

# matrix.skeleton's Manual

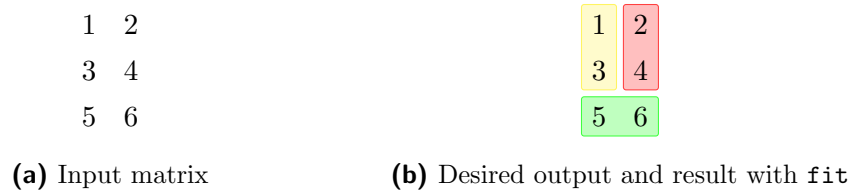
Nicolas Dubebout

## 1 Introduction

The `TikZ matrix` library places nodes on a grid. However, this grid is discarded after the nodes have been placed. As a result, certain constructions involving multiple nodes become cumbersome. The following two examples highlight some of the difficulties.

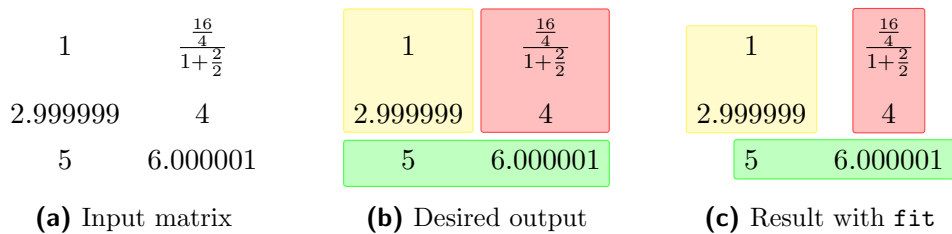
### 1.1 Alignment Issues with `fit`

The `fit` library is used to highlight a subset of nodes in a matrix. If all the nodes in the matrix have the same dimension, as in Figure 1, `fit` produces the desired output.



**Figure 1.** Highlighting in a matrix with nodes of identical dimensions

However, if the nodes have different heights and widths, as illustrated in Figure 2, some alignment issues arise.



**Figure 2.** Highlighting in a matrix with nodes of different dimensions

These problems can be addressed using `minimum width` and `minimum height`. However, adjusting manually these parameters in every matrix is a waste of time.

The `matrix.skeleton` library provides a clean solution through the use of nodes called `cells`. These `cells` and other skeleton nodes are described in Section 2.

## 1.2 Working with Rows and Columns

The readability of a matrix can sometimes be improved by adding a background on every other row. This simple task is not easily achievable with `matrix` alone. The style `every odd column` only affects the nodes of the said columns. There is no real column object to work with.

The `matrix.skeleton` library provides TikZ styles to achieve this goal easily. These styles are described in Section 3

## 2 Skeleton

### 2.1 Nodes

`matrix.skeleton` works by positioning a set of nodes to recreate the `matrix` grid. The eight types of such nodes are illustrated in Figure 3.

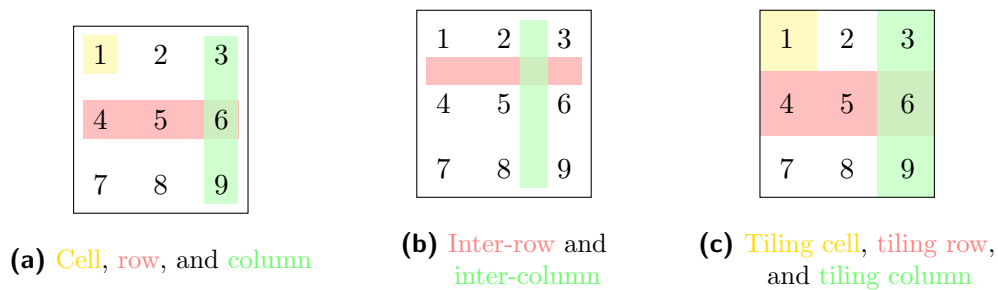


Figure 3. Skeleton nodes

### 2.2 Using `matrix.skeleton`

The recommended way of using `matrix.skeleton` is through TikZ. First, load the library with:

```
\usetikzlibrary{matrix.skeleton}
```

Then add an option to your matrix:

```
\matrix (m) [label skeleton] {...};
```

This creates a set of nodes that can be used for styling. For example, the nodes illustrated in Figure 3 are named: `m-cell-1-1`, `m-row-2`, `m-column-3`, `m-inter-row-1`, `m-inter-column-2`, `m-tiling-cell-1`, `m-tiling-row-2`, and `m-tiling-column-3`.

## 3 Styling

The skeleton nodes are PGF nodes not meant to be styled. Styles should be applied to nodes whose shapes depend on the skeleton ones.

### 3.1 Macros

Styling in `matrix.skeleton` is done with the `fit` library. The following macro creates a `fit` node with the specified style:

```
\fitandstyle{(m-cell-1-1) (m-cell-2-2)}{draw=red};
```

It takes an optional argument to place the node in a `pgfonlayer` environment:

```
\fitandstyle[background]{(m-cell-1-1) (m-cell-2-2)}{fill=red};
```

### 3.2 TikZ matrix Options

Common styling options are also provided as TikZ options. These options call `label skeleton` before styling the appropriate nodes. They take the following form:

```
\matrix (m) [style odd rows = {draw=red}] {...};
```

```
\matrix (m) [style odd tiling rows = {draw=red}] {...};
```

```
\matrix (m) [style grid = {draw}] {...};
```

```
\matrix (m) [style tiling grid = {draw}] {...};
```

All of these options have an `on layer` variant taking the following form:

```
\matrix (m) [style odd rows on layer = {background}{fill=red}] {...};
```

## 4 Examples

The following examples illustrate the styling capabilities offered by `matrix.skeleton`.

### 4.1 Grid

1	$\frac{\frac{16}{4}}{1+\frac{2}{2}}$	3
3.999999	5	6
7	8.000001	$3 + 3 + 3$

```
\begin{tikzpicture}
\matrix (m) [matrix of math nodes, style contour = {draw, very thick},
             style grid = {draw, thin}] {
1          & \frac{\frac{16}{4}}{1 + \frac{2}{2}} & 3          & \\
3.999999 & 5          & 6          & \\
7          & 8.000001   & 3 + 3 + 3 & \\
};
\end{tikzpicture}
```

## 4.2 Rows

1	$\frac{\frac{16}{4}}{1+\frac{2}{2}}$	3
3.999999	5	6
7	8.000001	$3 + 3 + 3$

```

\begin{tikzpicture}
\matrix (m) [matrix of math nodes, row sep = 10pt,
             style odd rows on layer={background}{fill=green!25},
             style even rows on layer={background}{fill=yellow!30}] {
1          & \frac{\frac{16}{4}}{1 + \frac{2}{2}} & 3          & \\
3.999999 & 5          & 6          & \\
7          & 8.000001   & 3 + 3 + 3 & \\
};

\fitandstyle{(m-inter-row-1)}{fill=red!25}
\fitandstyle{(m-inter-row-2)}{fill=red!25}
\end{tikzpicture}

```

## 4.3 Checker Board

This example is inspired by the following [TeX - LaTeX Stack Exchange](#) question: [How can I set the background color of the rows and columns of a matrix node in Tikz?](#)

	①		①
		②	②
②			②
③			③

```

\begin{tikzpicture}
\matrix (m) [draw, matrix of nodes, row sep=2mm, column sep=1mm,
             nodes={draw, thick, circle, inner sep=1pt}, label skeleton] {
  & 1 & & [2mm] | [gray] | 1 \\
  & 2 & & | [gray] | 2 \\
  | [gray] | 2 & & & | [gray] | 2 \\
  3 & & & 3 \\
};
\foreach \row in {1, ..., 4} {
  \foreach \col in {1, ..., 4} {
    \pgfmathparse{Mod(\row + \col, 2) ? "red!25" : "yellow!30"}
    \colorlet{squarebg}{\pgfmathresult}
    \fitandstyle[background]{(m-tiling-cell-\row-\col)}{fill = squarebg}
  }
}
\end{tikzpicture}

```

## 5 Internals

`matrix.skeleton` was heavily inspired by [Andrew Stacey's](#) `matrixcells` L<sup>A</sup>T<sub>E</sub>X package. It has three distinctive features. First, it works with any `anchor`. Second, it provides finer control with respect to `row sep`, `column sep`, and `inner sep`. Third, the skeleton node positioning relies only on T<sub>E</sub>X and PGF, not on L<sup>A</sup>T<sub>E</sub>X or TikZ.

`matrixcells` properly aligns its cells when the node `anchor` is `center`. However, when the alignment is different it runs into problems, as exposed in the following [T<sub>E</sub>X - L<sup>A</sup>T<sub>E</sub>X Stack Exchange](#) question: [Matrixcells problem with the y-axis only](#). This shortcoming is the result of some loss of information in `pgfmodulematrix.code.tex`. A dimension used during the placement of nodes is overwritten. Therefore, this information is not available to build the grid. In `matrixcells`, this lost dimension is reconstructed as the average of two other dimensions. This method only gives the right dimension when the nodes are centered. To always get proper alignment, the `pgfmodulematrix.code.tex` macro erasing the dimension was rewritten. Following [@percusse's](#) recommendation this change is transparent to the user and does not require updating PGF/TikZ.

`matrixcells` only provides cells corresponding the `tiling-cells` in `matrix.skeleton`. This tiling behavior is sometimes desired. However, it can result in unexpected behaviors when: using a non-center `anchor`, using `row sep` or `column sep`, or when working on boundary nodes.