

Parsing

- Editor —> normal form
- normal form —> parsing rules
- normal form —> design rules
 - “type checking” is but a subset of all possible design rules
 - graphical design rules —> e.g. dots at all joined line intersections
 - type rules —> e.g. all component types exist
- normal form —> emitting rules (transpilation)

Syntactic Noise

- Graphics-only information
 - such as line routing (polylines)
 - (semantics only needs to know beginning and end of lines, the rest is noise)