDC2, gp = gpar(col = "red"))
> PlotNodes(VDC1)
> PlotNodes(VDC2)
> .PlotFaceNames.TissueDrawing(VDT)
> PlotNodes(VDT)

```



```

> l1 <- -1.06066
> r1 <- 0.3535534
> l2 <- -0.3535534
> r2 <- 1.06066
> s1 <- 1.414214
> s2 <- 1.414214
> poly.1 <- matrix(c(l1, -s1/2, l1, s1/2, r1, s1/2, r1, -s1/2),
+   ncol = 2, byrow = TRUE)
> rownames(poly.1) <- paste("s", 1:4, sep = "")
> poly.2 <- matrix(c(l2, -s2/2, l2, s2/2, r2, s2/2, r2, -s2/2),
+   ncol = 2, byrow = TRUE)
> rownames(poly.2) <- paste("s", 2:5, sep = "")
> VDP1 <- newTissueFromPolygon(points.xy = poly.1, Set = 1)

```

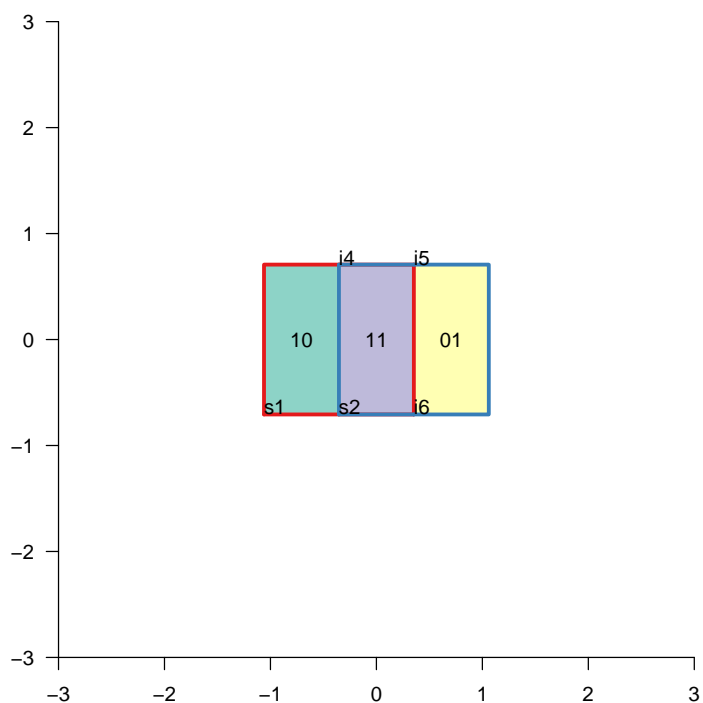


```

> VDP2 <- newTissueFromPolygon(points.xy = poly.2, Set = 2)
> TM <- addSetToDrawing(drawing1 = VDP1, drawing2 = VDP2, set2Name = "Set2")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM)
> PlotSetBoundaries(TM)
> .PlotFaceNames.TissueDrawing(TM)
> PlotNodes(TM)

```



```

> d <- 1
> s1 <- 1
> s2 <- 1
> l1 <- -d/2 - s1/2
> l2 <- d/2 - s2/2
> r1 <- -d/2 + s1/2
> r2 <- d/2 + s2/2
> poly.1 <- matrix(c(l1, -s1/2, l1, s1/2, r1, s1/2, r1, -s1/2),
+   ncol = 2, byrow = TRUE)
> rownames(poly.1) <- paste("s", 1:4, sep = "")
> poly.2 <- matrix(c(l2, -s2/2, l2, s2/2, r2, s2/2, r2, -s2/2),
+   ncol = 2, byrow = TRUE)

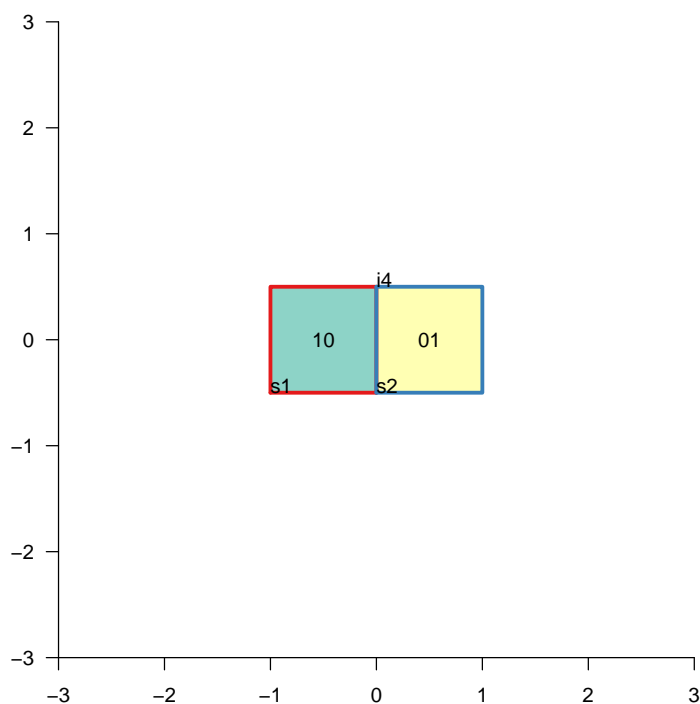
```

```

> rownames(poly.2) <- paste("s", 2:5, sep = "")
> VDP3 <- newTissueFromPolygon(points.xy = poly.1, Set = 1)
> VDP4 <- newTissueFromPolygon(points.xy = poly.2, Set = 2)
> TM3 <- addSetToDrawing(drawing1 = VDP3, drawing2 = VDP4, set2Name = "Set2")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM3)
> PlotSetBoundaries(TM3)
> .PlotFaceNames.TissueDrawing(TM3)
> PlotNodes(TM3)

```



13 Three circles

13.1 Canonical

```

> r <- 0.6
> d <- 0.4
> angles <- pi/2 - c(0, 2 * pi/3, 4 * pi/3)
> x <- d * cos(angles)
> y <- d * sin(angles)

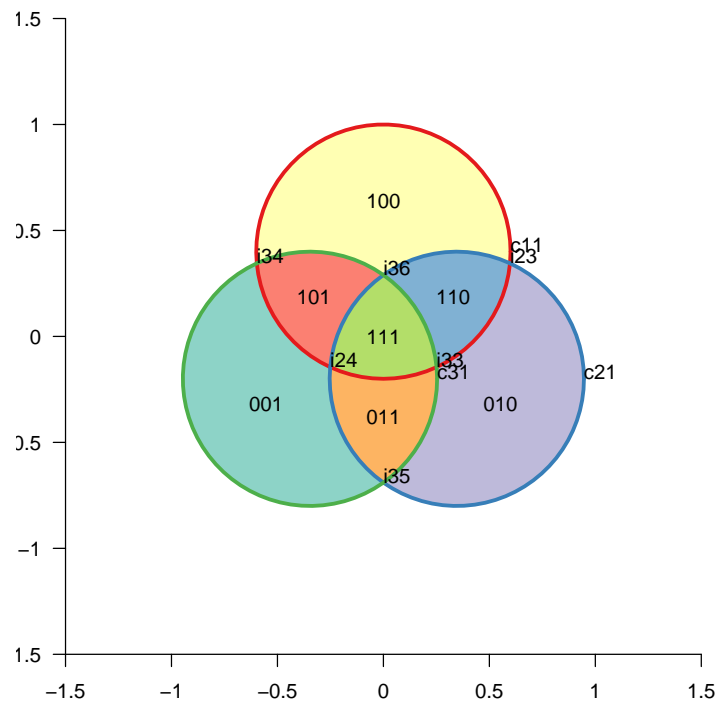
```

```

> r <- rep(r, 3)
> centres <- matrix(c(x, y), ncol = 2, byrow = FALSE)
> VDC1 <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC2 <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> TM3 <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDC2, set2Name = "Set2")
> VDC3 <- newTissueFromCircle(centres[3, ], radius = r[3], Set = 3)
> TM3 <- addSetToDrawing(drawing1 = TM3, drawing2 = VDC3, set2Name = "Set3")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-1.5, 1.5), c(-1.5, 1.5))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM3)
> PlotSetBoundaries(TM3)
> .PlotFaceNames.TissueDrawing(TM3)
> PlotNodes(TM3)

```



13.2 One tangent point

```

> r <- c(1.261566, 0.977205, 1.492705)
> x <- c(0, 1.350138, -1.086542)
> y <- c(1.2615663, -0.8066661, -0.4028718)
> centres <- matrix(c(x, y), ncol = 2, byrow = FALSE)

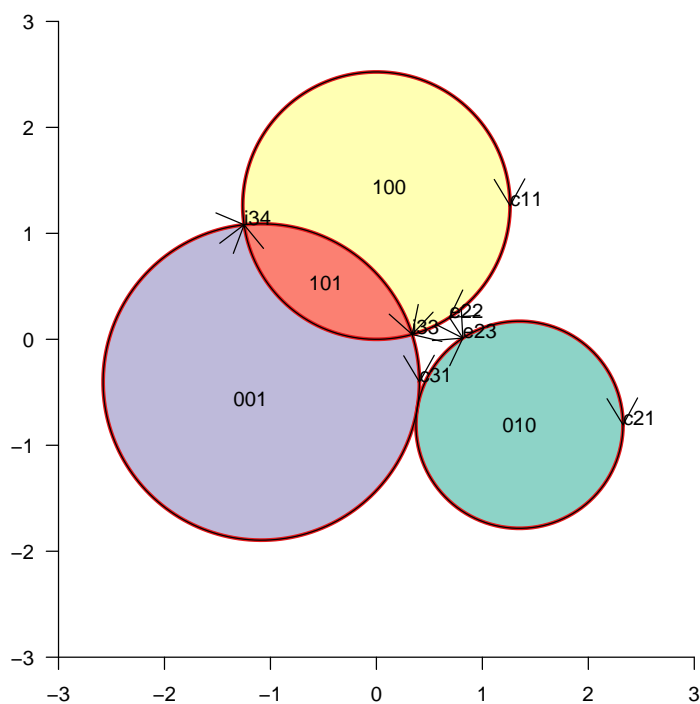
```

```

> VDC1 <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC2 <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> TM <- addSetToDrawing(drawing1 = VDC1, drawing2 = VDC2, set2Name = "Set2")
> VDC3 <- newTissueFromCircle(centres[3, ], radius = r[3], Set = 3)
> TM <- addSetToDrawing(drawing1 = TM, drawing2 = VDC3, set2Name = "Set3")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM)
> PlotSetBoundaries(VDC1)
> PlotSetBoundaries(VDC2)
> PlotSetBoundaries(VDC3)
> .PlotFaceNames.TissueDrawing(TM)
> PlotNodes(TM)
> shoar(TM)

```



13.3 Two circles tangent numerics

```

> r <- c(1.492705, 0.977205, 1.128379)
> x <- c(0, 1.384666, -1.028597)
> y <- c(1.49270533, -0.55257134, -0.02662434)

```

```

> centres <- matrix(c(x, y), ncol = 2, byrow = FALSE)
> VDC12b <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC22b <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> TM2b <- try(addSetToDrawing(drawing1 = VDC12b, drawing2 = VDC22b,
+   set2Name = "Set2"))

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotSetBoundaries(VDC1b)
> PlotSetBoundaries(VDC2b)

```

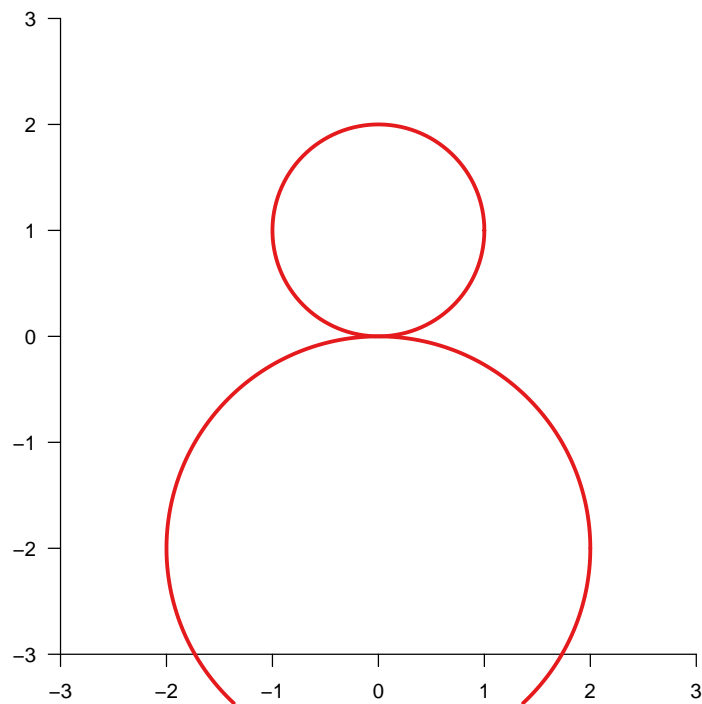


Figure 6: Numerical difficulties cause a bug here

13.4 April May June

```

> r <- c(1.26156626101008, 0.97720502380584, 1.12837916709551)
> x <- c(0, 1.19497271405280, -1.19497271405280)
> y <- c(1.26156626101008, -0.808187193387839, -0.808187193387839)
> centres <- matrix(c(x, y), ncol = 2, byrow = FALSE)
> VDC1c <- newTissueFromCircle(centres[1, ], radius = r[1], Set = 1)
> VDC2c <- newTissueFromCircle(centres[2, ], radius = r[2], Set = 2)
> TMc <- addSetToDrawing(drawing1 = VDC1c, drawing2 = VDC2c, set2Name = "Set2")

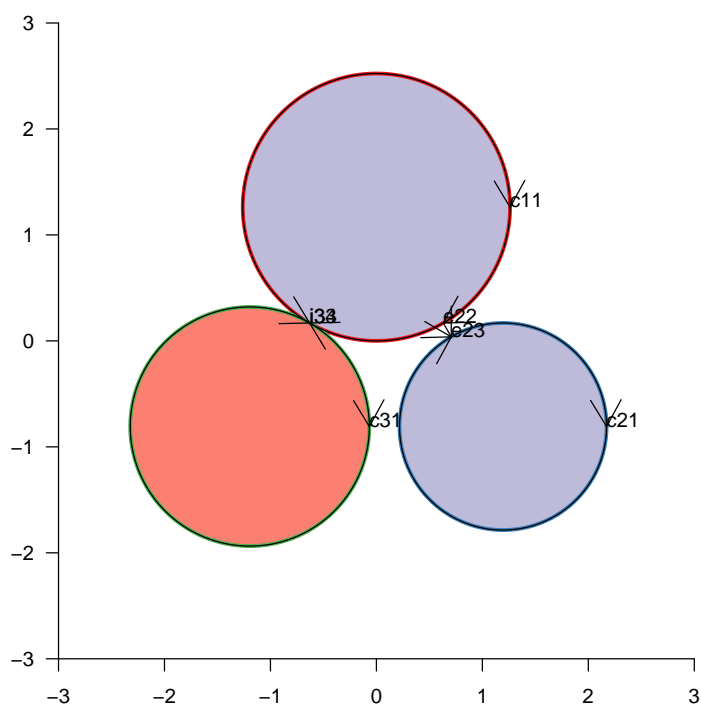
```

```

> VDC3c <- newTissueFromCircle(centres[3, ], radius = r[3], Set = 3)
> TM3c <- addSetToDrawing(drawing1 = TMc, drawing2 = VDC3c, set2Name = "Set3")
> TV3c <- .merge.faces.invisibly.split(TM3c)

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-3, 3), c(-3, 3))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TV3c)
> PlotSetBoundaries(TV3c)
> PlotNodes(TV3c)
> shoar(TV3c)

```



14 Triangles

```

> .inscribetrangle.feasible <- function(wghts) {
+   w0 <- 1 - sum(wghts)
+   stopifnot(all(wghts <= 1) & all(wghts >= 0) & w0 >= 0)
+   wa <- wghts[1]
+   wb <- wghts[2]
+   wc <- wghts[3]
+   Delta <- w0^2 - 4 * wa * wb * wc
+   return(Delta >= 0)
}

```

```

+ }
> .inscribetriangle.compute <- function(wghts) {
+   wa <- wghts[1]
+   wb <- wghts[2]
+   wc <- wghts[3]
+   stopifnot(.inscribetriangle.feasible(wghts))
+   pa <- (1 - wc)
+   pb <- (wb + wc - wa - 1)
+   pc <- wa * (1 - wb)
+   sc <- if (wa > 0) {
+     (-pb - sqrt(pb^2 - 4 * pa * pc))/(2 * pa)
+   }
+   else if (wb + wc < 1) {
+     (1 - wb - wc)/(1 - wc)
+   }
+   else {
+     0
+   }
+   sb <- if (sc > 0) {
+     1 - wa/sc
+   }
+   else {
+     wc/(1 - wb)
+   }
+   sa <- wb/(1 - sc)
+   c(sc, sa, sb)
+ }
> .inscribetriangle.inscribe <- function(xy, wghts) {
+   scalef <- NA
+   isfeasible <- .inscribetriangle.feasible(wghts)
+   if (!isfeasible) {
+     scalef <- 4 * wghts[1] * wghts[2] * wghts[3]/(1 - sum(wghts))^2
+     scalef <- scalef^(1/3)
+     wghts <- wghts/(scalef * 1.001)
+     isfeasible <- .inscribetriangle.feasible(wghts)
+     stopifnot(!isfeasible)
+   }
+   if (!isfeasible)
+     return(list(feasible = FALSE))
+   scab <- .inscribetriangle.compute(wghts)
+   inner.xy <- (1 - scab) * xy + scab * (xy[c(2, 3, 1), ])
+   return(list(feasible = TRUE, inner.xy = inner.xy, scalef = scalef))
+ }

> WeightUniverse <- 18
> WeightVisible <- 16
> WeightInvisible <- WeightUniverse - WeightVisible
> wOratio <- WeightInvisible/WeightVisible
> wa <- 0.25
> wb <- 0.25

```

```

> wc <- 0.25
> outer.weights <- c(wa, wb, wc)
> outer.innerw <- 1 - sum(outer.weights)
> outer.inner.ratios <- outer.weights/outer.innerw
> outer.feasible <- .inscribetriangle.feasible(outer.weights)
> wab <- 0.0625
> wbc <- 0.0625
> wca <- 0.0625
> wabc <- 0.0625
> inner.weights <- c(wab, wbc, wca)
> inner.innerw <- wabc
> sf <- (sum(inner.weights) + inner.innerw)
> Weight.Inner <- sf * WeightVisible
> if (sf > 0) {
+   inner.weights <- inner.weights/sf
+   inner.feasible <- .inscribetriangle.feasible(inner.weights)
+ } else {
+   inner.feasible <- FALSE
+ }
> side <- sqrt(4 * WeightVisible/(3 * sqrt(3)))
> angles <- pi/2 - c(0, 2 * pi/3, 4 * pi/3)
> outer.xy <- t(sapply(angles, function(a) c(x = side * cos(a),
+   y = side * sin(a))))
> inner <- .inscribetriangle.inscribe(outer.xy, wgths = outer.weights)
> inner.xy <- inner$inner.xy
> innest <- .inscribetriangle.inscribe(inner.xy, wgths = inner.weights)
> innest.xy = innest$inner.xy
> outest.xy <- outer.xy * sqrt(1 + wOratio)
> rownames(outer.xy) <- paste("to", 1:3, sep = "")
> rownames(inner.xy) <- paste("ti", 1:3, sep = "")
> rownames(innest.xy) <- paste("tt", 1:3, sep = "")
> outline.a.xy <- do.call(rbind, list(outer.xy[1, , drop = FALSE],
+   inner.xy[1, , drop = FALSE], innest.xy[1, , drop = FALSE],
+   innest.xy[2, , drop = FALSE], inner.xy[3, , drop = FALSE]))
> outline.b.xy <- do.call(rbind, list(outer.xy[2, , drop = FALSE],
+   inner.xy[2, , drop = FALSE], innest.xy[2, , drop = FALSE],
+   innest.xy[3, , drop = FALSE], inner.xy[1, , drop = FALSE]))
> outline.c.xy <- do.call(rbind, list(outer.xy[3, , drop = FALSE],
+   inner.xy[3, , drop = FALSE], innest.xy[3, , drop = FALSE],
+   innest.xy[1, , drop = FALSE], inner.xy[2, , drop = FALSE]))
> VDP1 <- newTissueFromPolygon(points.xy = outline.a.xy, Set = 1)
> VDP2 <- newTissueFromPolygon(points.xy = outline.b.xy, Set = 2)
> VDP3 <- newTissueFromPolygon(points.xy = outline.c.xy, Set = 3)
> TMT <- addSetToDrawing(drawing1 = VDP1, drawing2 = VDP2, set2Name = "Set2")
> TMT <- addSetToDrawing(drawing1 = TMT, drawing2 = VDP3, set2Name = "Set3")

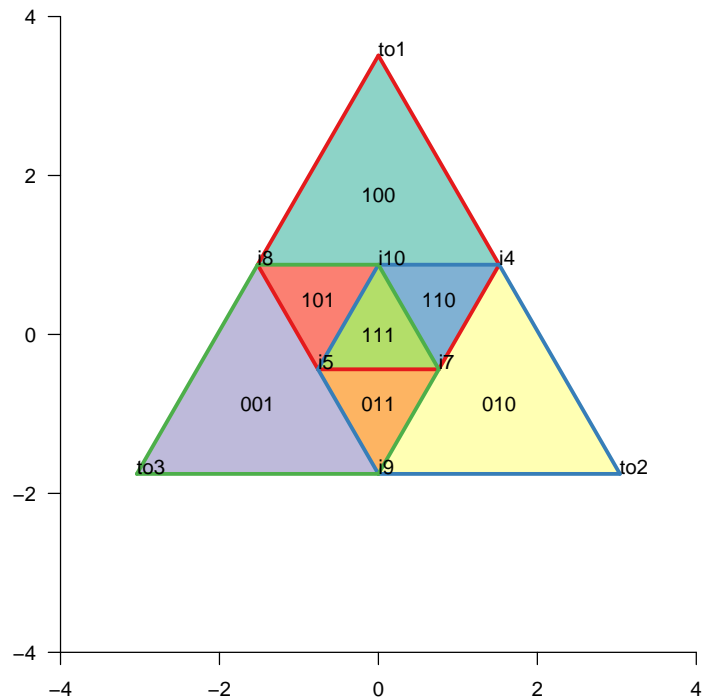
```



```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-4, 4), c(-4, 4))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TMT)
> PlotSetBoundaries(TMT)
> .PlotFaceNames.TissueDrawing(TMT)
> PlotNodes(TMT)

```



```

> WeightUniverse <- 18
> WeightVisible <- 16
> WeightInvisible <- WeightUniverse - WeightVisible
> wOratio <- WeightInvisible/WeightVisible
> wa <- 0.166666667
> wb <- 0.25
> wc <- 0.25
> outer.weights <- c(wa, wb, wc)
> outer.innerw <- 1 - sum(outer.weights)
> outer.inner.ratios <- outer.weights/outer.innerw
> outer.feasible <- .inscribetriangle.feasible(outer.weights)
> wab <- 0.166666667
> wbc <- 0
> wca <- 0
> wabc <- 0.166666667

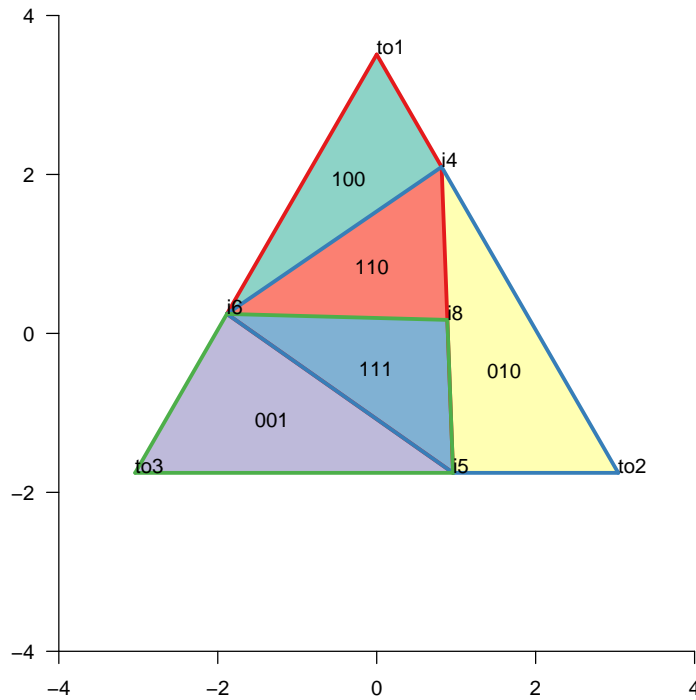
```

```

> inner.weights <- c(wab, wbc, wca)
> inner.innerw <- wabc
> sf <- (sum(inner.weights) + inner.innerw)
> Weight.Inner <- sf * WeightVisible
> if (sf > 0) {
+   inner.weights <- inner.weights/sf
+   inner.feasible <- .inscribetriangle.feasible(inner.weights)
+ } else {
+   inner.feasible <- FALSE
+ }
> side <- sqrt(4 * WeightVisible/(3 * sqrt(3)))
> angles <- pi/2 - c(0, 2 * pi/3, 4 * pi/3)
> outer.xy <- t(sapply(angles, function(a) c(x = side * cos(a),
+   y = side * sin(a))))
> inner <- .inscribetriangle.inscribe(outer.xy, wgths = outer.weights)
> inner.xy <- inner$inner.xy
> innest <- .inscribetriangle.inscribe(inner.xy, wgths = inner.weights)
> innest.xy = innest$inner.xy
> outest.xy <- outer.xy * sqrt(1 + wOratio)
> rownames(outer.xy) <- paste("to", 1:3, sep = "")
> rownames(inner.xy) <- paste("ti", 1:3, sep = "")
> rownames(innest.xy) <- paste("tt", 1:3, sep = "")
> outline.a.xy <- do.call(rbind, list(outer.xy[1, , drop = FALSE],
+   inner.xy[1, , drop = FALSE], innest.xy[1, , drop = FALSE],
+   innest.xy[2, , drop = FALSE], inner.xy[3, , drop = FALSE]))
> outline.b.xy <- do.call(rbind, list(outer.xy[2, , drop = FALSE],
+   inner.xy[2, , drop = FALSE], innest.xy[2, , drop = FALSE],
+   innest.xy[3, , drop = FALSE], inner.xy[1, , drop = FALSE]))
> outline.c.xy <- do.call(rbind, list(outer.xy[3, , drop = FALSE],
+   inner.xy[3, , drop = FALSE], innest.xy[3, , drop = FALSE],
+   innest.xy[1, , drop = FALSE], inner.xy[2, , drop = FALSE]))
> VDP1 <- newTissueFromPolygon(points.xy = outline.a.xy, Set = 1)
> VDP2 <- newTissueFromPolygon(points.xy = outline.b.xy, Set = 2)
> VDP3 <- newTissueFromPolygon(points.xy = outline.c.xy, Set = 3)
> TMT <- addSetToDrawing(drawing1 = VDP1, drawing2 = VDP2, set2Name = "Set2")
> TMT <- addSetToDrawing(drawing1 = TMT, drawing2 = VDP3, set2Name = "Set3")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-4, 4), c(-4, 4))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TMT)
> PlotSetBoundaries(TMT)
> .PlotFaceNames.TissueDrawing(TMT)
> PlotNodes(TMT)

```



15 Three squares

```

> ss1 <- c(-2.04988805276466, 1.4142135623731, 1.41421356237309,
+         -1.77228856812726, -1.77228856812726, -2.04988805276466,
+         -2.04988805276466, -2.04988805276466, 3.8936089116869, 3.8936089116869,
+         1.77228856812726, 1.77228856812726)
> ss2 <- c(-2.25237500351774, 3.88908729652601, 3.88908729652601,
+         -2.25237500351774, -2.16799518941608, -2.16799518941608,
+         1.4142135623731, 1.41421356237309)
> ss3 <- c(-1.4142135623731, 4.56252232622749, 4.56252232622749,
+         2.08764859207457, 2.08764859207457, -1.4142135623731, -1.4142135623731,
+         -1.4142135623731, 2.08764859207457, 2.08764859207457, 3.53553390593274,
+         3.53553390593274)
> SS1 <- matrix(ss1, ncol = 2, byrow = FALSE)
> rownames(SS1) <- paste("sa", 1:6, sep = "")
> SS2 <- matrix(ss2, ncol = 2, byrow = FALSE)
> rownames(SS2) <- paste("sb", 1:4, sep = "")
> SS3 <- matrix(ss3, ncol = 2, byrow = FALSE)
> rownames(SS3) <- paste("sc", 1:6, sep = "")
> VDP1 <- newTissueFromPolygon(points.xy = SS1, Set = 1)
> VDP2 <- newTissueFromPolygon(points.xy = SS2, Set = 2)
> VDP3 <- newTissueFromPolygon(points.xy = SS3, Set = 3)
> TM <- addSetToDrawing(drawing1 = VDP1, drawing2 = VDP2, set2Name = "Set2")
> TM <- addSetToDrawing(drawing1 = TM, drawing2 = VDP3, set2Name = "Set3")

```

16 Noncontiguous subsets

44

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-10, 10), c(-10, 10))
> grid.xaxis()
> grid.yaxis()
> PlotNodes(TM)
> PlotSetBoundaries(TM, gp = gpar(lwd = 2, col = c("green", "red",
+ "blue")))
> .PlotFaceNames.TissueDrawing(TM)

```

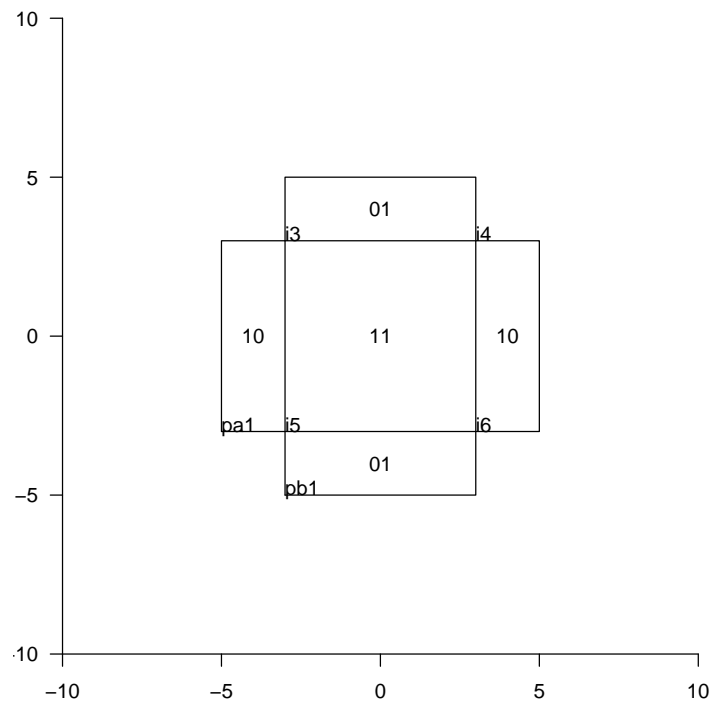


Figure 8: Injecting points

17 Ellipses

```

> phi <- 0.8
> dex <- 1.7
> dey <- 2.5
> a <- 7.6
> e <- 0.9
> x0 <- c(-0.9, -5)
> E <- list()
> E[[1]] <- newTissueFromEllipse(f1 = x0 + c(0, 0), phi = -phi,
+ dx = 0.1, e = e, a = -a, Set = 1)
> E[[2]] <- newTissueFromEllipse(x0 + c(5 + dex, -2), phi, e, a,

```

```

+      dx = 0.1, Set = 2)
> TM <- E[[1]]
> TM <- addSetToDrawing(TM, E[[2]], set2Name = "Set2")

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-10, 10), c(-10, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM)
> PlotSetBoundaries(E[[2]], gp = gpar(lwd = 2, col = c("red", "red",
+      "blue")))
> PlotNodes(TM)
> .PlotFaceNames.TissueDrawing(TM)
> PlotSetBoundaries(TM, gp = gpar(lwd = 2, col = c("green")))

```

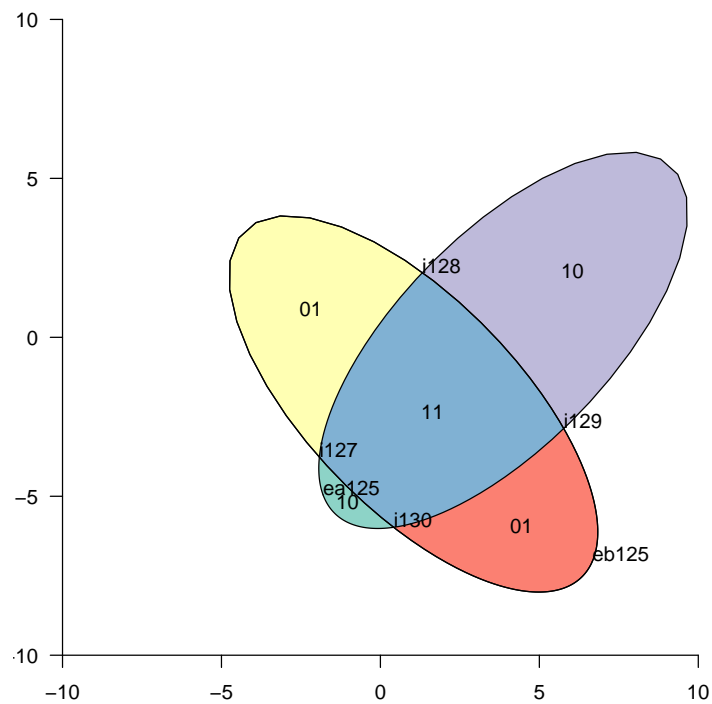


Figure 9: Injecting points

```

> phi <- 0.8
> dex <- 1.7
> dey <- 2.5
> a <- 7.6
> e <- 0.9
> x0 <- c(-0.9, -5)

```

```

> dx <- 0.1
> E <- list()
> E[[1]] <- newTissueFromEllipse(f1 = x0 + c(0, 0), dx = dx, phi = -phi,
+   e = e, a = -a, Set = 1)
> E[[2]] <- newTissueFromEllipse(x0 + c(dex, 0), dx = dx, phi,
+   e, a, Set = 2)
> E[[3]] <- newTissueFromEllipse(x0 + c(-dey, dey), dx = dx, -phi,
+   e, -a, Set = 3)
> E[[4]] <- newTissueFromEllipse(x0 + c(dex + dey, dey), dx = dx,
+   phi, e, a, Set = 4)
> TM <- E[[1]]
> TM <- addSetToDrawing(TM, E[[2]], set2Name = "Set2")

```

```

> grid.newpage()
> pushViewport(plotViewport(c(1, 1, 1, 1)))
> makevp.eqsc(c(-10, 10), c(-10, 10))
> grid.xaxis()
> grid.yaxis()
> PlotFaces(TM)
> PlotSetBoundaries(TM, gp = gpar(lwd = 2, col = c("green", "red",
+ "blue")))
> PlotNodes(TM)
> .PlotFaceNames.TissueDrawing(TM)

```

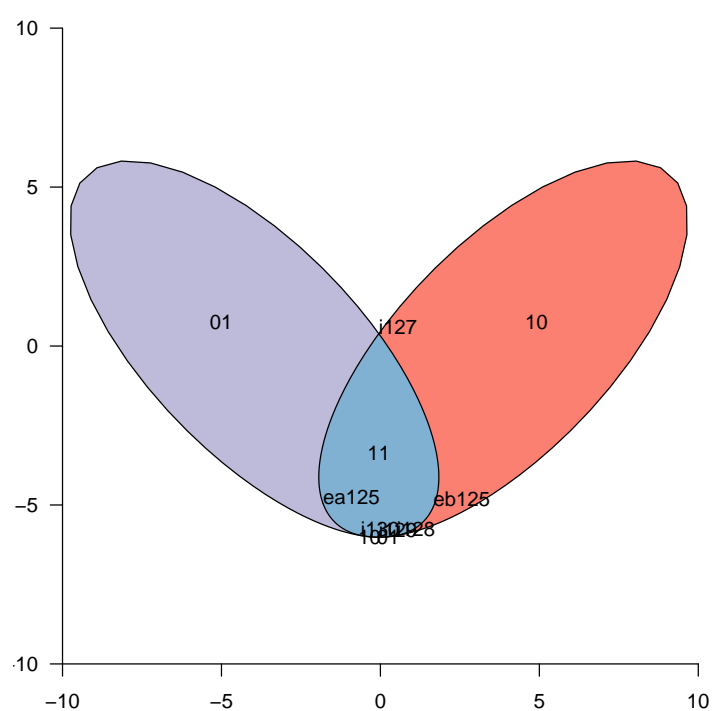


Figure 10: Injecting points

18 Chow Ruskey

18.1 Bug 522

Validating a drawing on 4 sets.....done

	FaceName	Signature	x	y	hjust	vjust
1	0001	0001	-3.433415e+01	-9.187630e+00	centre	centre
2	0010	0010	-2.149468e+01	2.121356e+01	centre	centre
3	0011	0011	-1.354970e+01	3.492671e+00	centre	centre
4	0100	0100	2.363367e+01	-2.364118e+01	centre	centre
5	0101	0101	-1.141633e+01	-1.141633e+01	centre	centre
6	0110	0110	5.949361e+00	-2.350701e+01	centre	centre
7	0111	0111	-6.027779e+00	-6.027779e+00	centre	centre
8	1000	1000	6.994836e+00	8.320701e+00	centre	centre
9	1001	1001	5.641681e+00	5.640063e+00	centre	centre
10	1010	1010	-2.744166e+00	1.024137e+01	centre	centre
11	1011	1011	-1.219634e+00	4.551736e+00	centre	centre
12	1100	1100	7.961556e+00	-1.943058e-01	centre	centre
13	1101	1101	4.976132e+00	1.333350e+00	centre	centre
14	1110	1110	1.431445e+01	-1.431445e+01	centre	centre
15	1111	1111	4.261462e-17	1.256010e-16	centre	centre
16	DarkMatter	0000	NA	NA	right	top

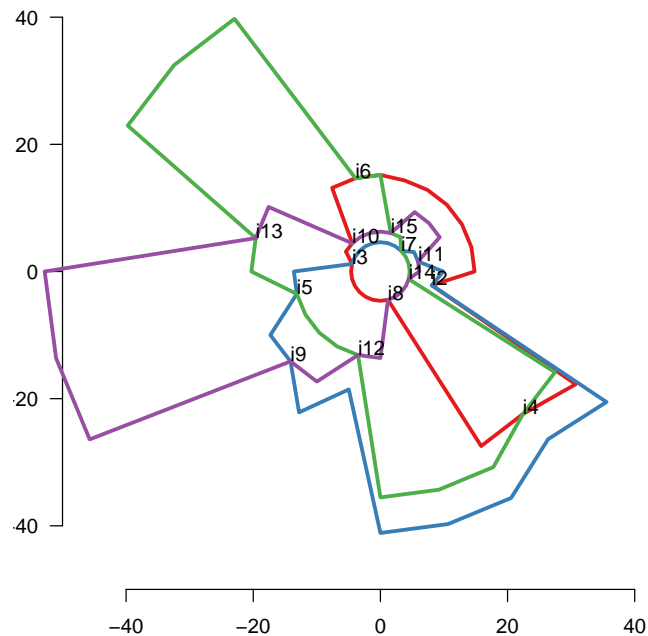


Figure 11: Chow-Ruskey weighted 4-set diagram with smudge warnings

19 This document

Author	Jonathan Swinton
CVS id of this document	Id: TissueDrawingTest.Rnw 46 2009-08-06 17:02:52Z js229 .
Generated on	12 th September, 2009
R version	R version 2.9.0 (2009-04-17)

?