

Definition **Surjection**(Map f , Set X , Set Y):
forall $y : Y \mid \text{exists } x : X \mid f(x) = y$
 $f : A \rightarrow B$
Set A, B
Surjection(f , A , B)

Substance and Style: domain-specific languages for mathematical diagrams

Wode "Nimo" Ni

Columbia University

with Katherine Ye, Joshua Sunshine, Jonathan Aldrich, Keenan Crane

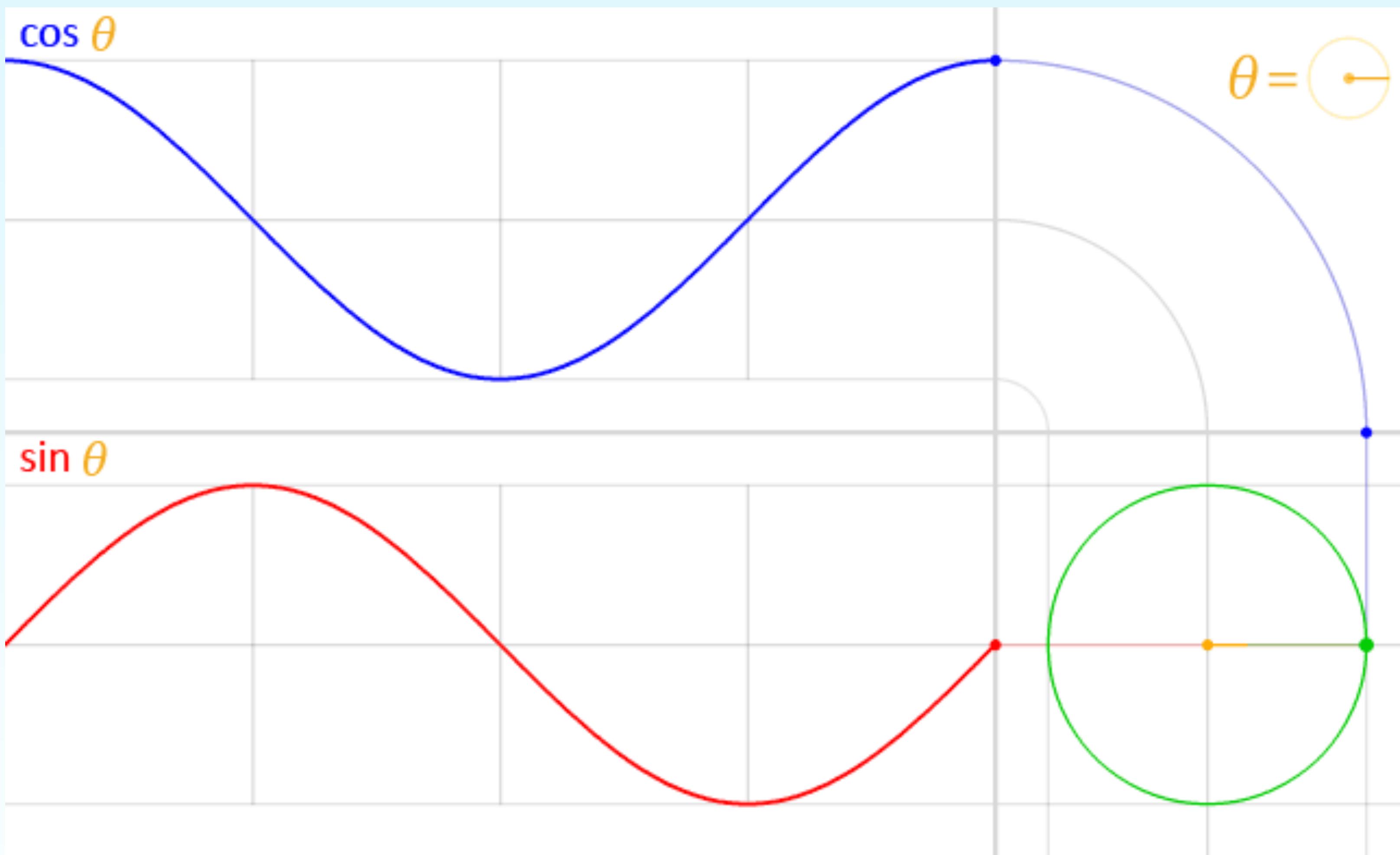
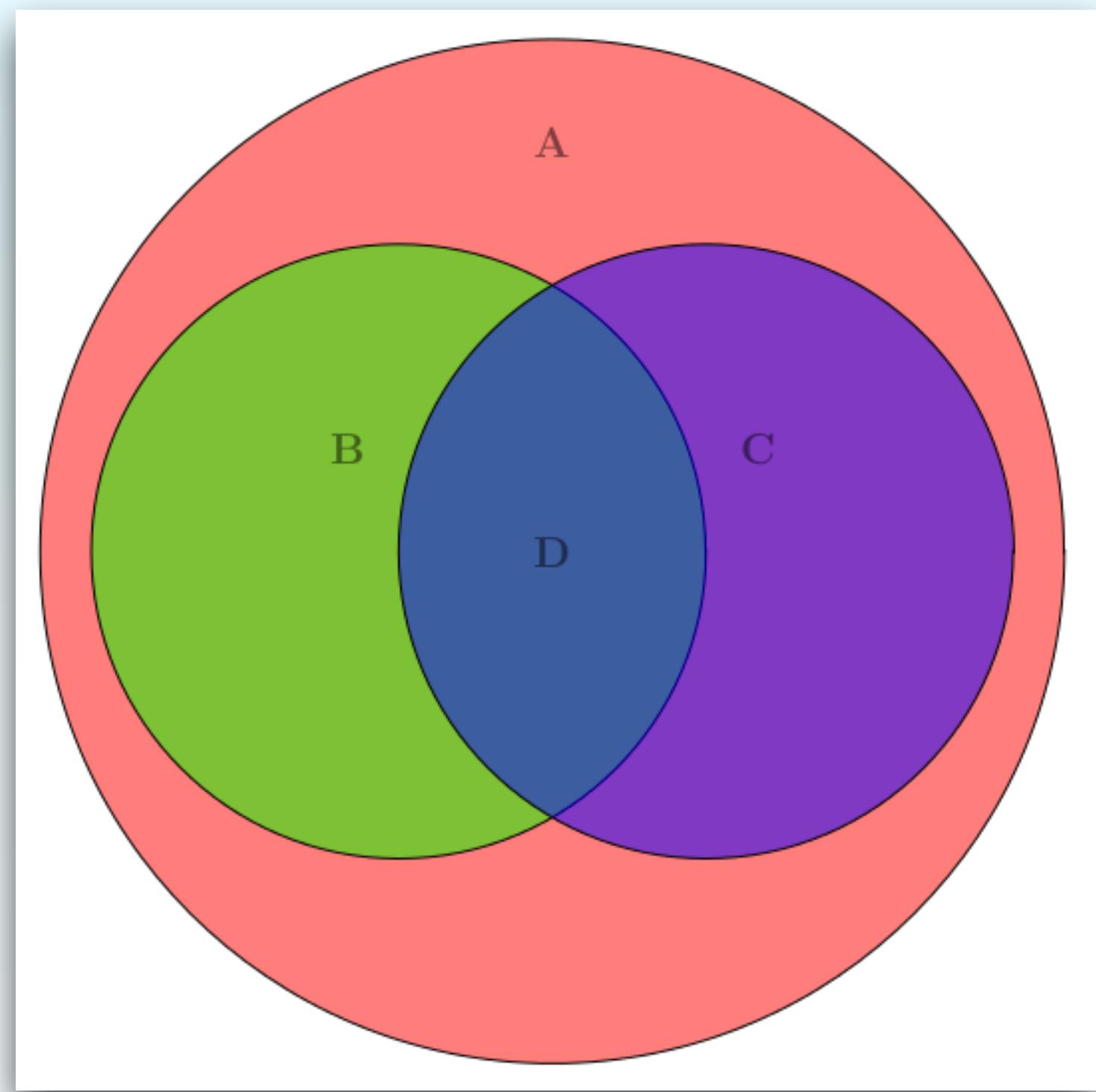


Diagram from Wikipedia page for “sine”. https://commons.wikimedia.org/wiki/File:Circle_cos_sin.gif

Illustrating Venn diagram in TikZ

```
\documentclass{article}

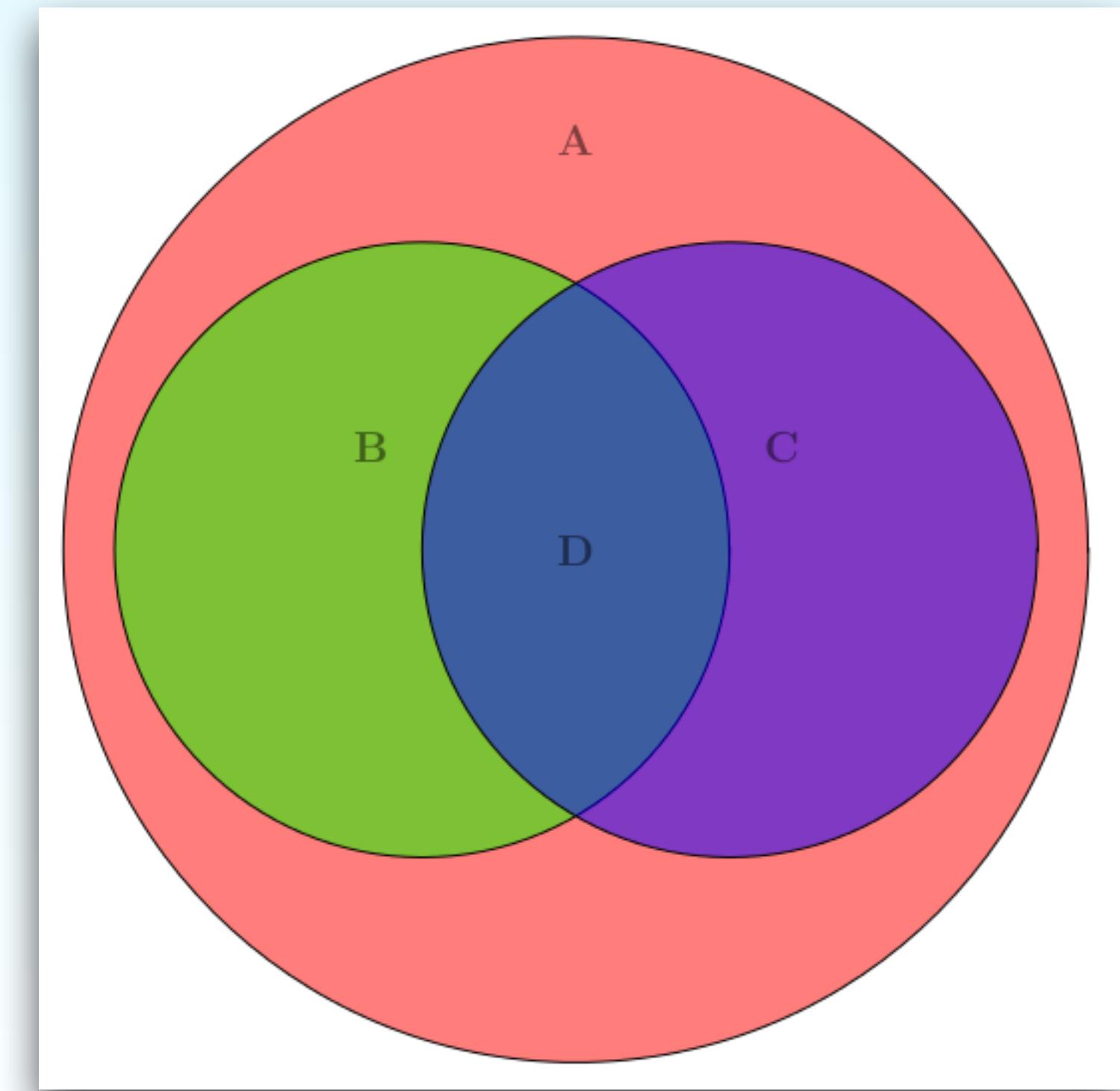
\usepackage{tikz}
\begin{document}
\pagestyle{empty}
\begin{tikzpicture}
\begin{scope}[shift={(3cm,-5cm)}, fill opacity=0.5]
\draw[fill=red, draw = black] (0,0) circle (5);
\draw[fill=green, draw = black] (-1.5,0) circle (3);
\draw[fill=blue, draw = black] (1.5,0) circle (3);
\node at (0,4) (A) {\large\textbf{A}};
\node at (-2,1) (B) {\large\textbf{B}};
\node at (2,1) (C) {\large\textbf{C}};
\node at (0,0) (D) {\large\textbf{D}};
\end{scope}
\end{tikzpicture}
\end{document}
```



Illustrating Venn diagram in TikZ

```
\documentclass{article}  
  
\usepackage{tikz}  
\begin{document}  
\pagestyle{empty}  
\begin{tikzpicture}  
  
1. Specify the colors, sizes, and  
locations of the circles  
  
2. Create “nodes” for the labels  
and determine the locations of the  
labels  
  
\end{tikzpicture}  
\end{document}
```

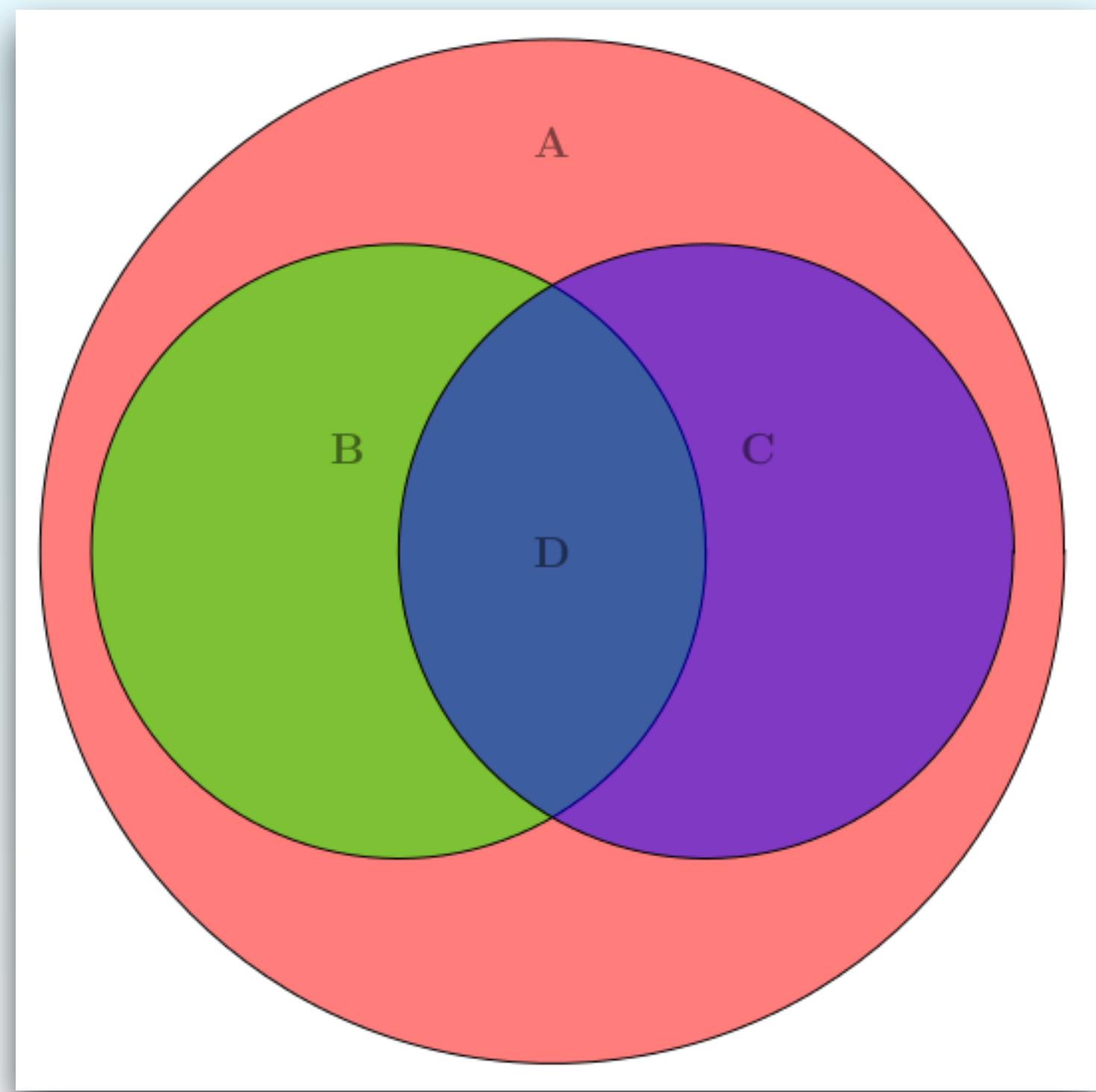
- 1. Specify the colors, sizes, and locations of the circles**
- 2. Create “nodes” for the labels and determine the locations of the labels**



Illustrating Venn diagram in TikZ

```
\documentclass{article}

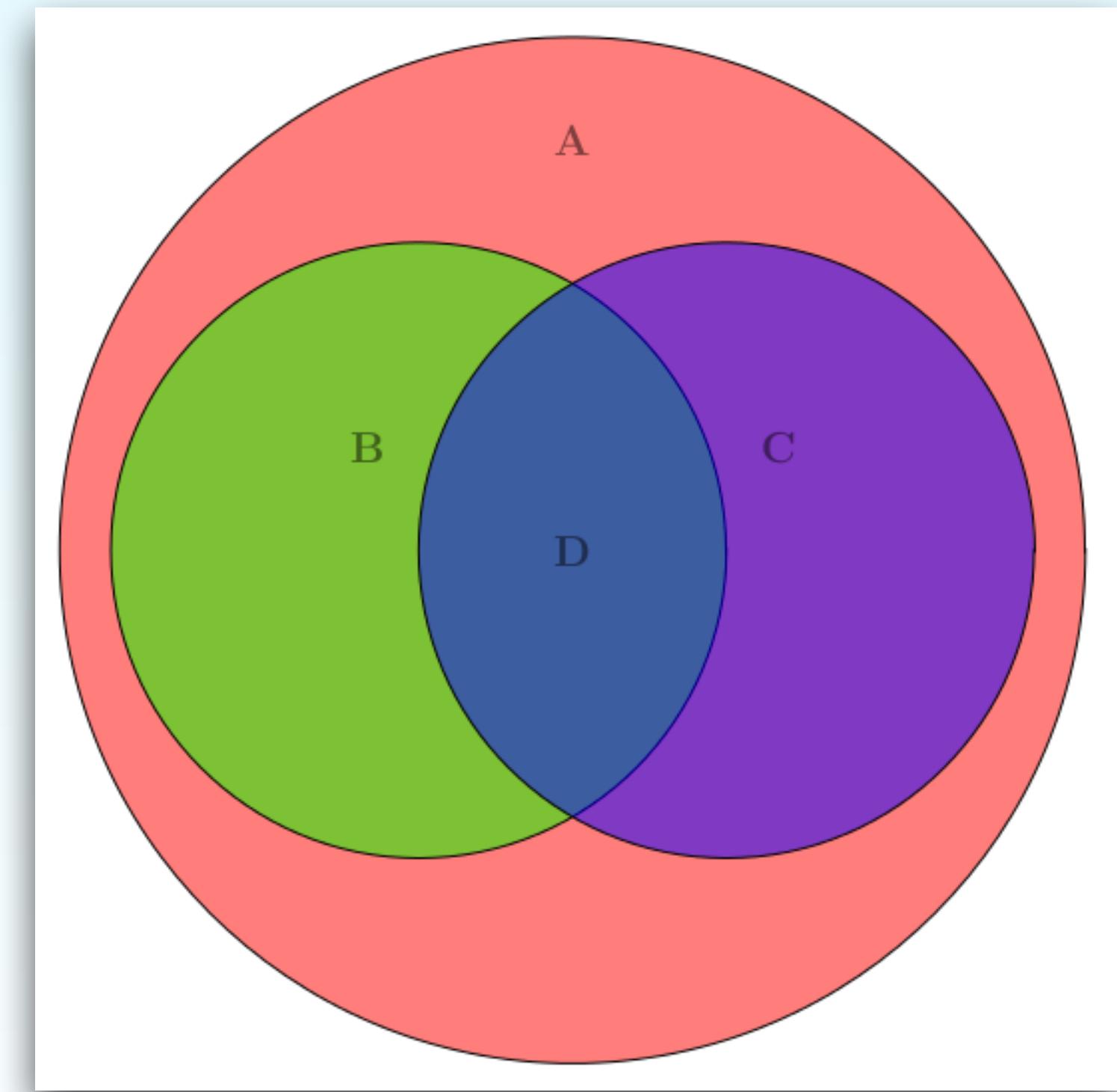
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\node at (-2,1) (B) {\large\textbf{B}};
\node at (2,1) (C) {\large\textbf{C}};
\node at (0,0) (D) {\large\textbf{D}};
\end{scope}
\end{tikzpicture}
\end{document}
```



Illustrating Venn diagram in TikZ

Low-level manipulation
down to pixels.

Semantics of the diagram
is completely **lost**.



Illustrating Venn diagram in TikZ

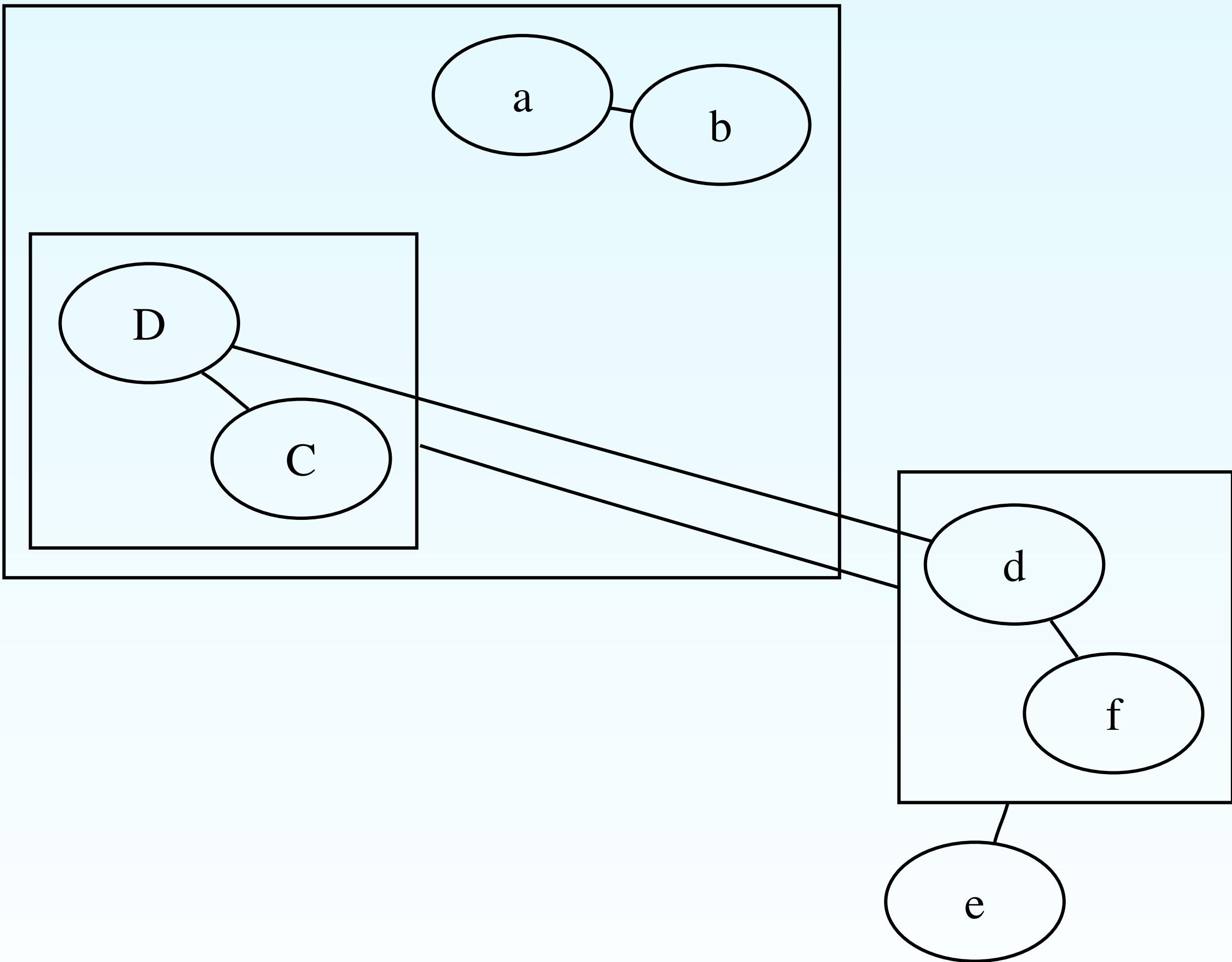
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\draw[fill=blue, draw = black] (1.5,0) circle (3);
\node at (0,4) (A) {\large\textbf{A}};
\node at (-2,1) (B) {\large\textbf{B}};
\node at (2,1) (C) {\large\textbf{C}};
\node at (0,0) (D) {\large\textbf{D}};
\end{scope}
\end{tikzpicture}
\end{document}
```

What were
we trying to
illustrate
originally?
Circles and
text labels?

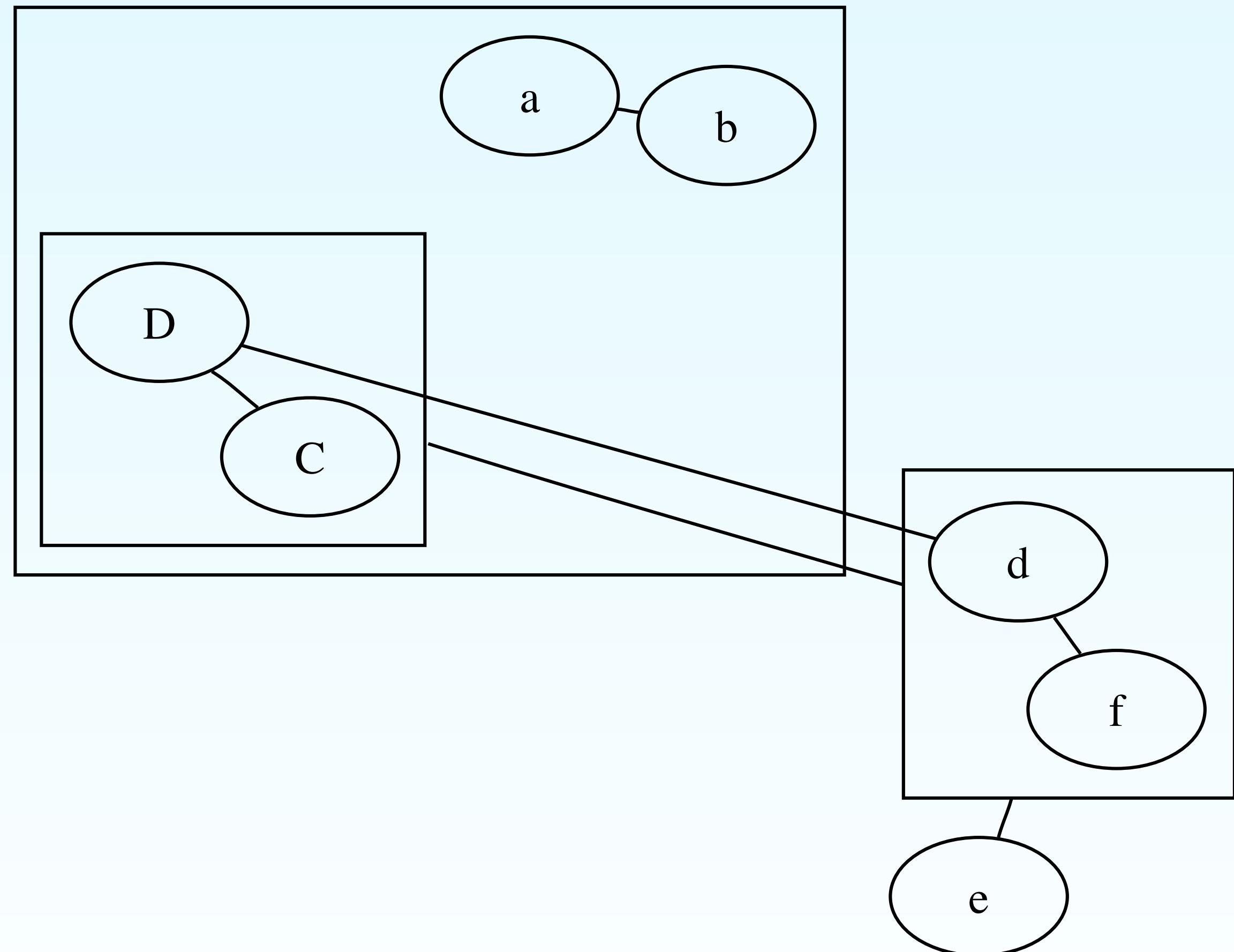
Graph visualization using Graphviz

```
graph G {
    e
    subgraph clusterA {
        a -- b;
        subgraph clusterC {
            C -- D;
        }
    }
    subgraph clusterB {
        d -- f
    }
    d -- D
    e -- clusterB
    clusterC -- clusterB
}
```

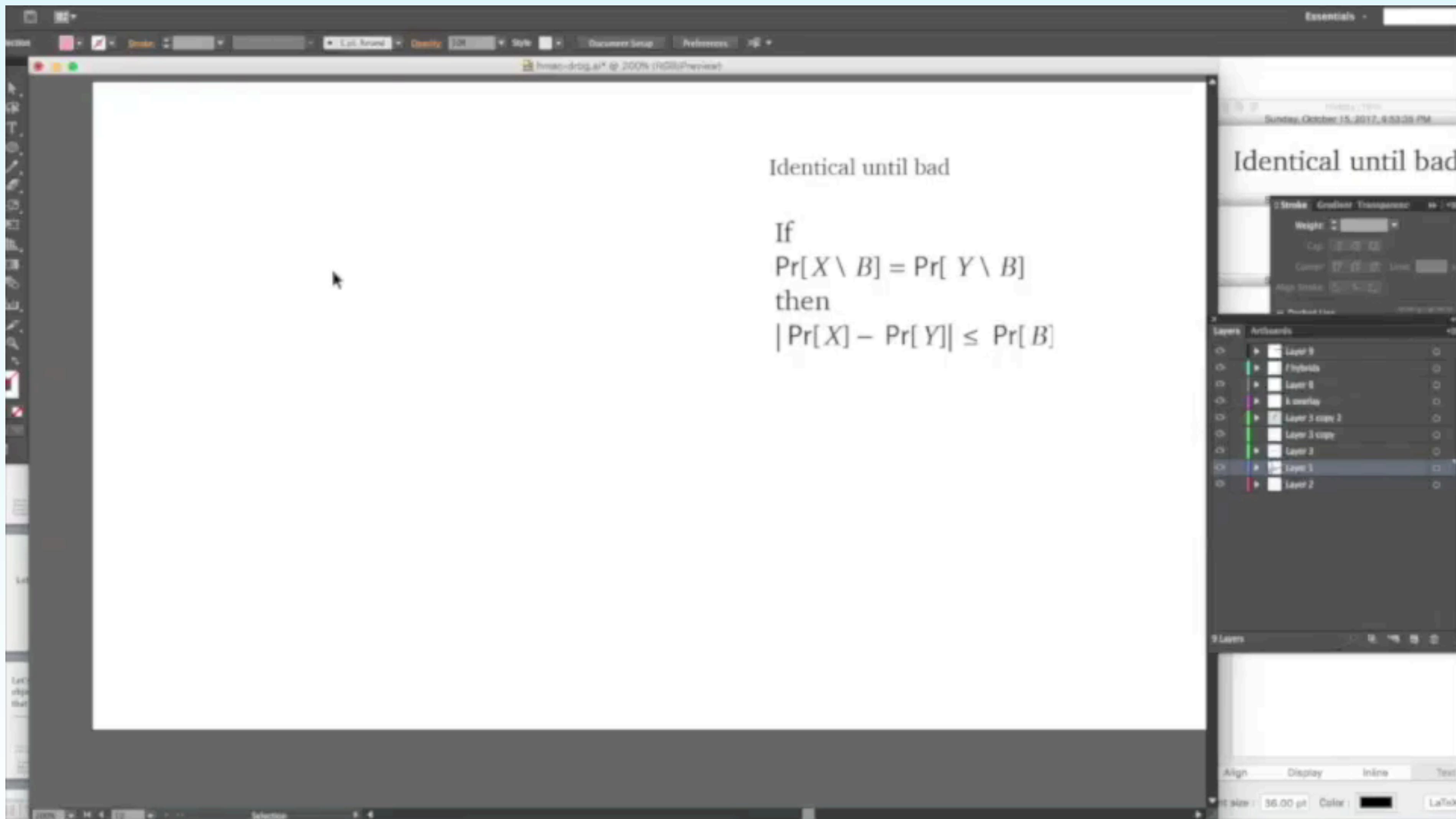


Graph visualization using Graphviz

High-level and
clean, but only
works for
graphs!



Direct manipulation tools





Penrose

Language design

Penrose has two extensible DSLs

Substance

High-level declaration of mathematical objects

Set A, B

Intersect A B

Style

Specifies the visual *presentation* of the objects

```
Set A {  
    shape = Circle{ }  
}  
  
Intersect X Y {  
    ensure X overlapping Y  
}
```

Set A, B

Intersect A B

Set A {

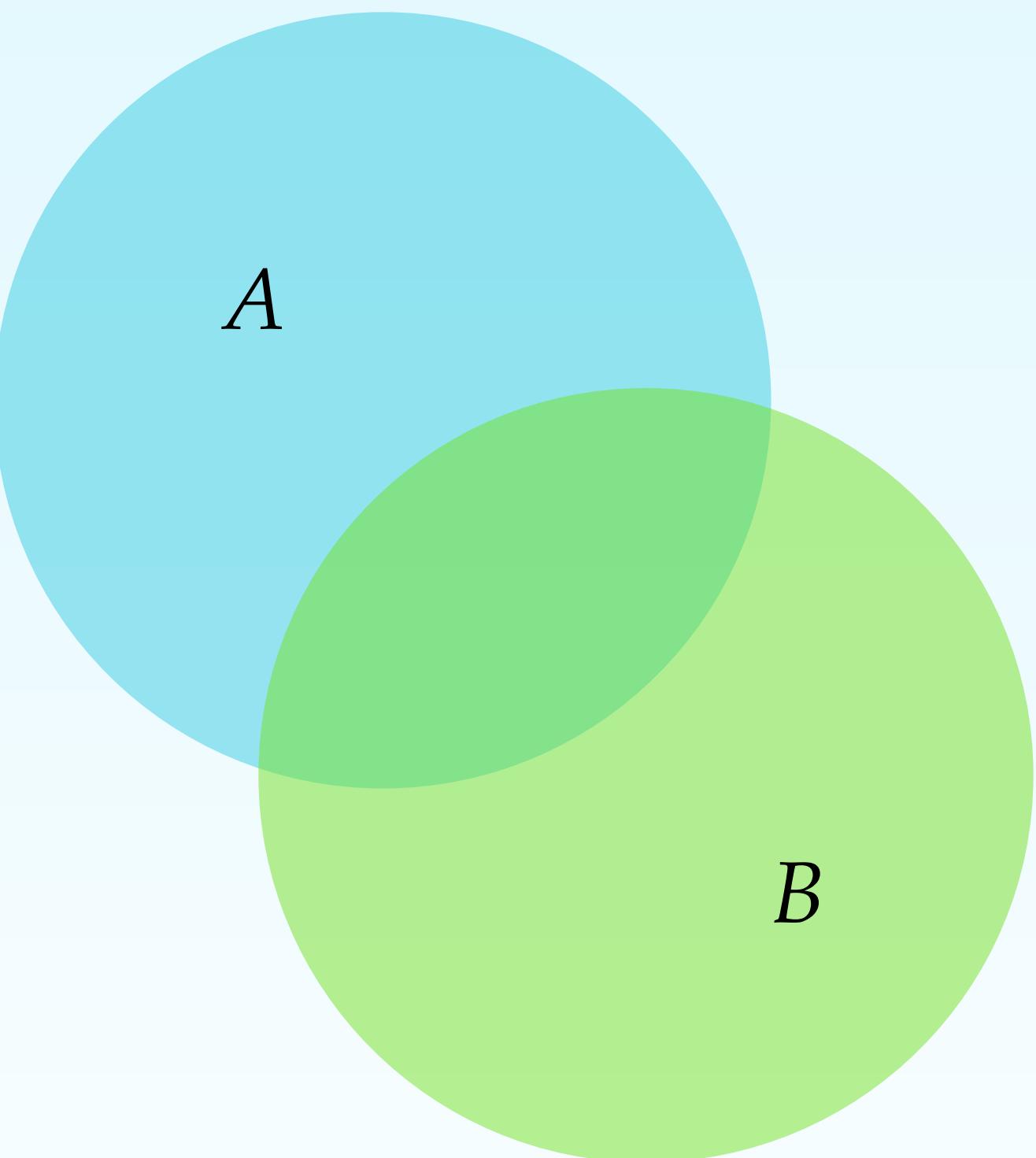
shape = Circle{ }

}

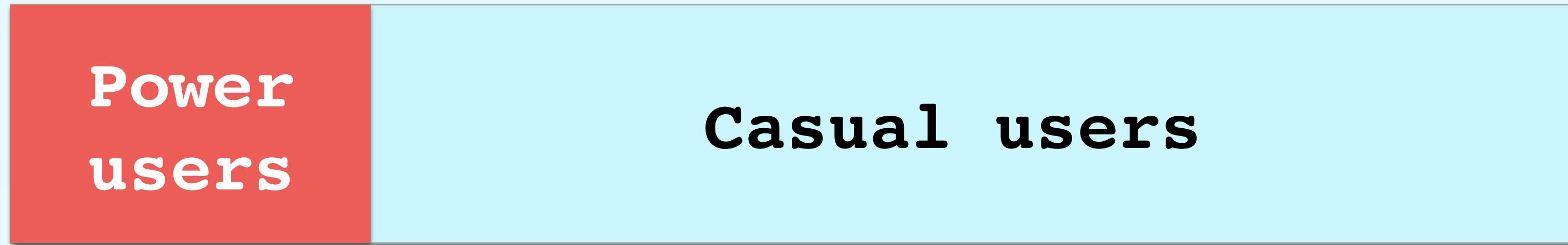
Intersect X Y {

ensure X overlapping Y

}

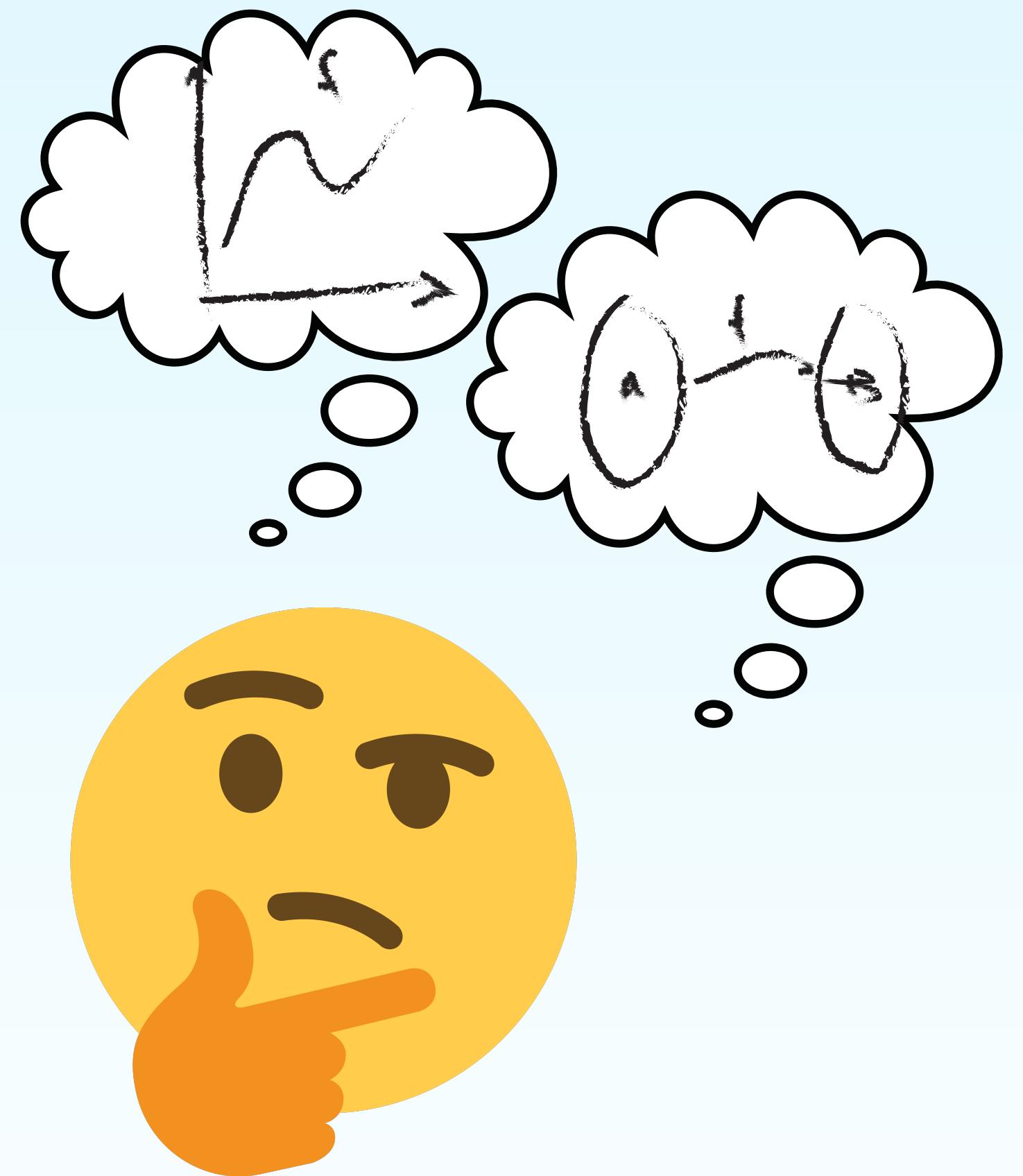


Substance and Style



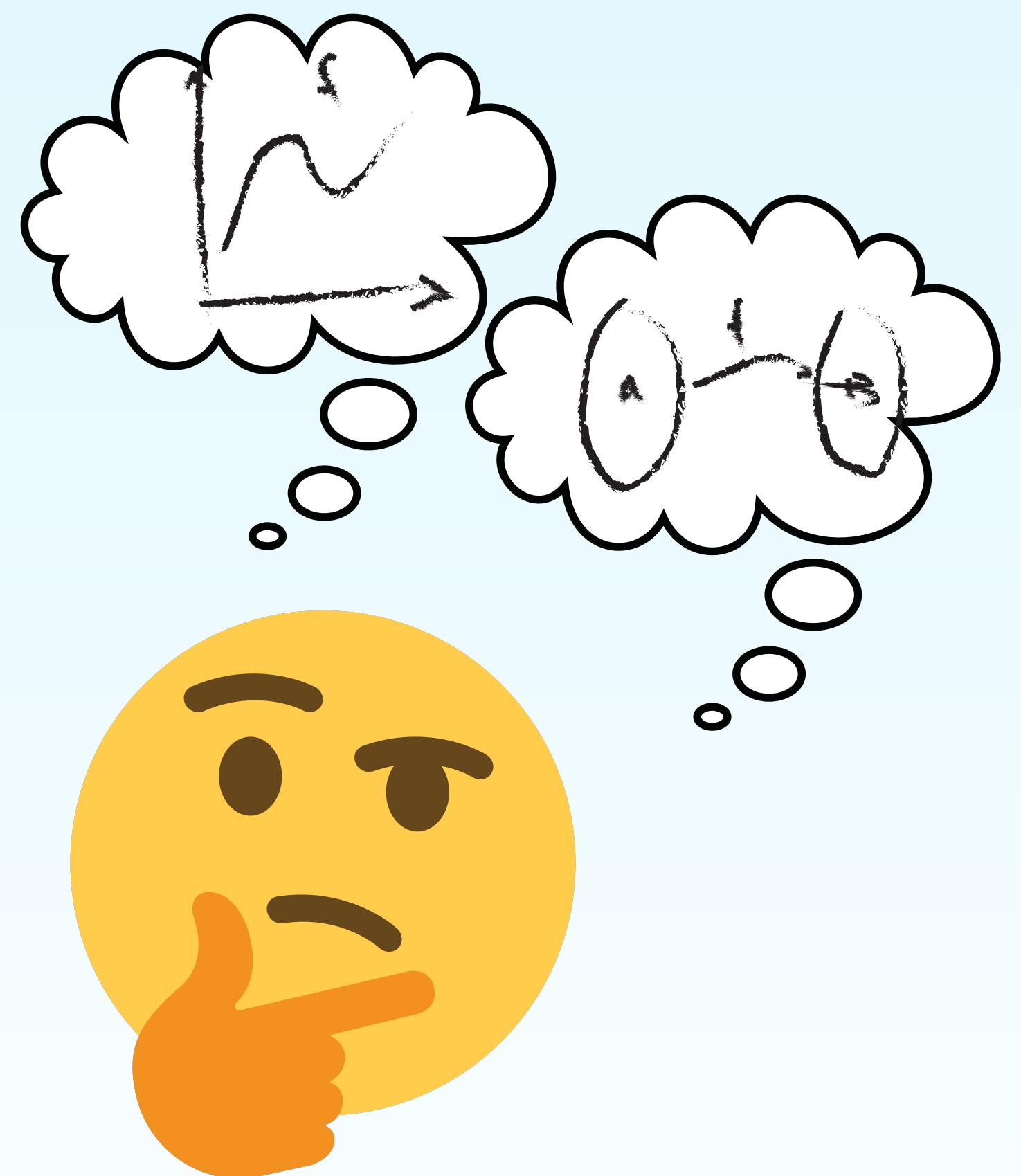
- Power users encode domain expertise in Style
- Casual users create diagrams declaratively using Substance

Dr. M wants to visualize a function...



How should I draw $f : X \rightarrow Y$?

Dr. M wants to visualize a function...

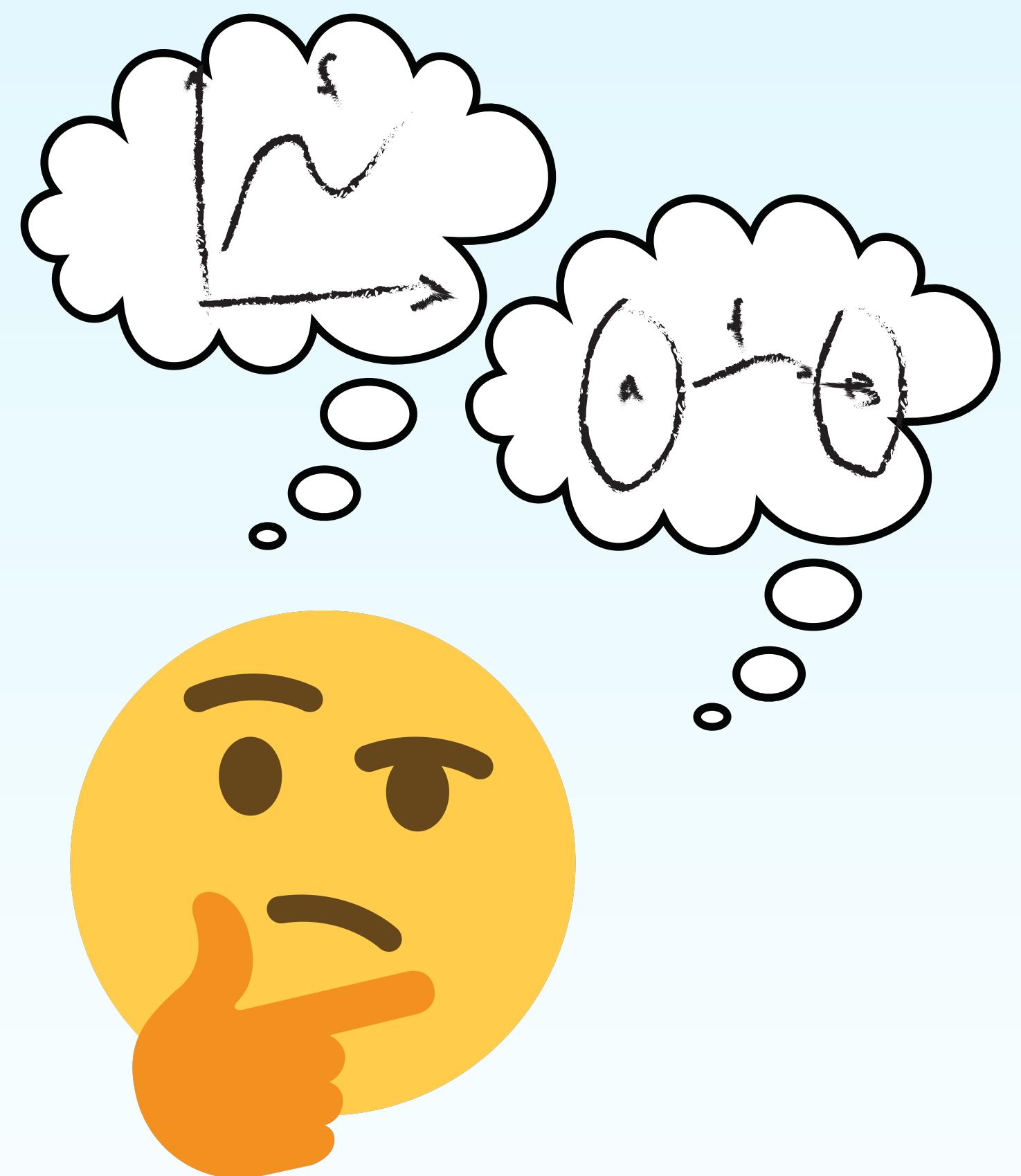


$$f: X \rightarrow Y$$



How should I draw $f : X \rightarrow Y$?

Dr. M wants to visualize a function...


$$f: X \rightarrow Y$$


Search^{Engine}

Style file for functions



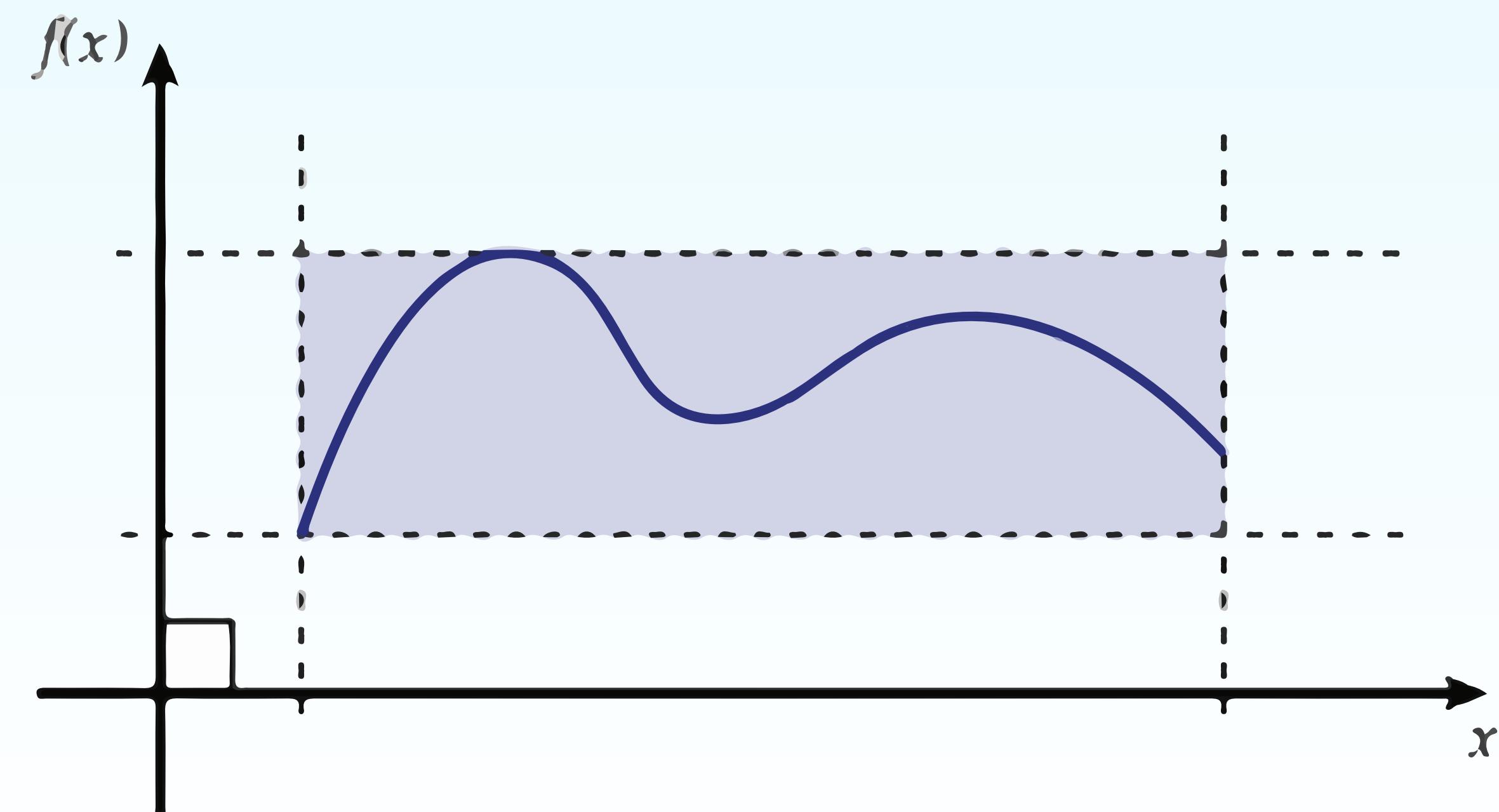
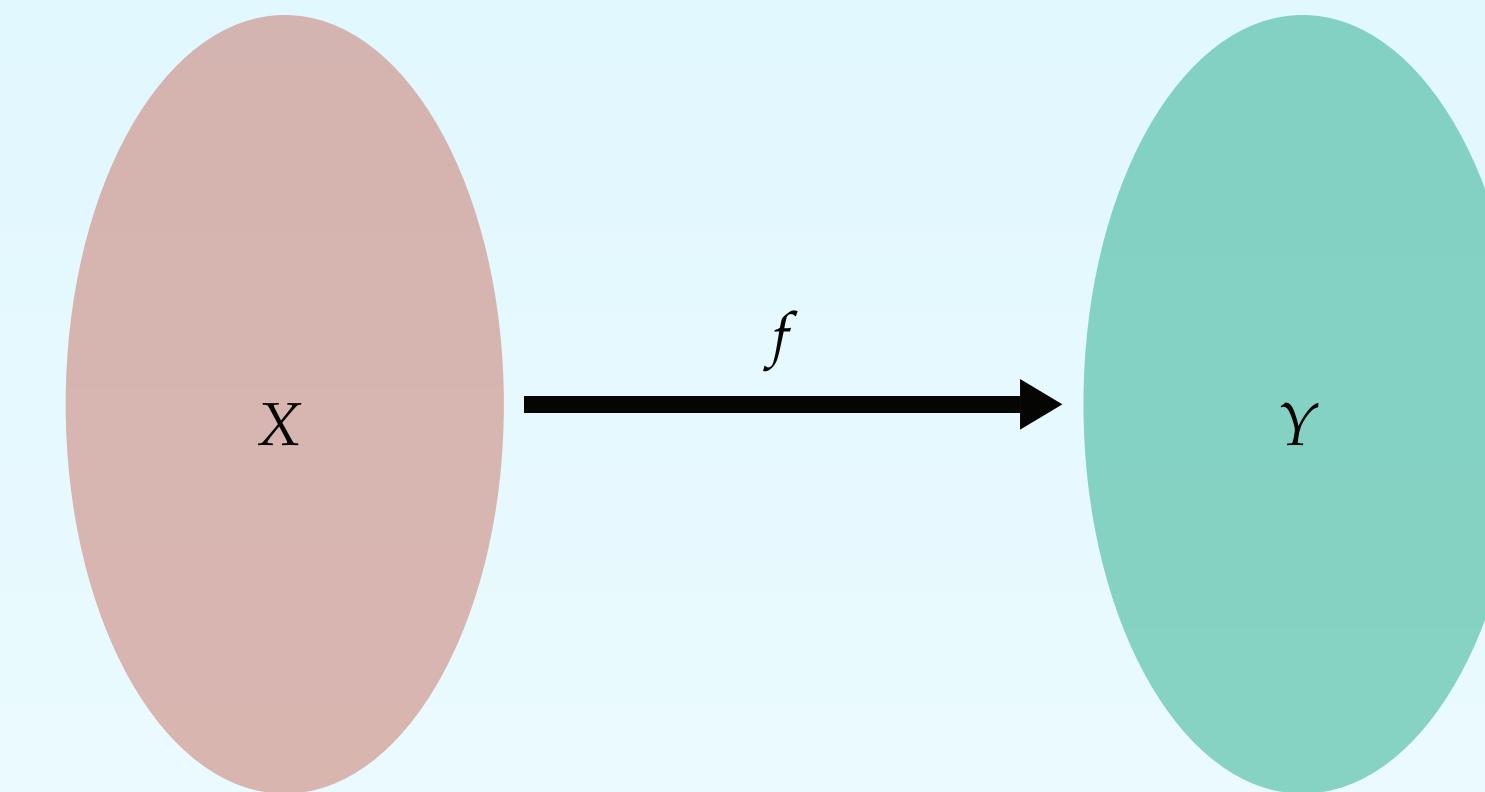
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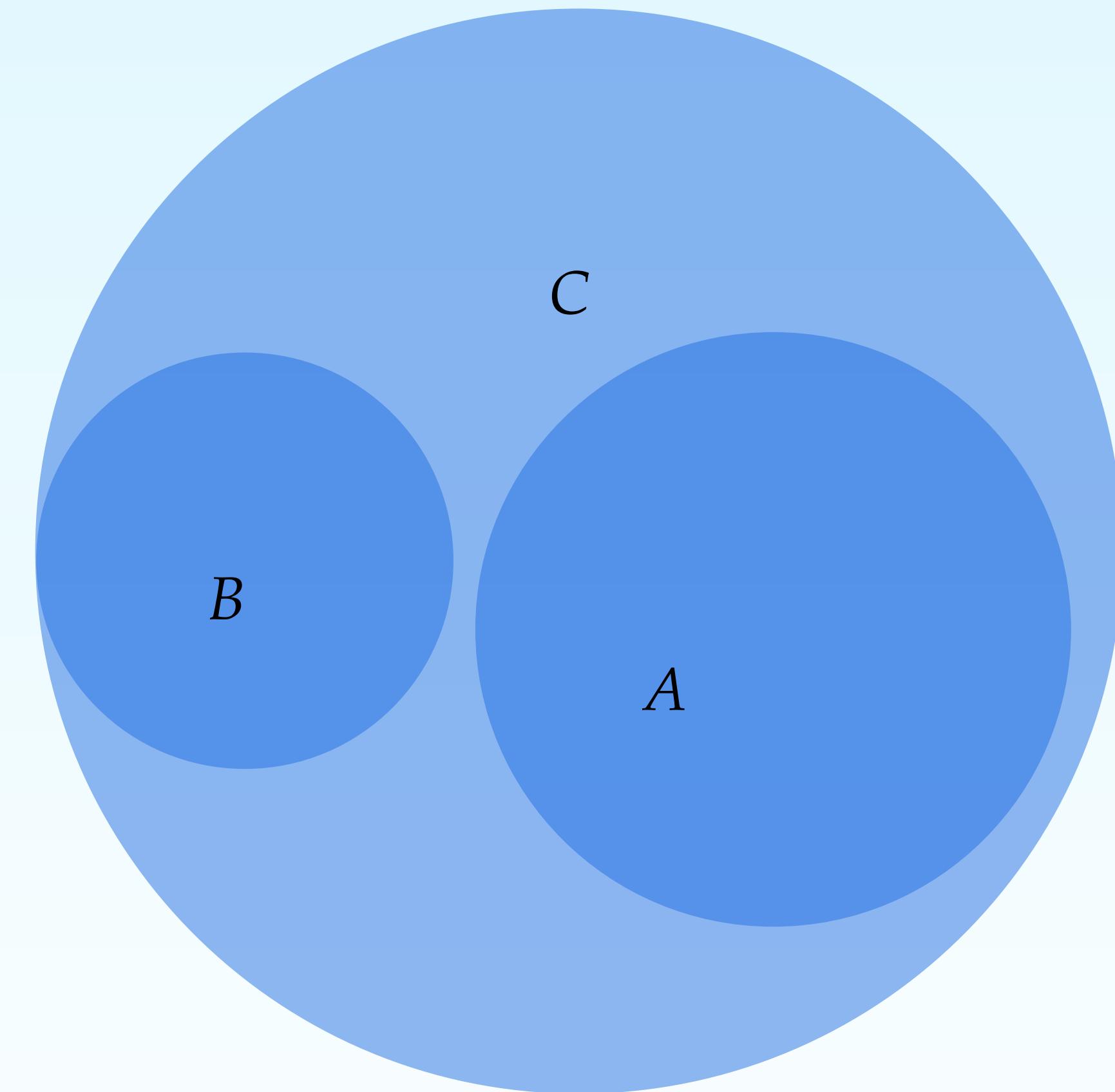
How should I draw $f: X \rightarrow Y$?

Dr. M wants to visualize a function...



Style language

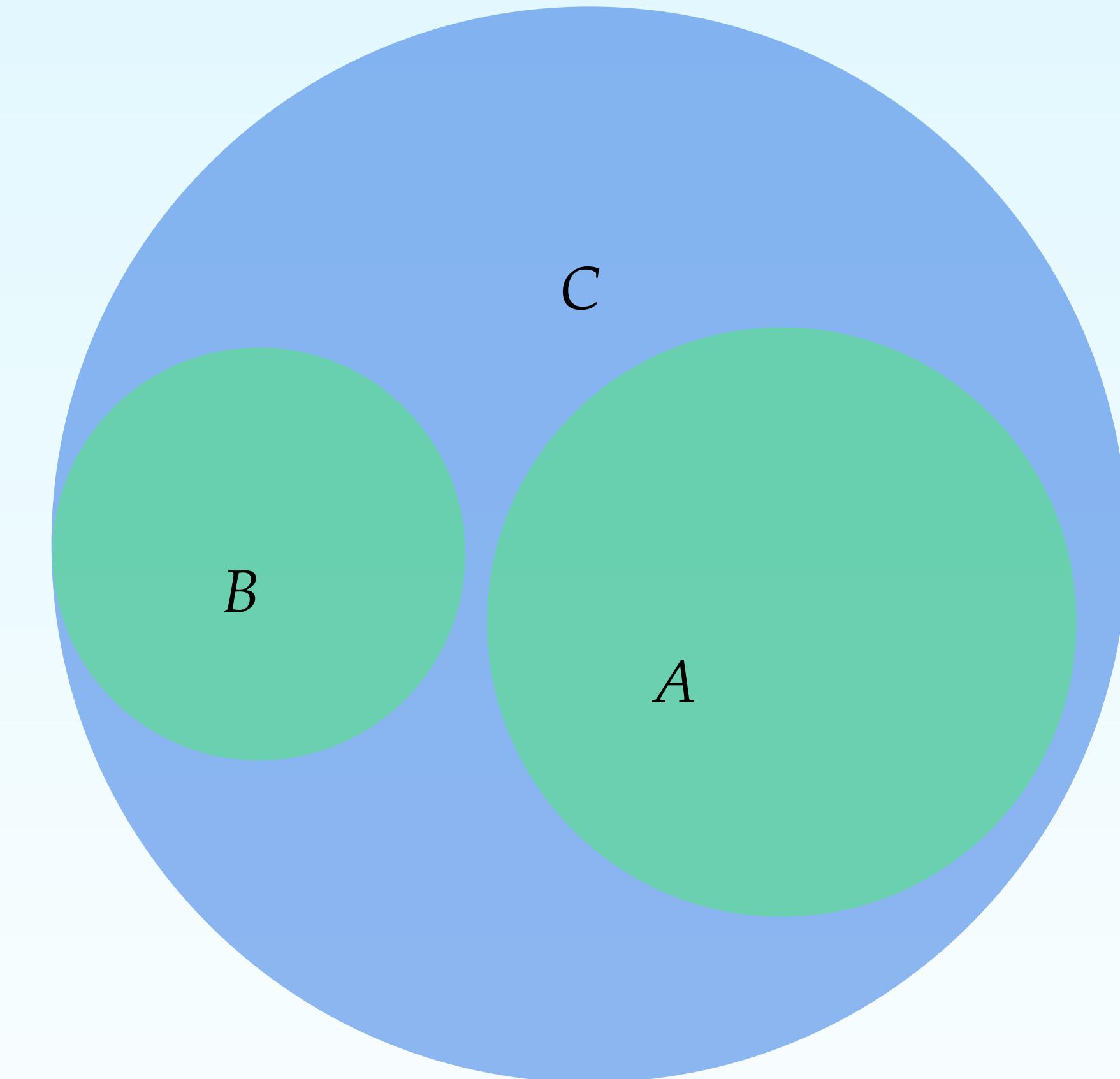
```
Set X {  
    shape = Circle {  
        color = blue  
    }  
}
```



Selectors using pattern matching

Style language

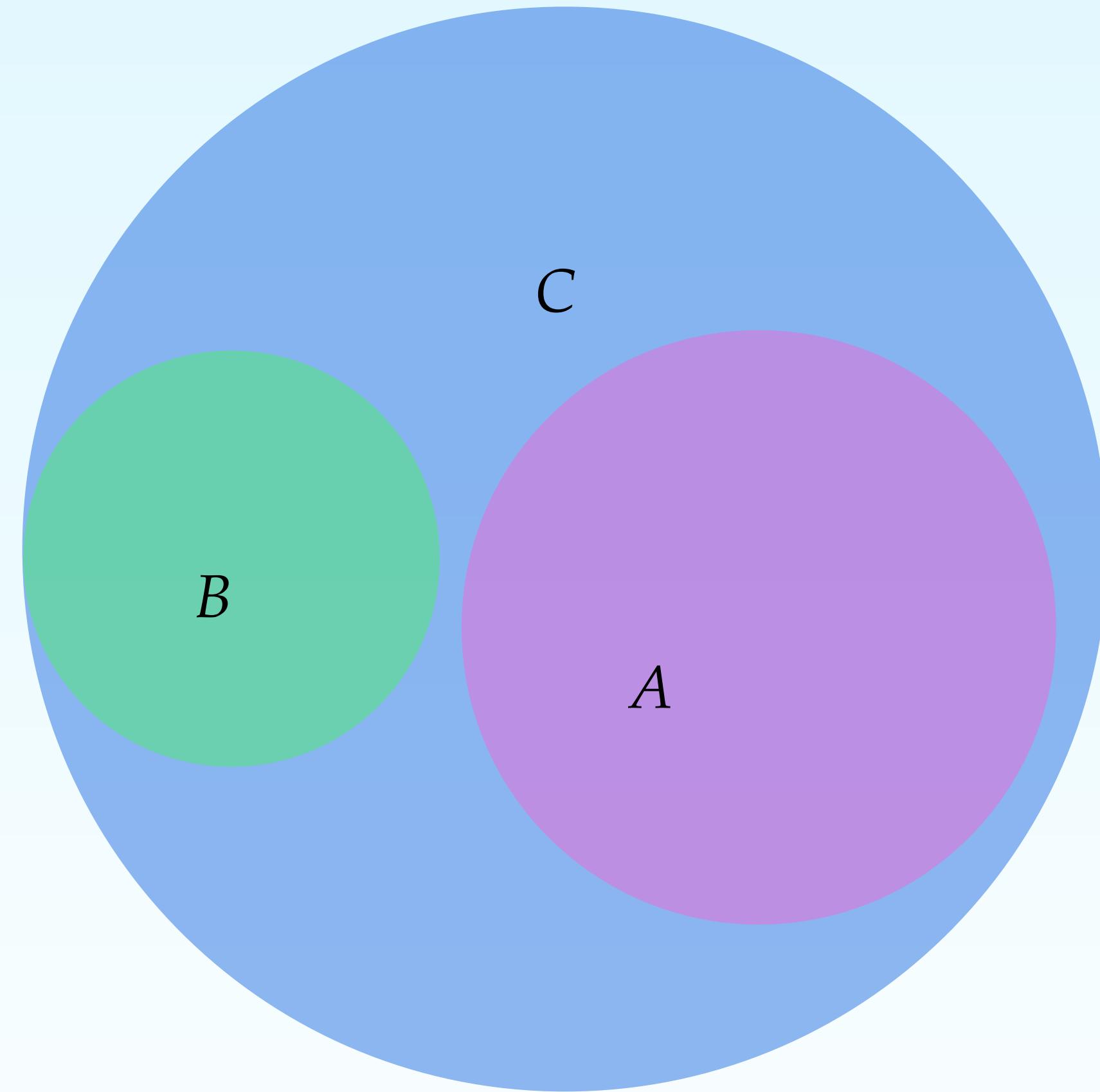
```
Set X {  
    shape = Circle {  
        color = blue  
    }  
}  
  
Subset X Y {  
    X.color = green  
}
```



Cascading: later rules override the earlier ones

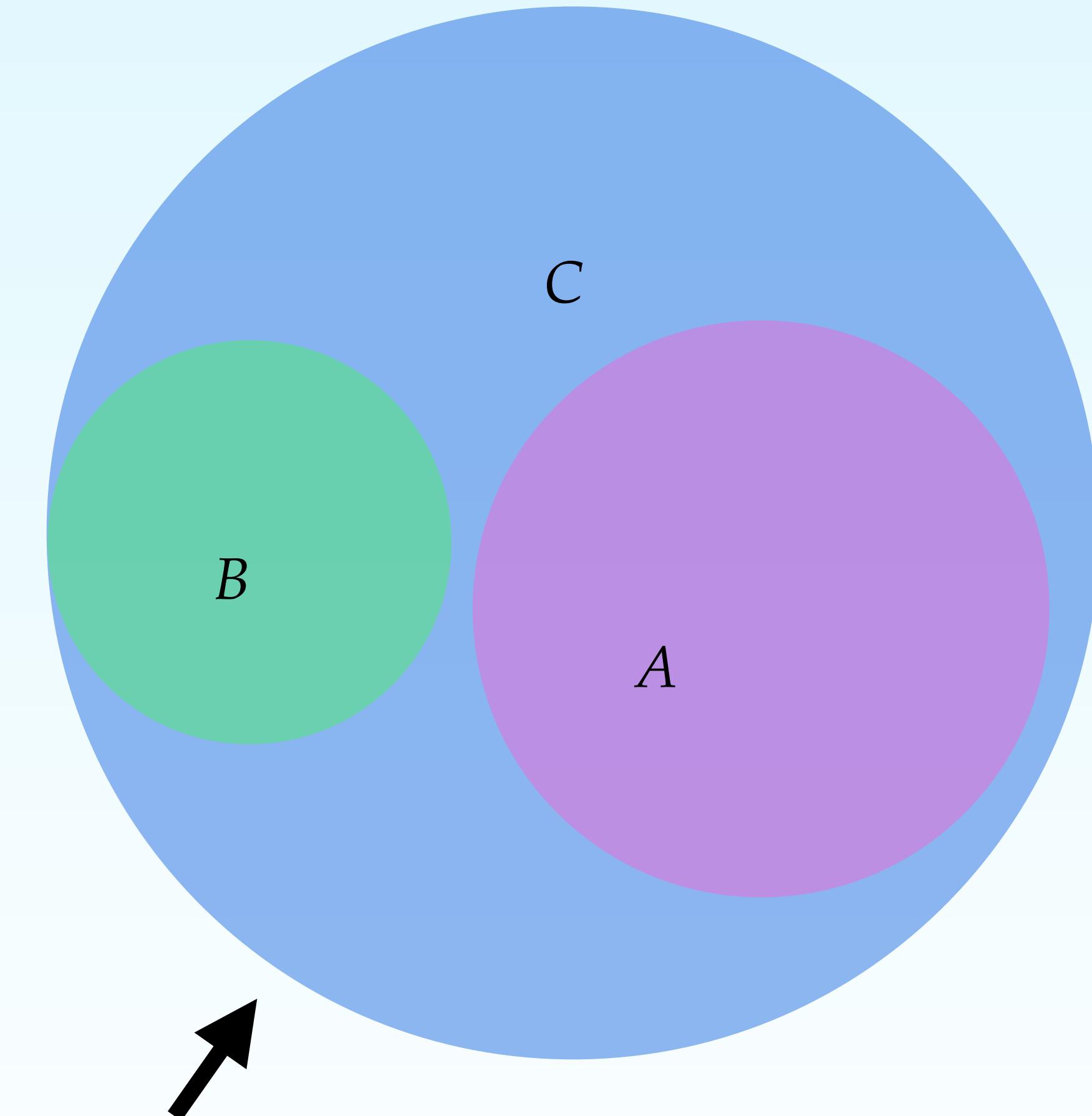
Style language

```
Set X {  
    shape = Circle {  
        color = blue  
    }  
}  
  
Subset X Y {  
    X.color = green  
}  
  
Set `A` {  
    A.color = pink  
}
```



Style language

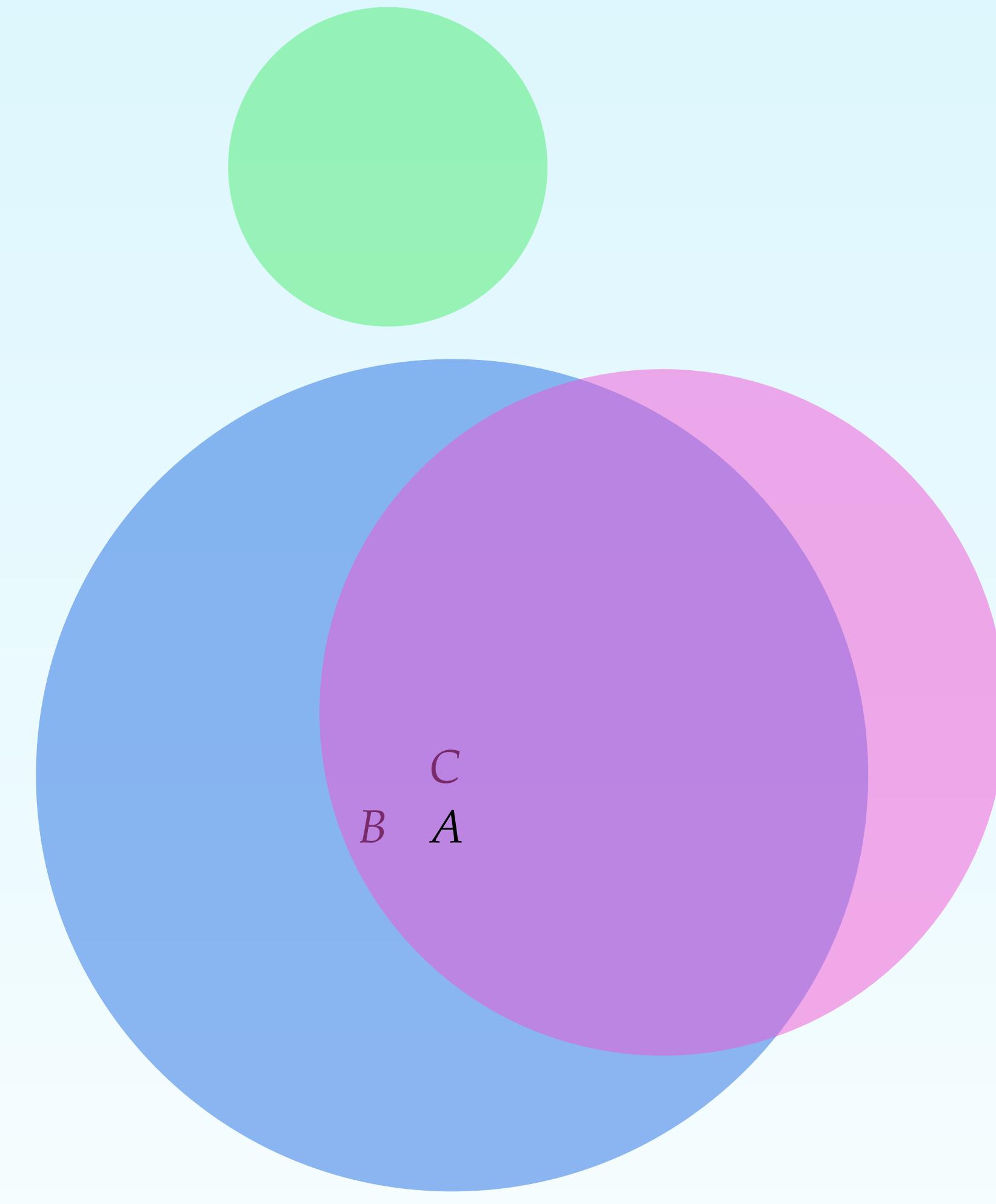
```
Set X {  
    shape = Circle {  
        color = blue  
    }  
}  
  
Subset X Y {  
    X.color = green  
}  
  
Set `A` {  
    A.color = pink  
}
```



Wait. How does Penrose choose the **positions** and **sizes** of them?

Style language

```
Set X {  
    shape = Circle {  
        color = blue  
    }  
}  
  
Subset X Y {  
    X.color = green  
}  
  
Set `A` {  
    A.color = pink  
}
```

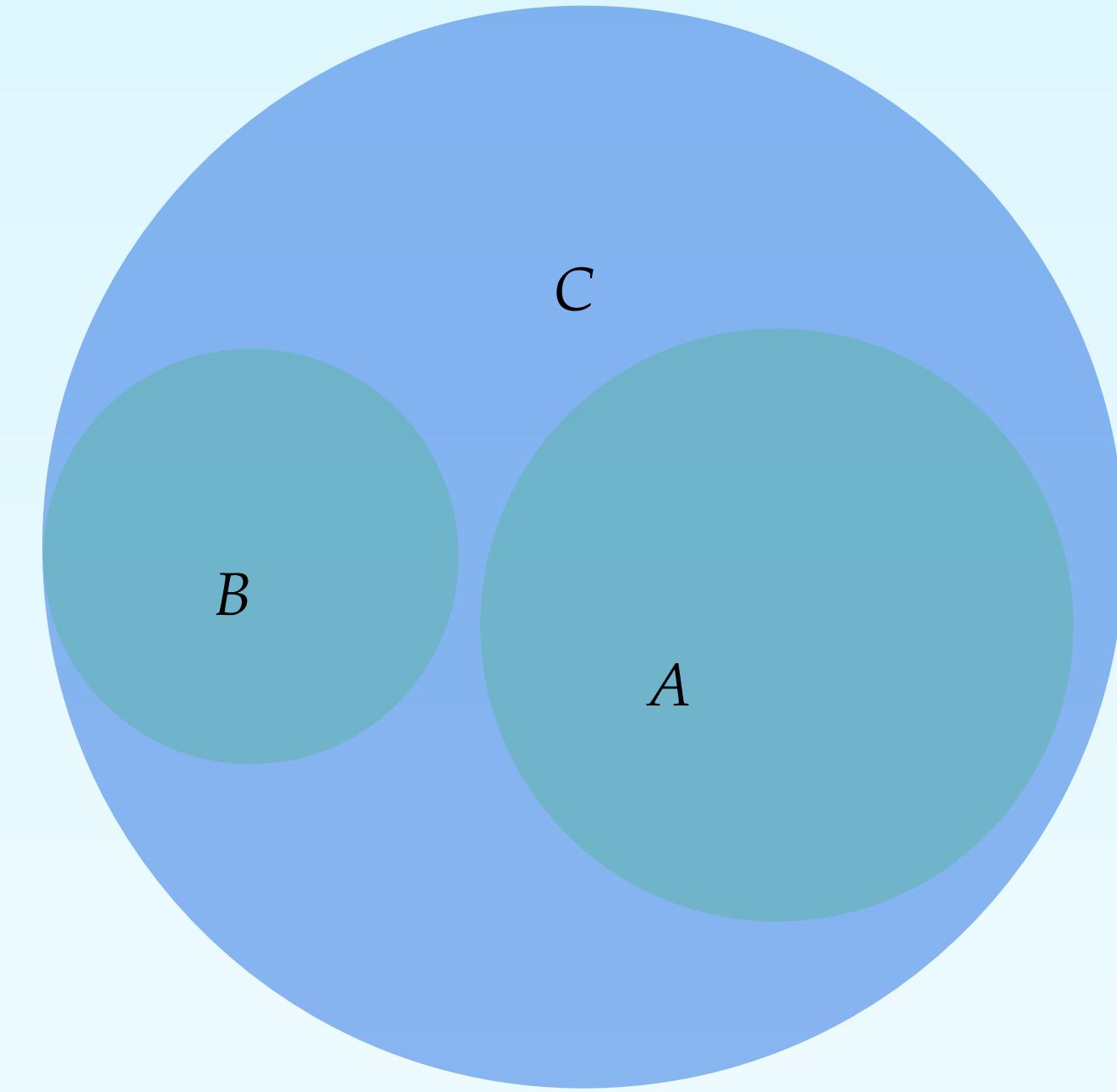


*Wait. How does Penrose choose the **positions** and **sizes** of them?*

Optimization-based layout

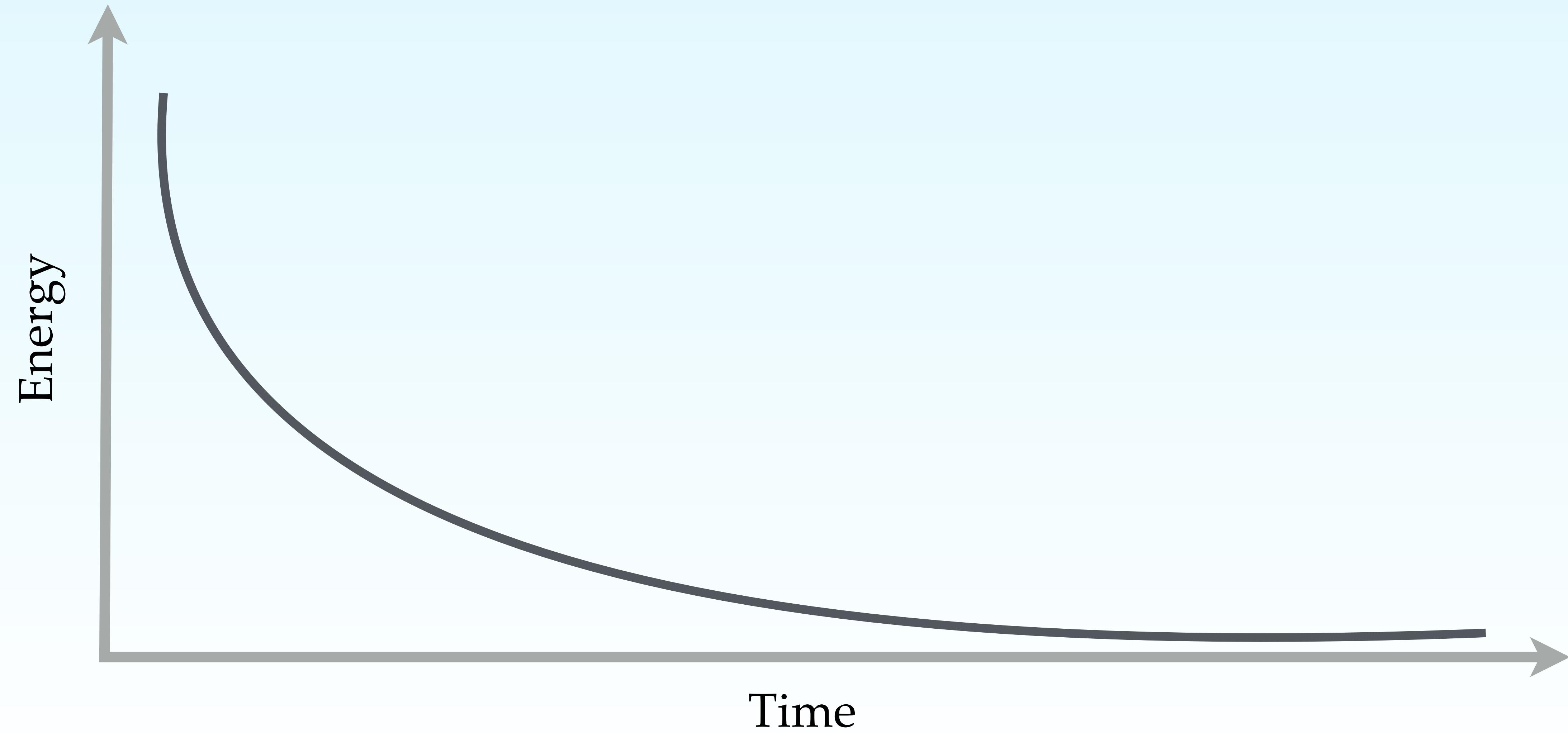
Specifying Layout in Style

```
Set X {  
    shape = Circle {  
        color = blue  
    }  
ensure X contains x.label  
}  
  
Subset X Y {  
    X.color = green  
ensure Y contains X  
ensure X smallerThan Y  
ensure Y.label outsideOf X  
}
```

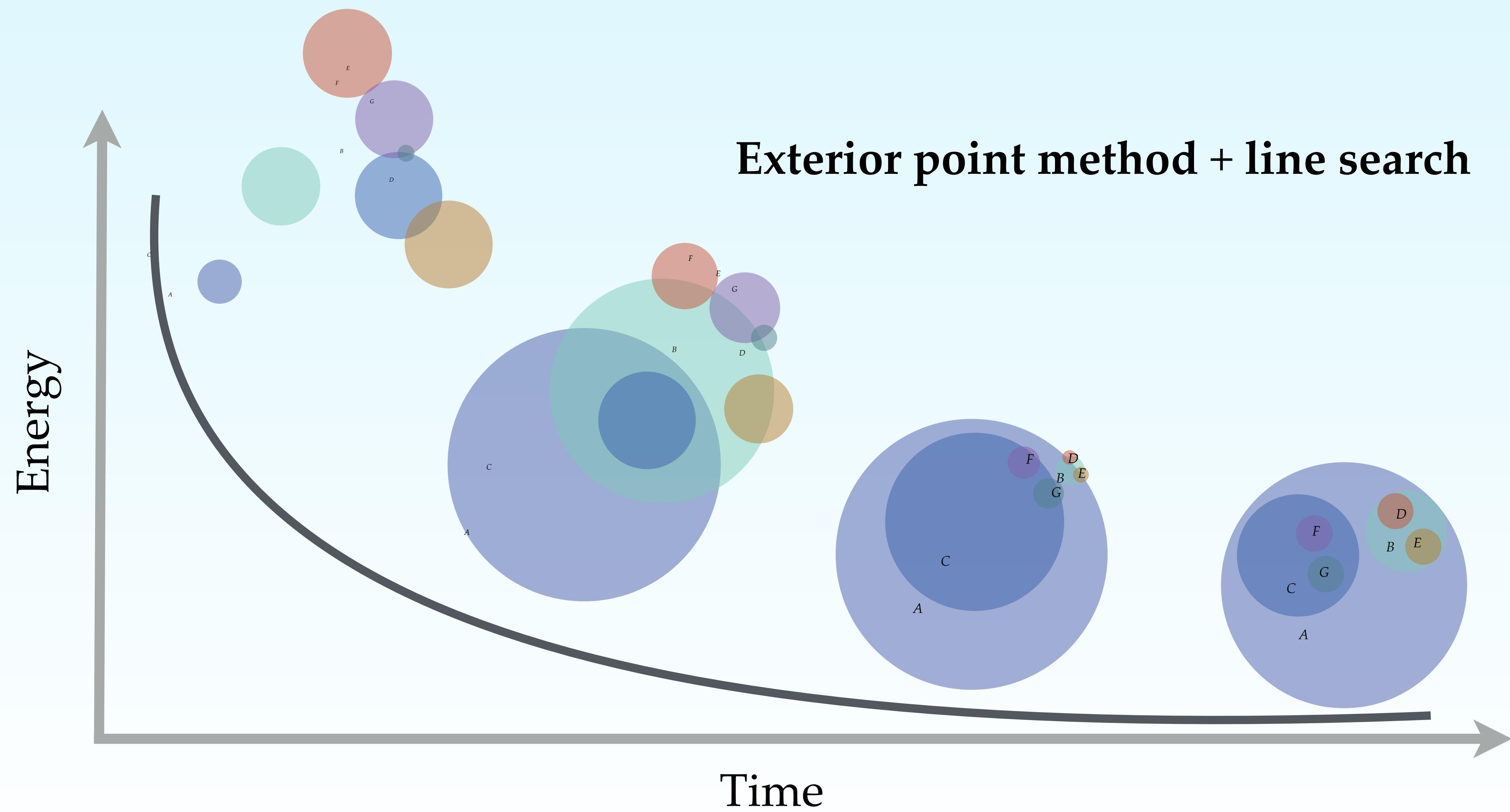


Declaratively specify
optimization requirements!

Optimizing diagram layout



Optimizing diagram layout



Illustrating abstract function definitions

Injective functions

A function is **injective**, or “**one-to-one**,” if every element of its codomain is mapped from *at most* one element of the domain.

$$\forall x, x' \in X, f(x) = f(x') \rightarrow x = x'.$$

Definition `Injection(Map f, Set A):`

forall `a1, a2 : A | f(a1) = f(a2)` **implies** `a1 = a2`

Extend with external tools

- Penrose doesn't have to *understand* first order logic!
- Extend the system to integrate with an **external tool**, *Alloy*, to generate concrete instances given the definition of injective functions.

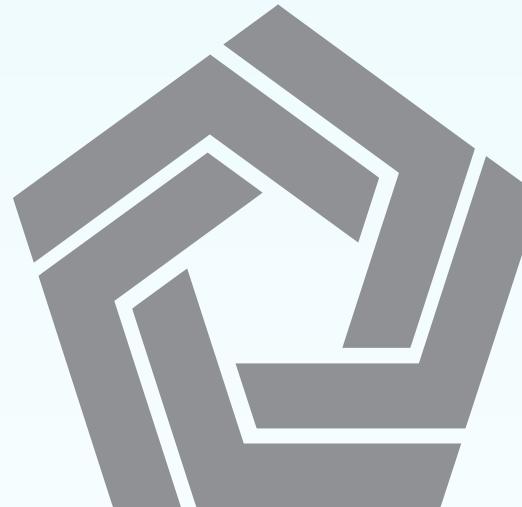
```
Definition Injection(Map f, Set A):
  forall a1, a2 : A | f(a1) = f(a2) implies a1 = a2
f: A -> B
Set A, B
Injection(f, A)
```

Penrose program

Extend with external tools

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```
Definition Injection(Map f, Set A):
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Injection(f, A)
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Penrose program

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Extend with external tools

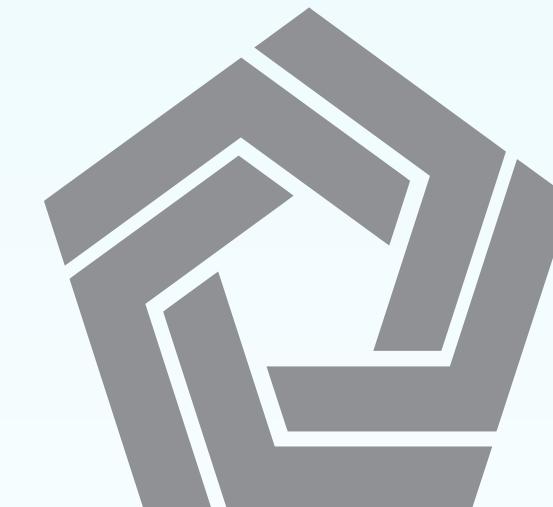
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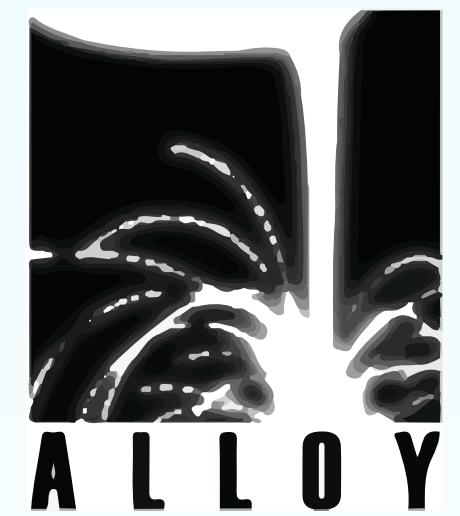
```
sig A {  
    f : B  
}  
sig B {  
}  
fact {  
    all a1,a2 : A | a1.f  
= a2.f implies a1 = a2  
}  
pred show() { }  
run show for 5
```

Extend with external tools

- Penrose doesn't have to *understand* first order logic!
- Extend the system to integrate with an **external tool**, *Alloy*, to generate concrete instances given the definition of injective functions.

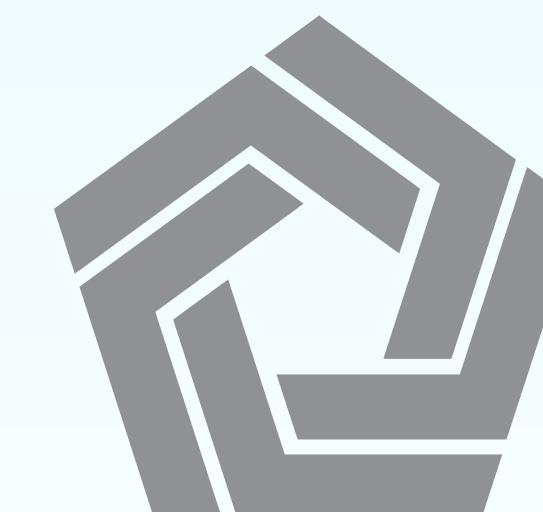


```
sig A {  
    f : B  
}  
sig B {  
    g : A  
}  
fact {  
    all a1,a2 : A | a1.f  
    = a2.f implies a1 = a2  
}  
pred show() {}  
run show for 5
```



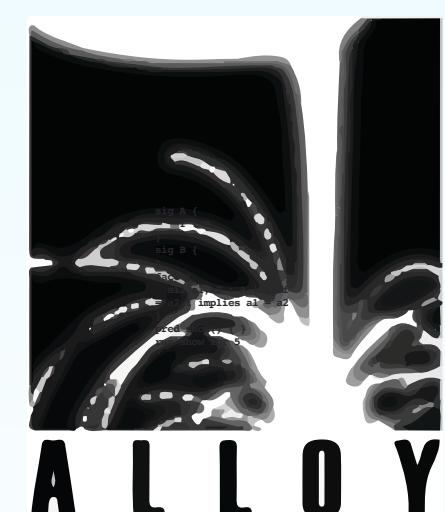
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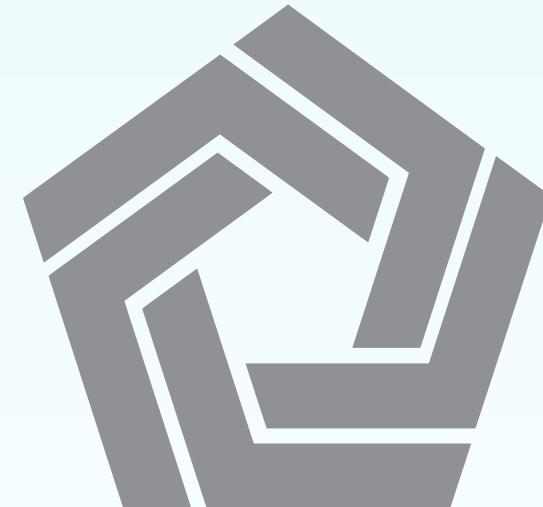
```
A: {A$0}
B: {B$0, B$1, B$2, B$3, B$4}
f: {A$0->B$4}
```

Alloy instances



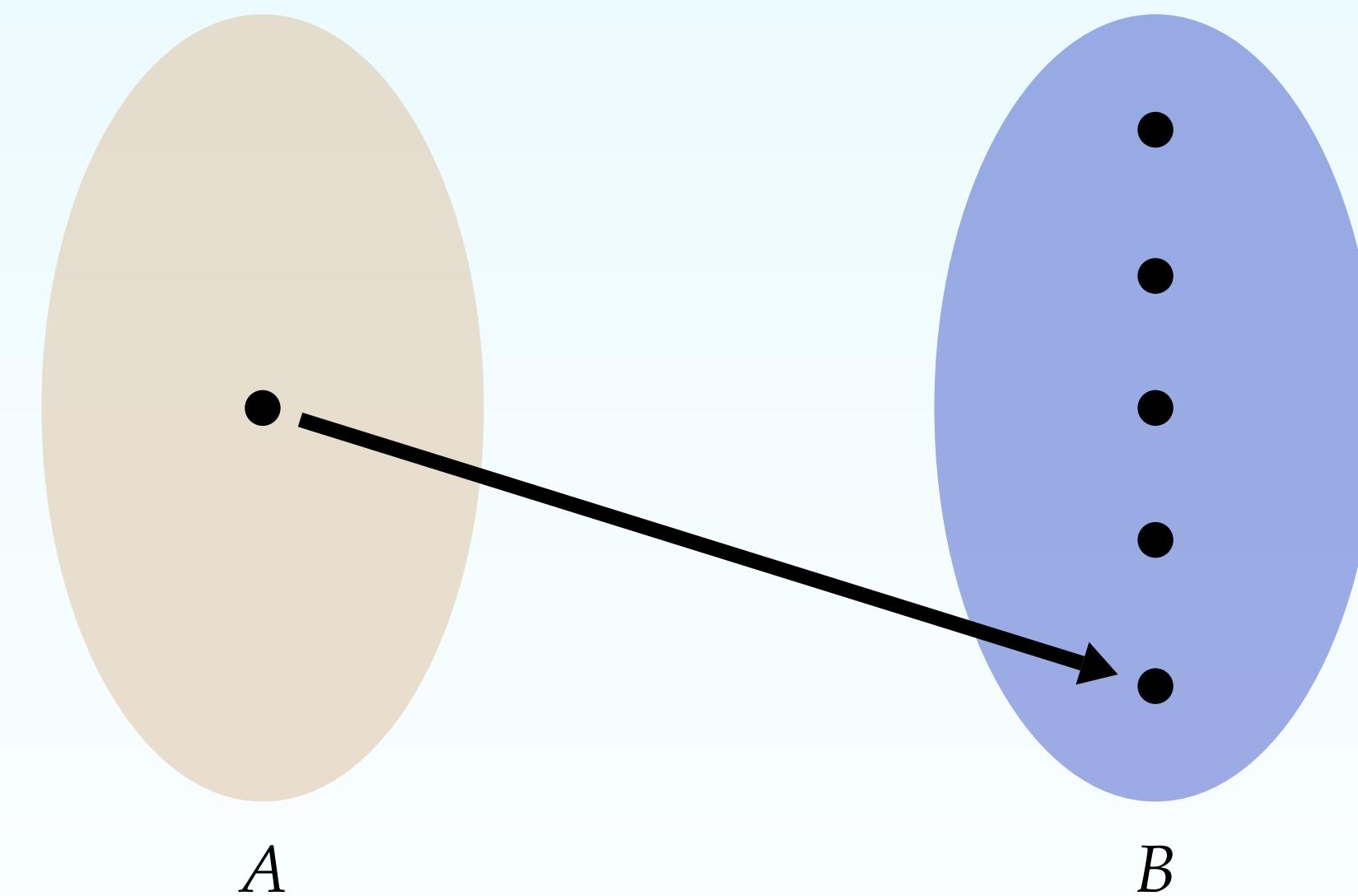
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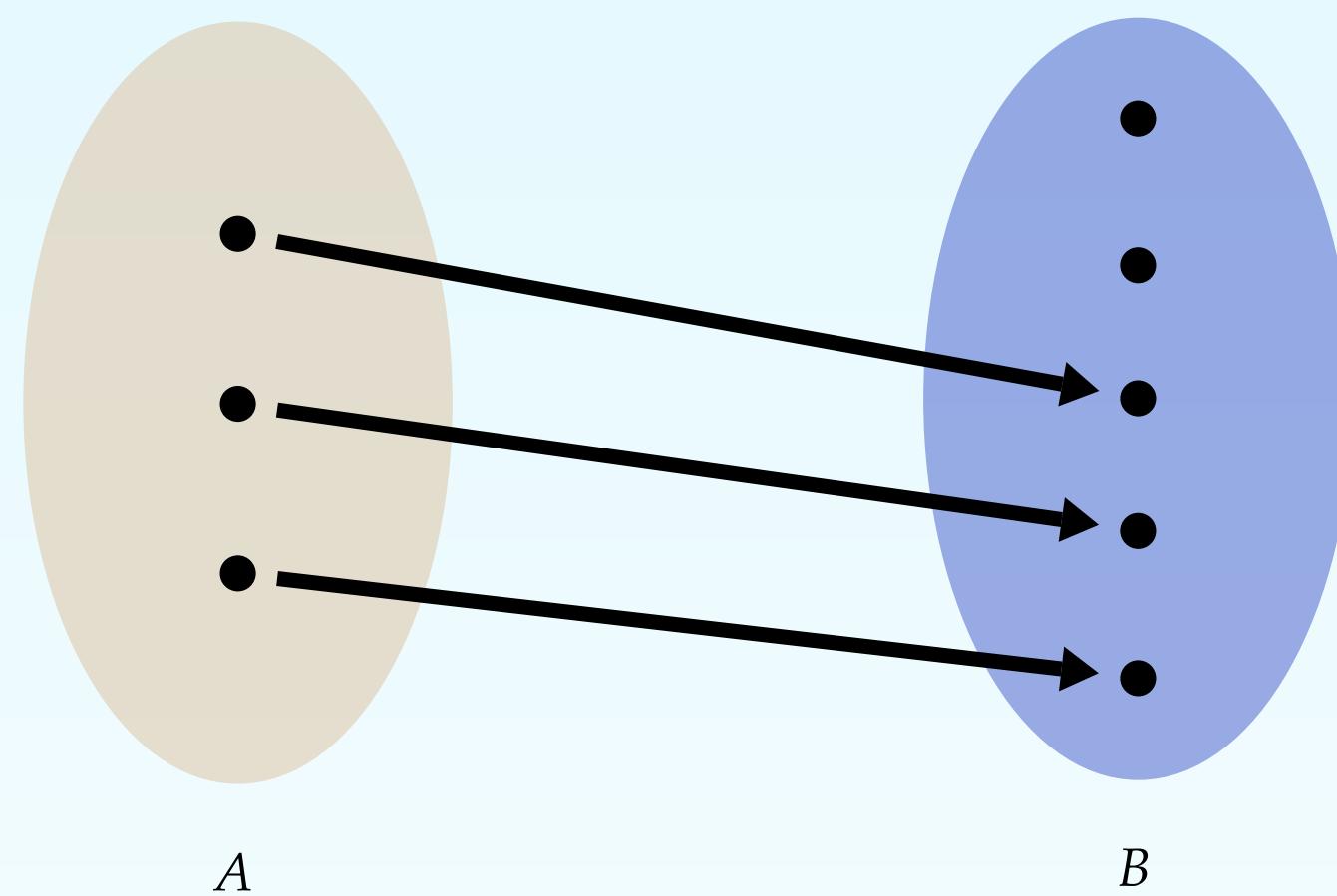


Extend with external tools

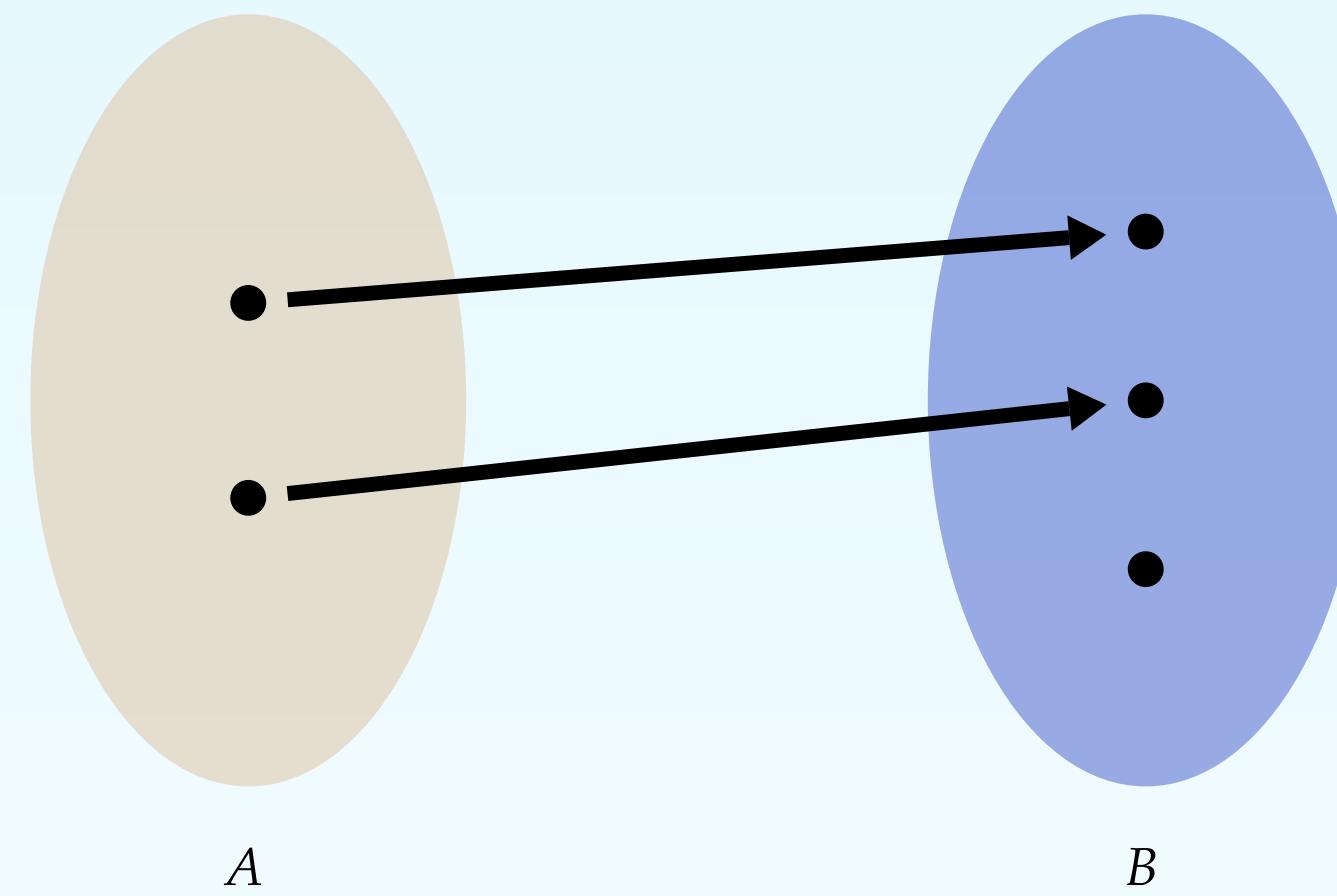
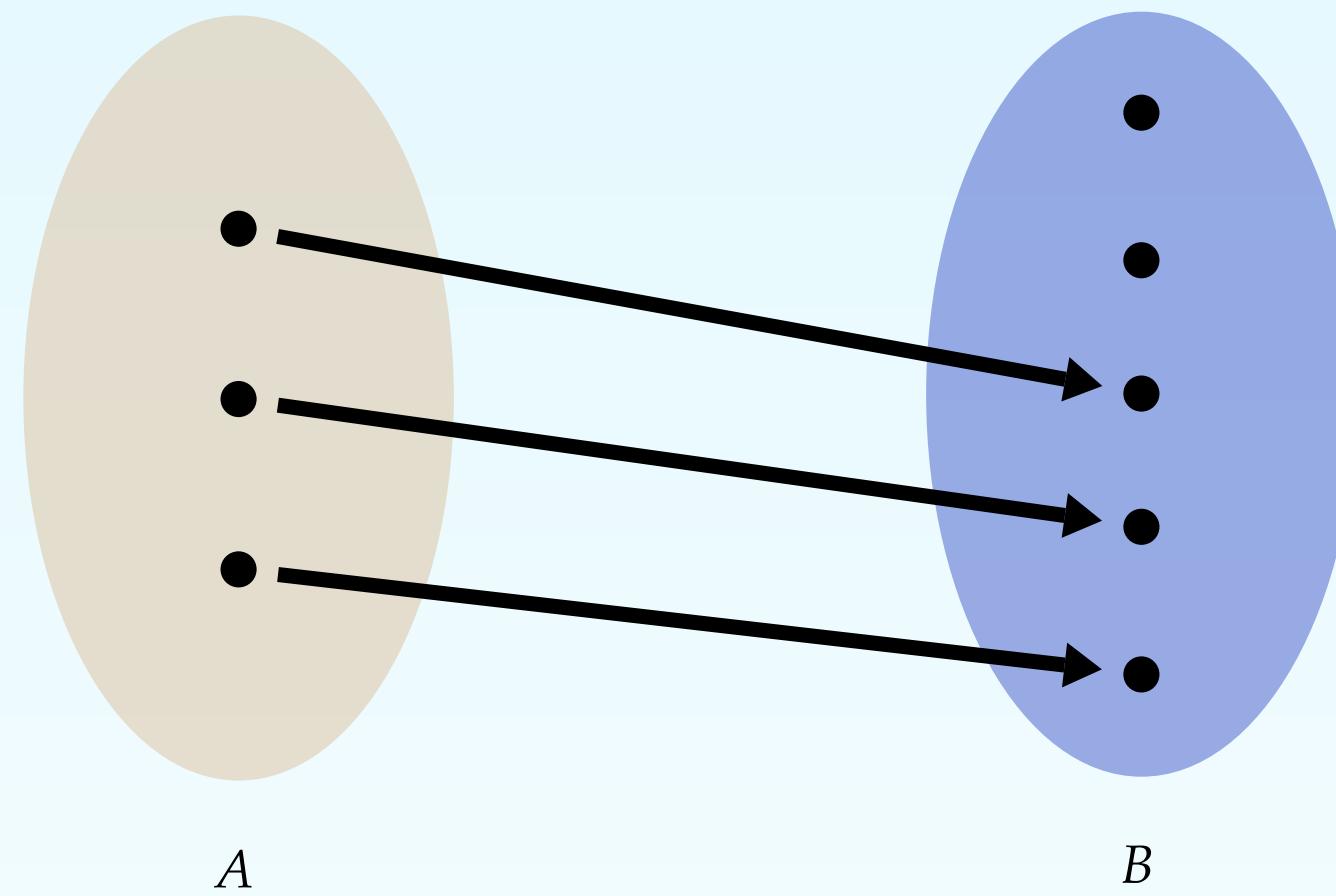
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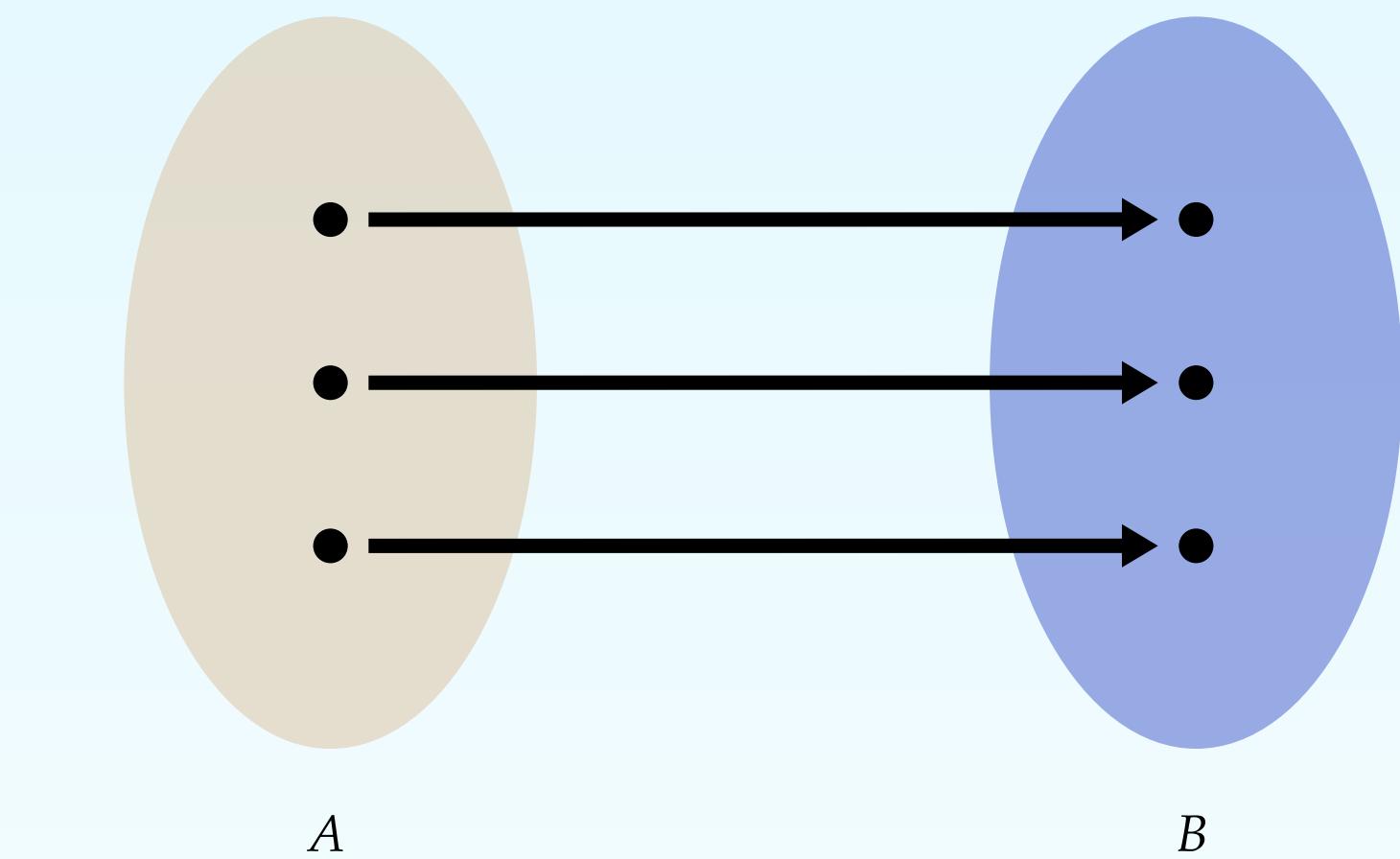
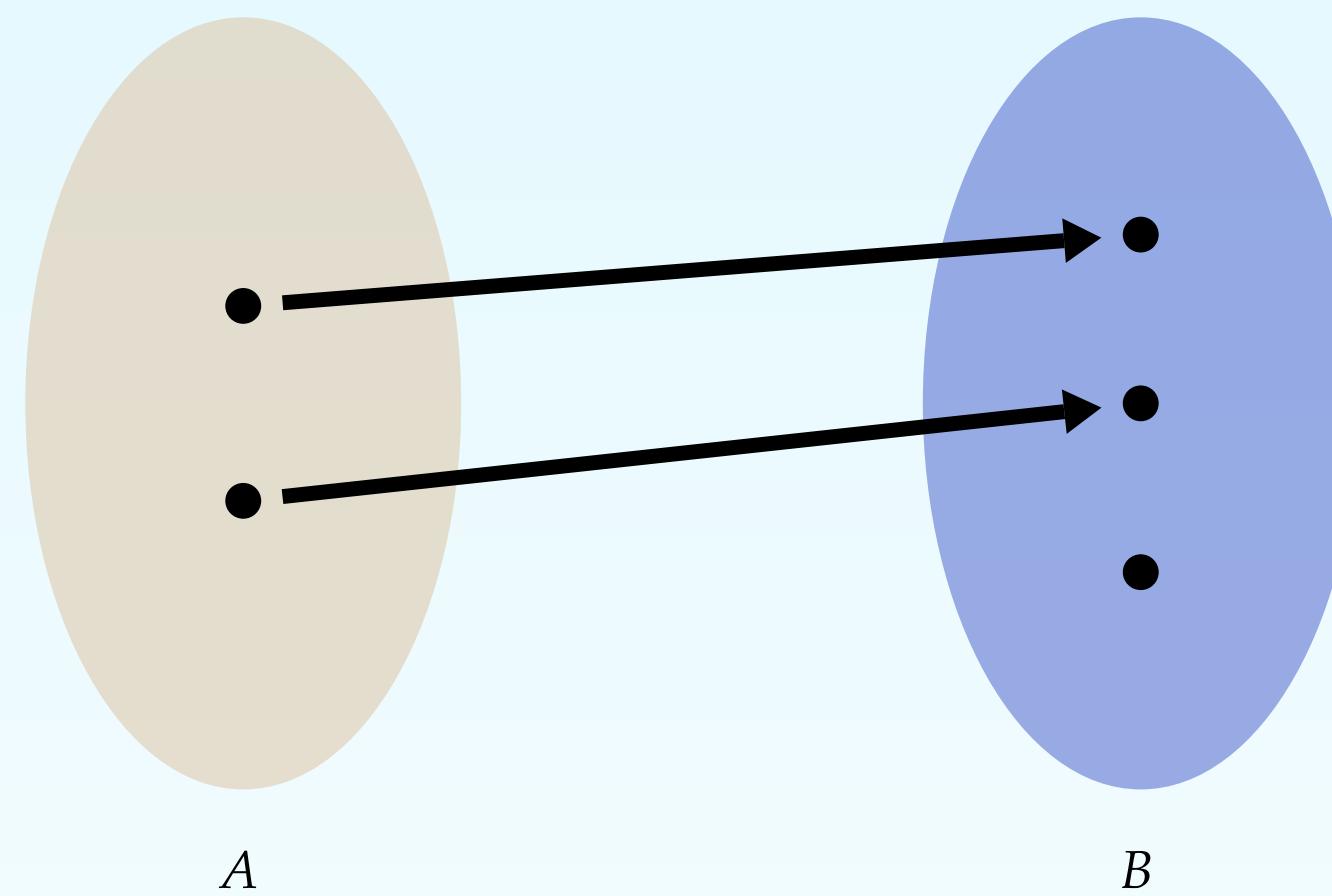
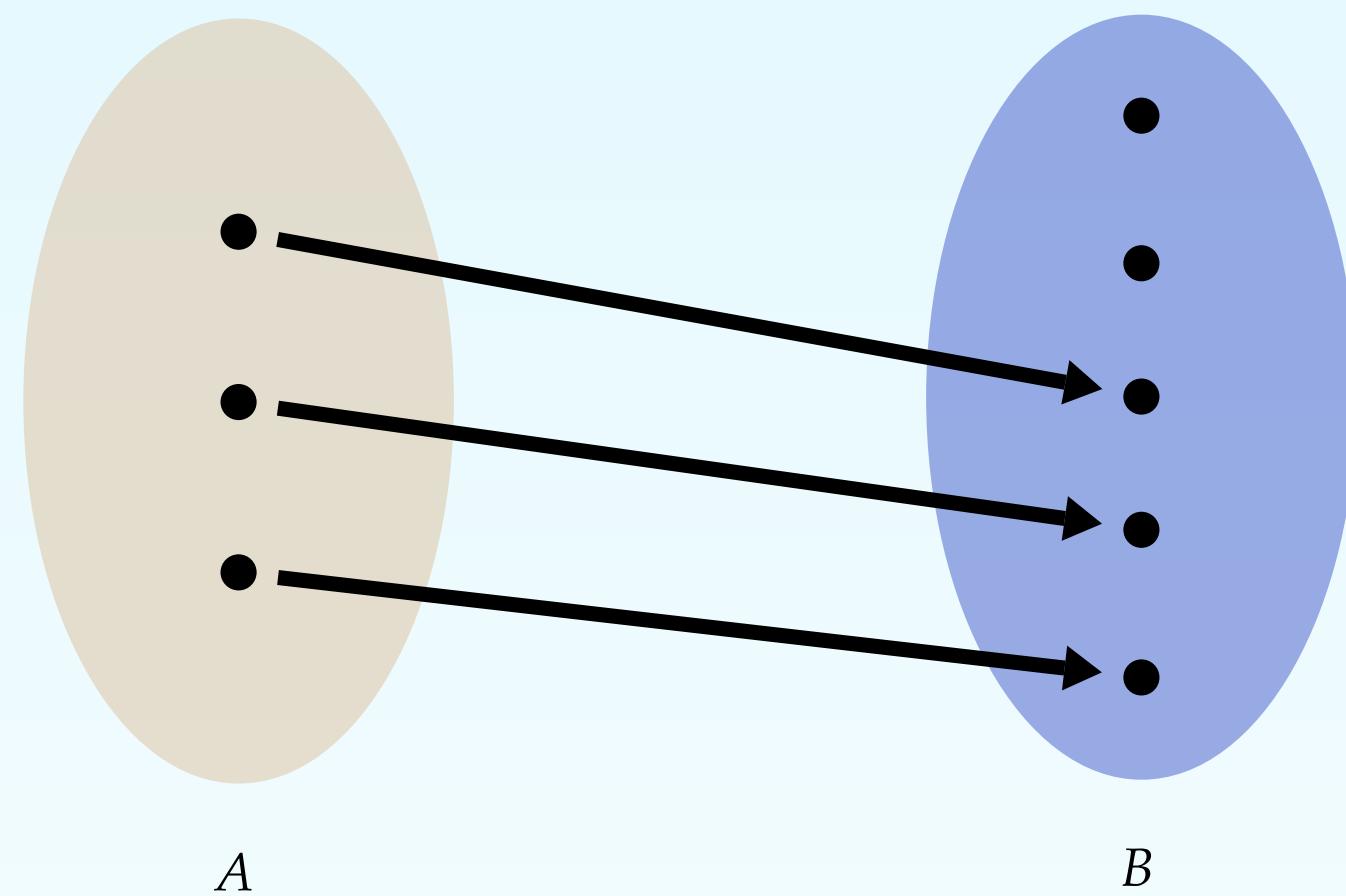
Visualizing injective functions



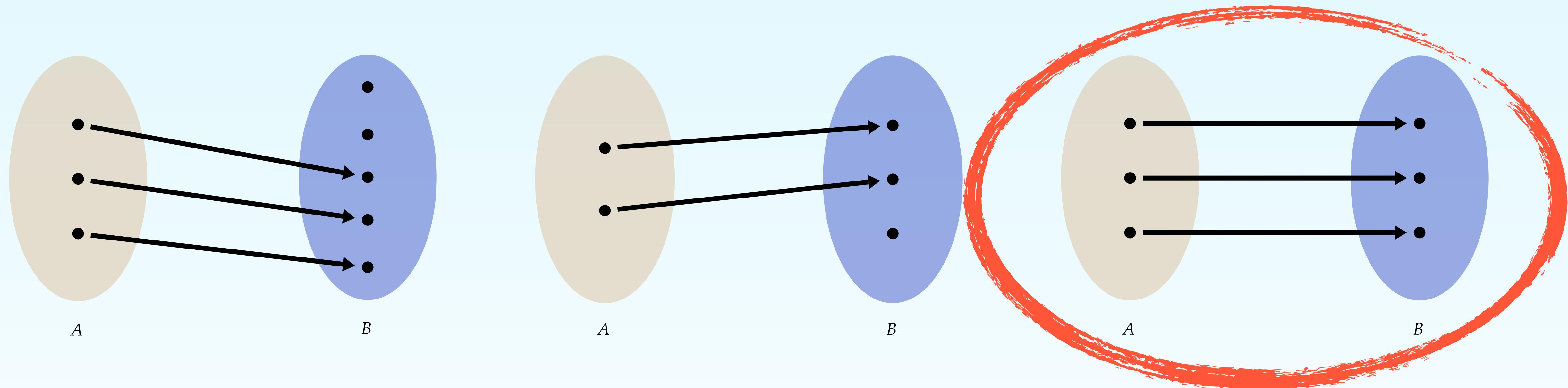
Visualizing injective functions



Visualizing injective functions



Visualizing injective functions



A **bijection** is a special case of injection!

Visualizing composition of functions

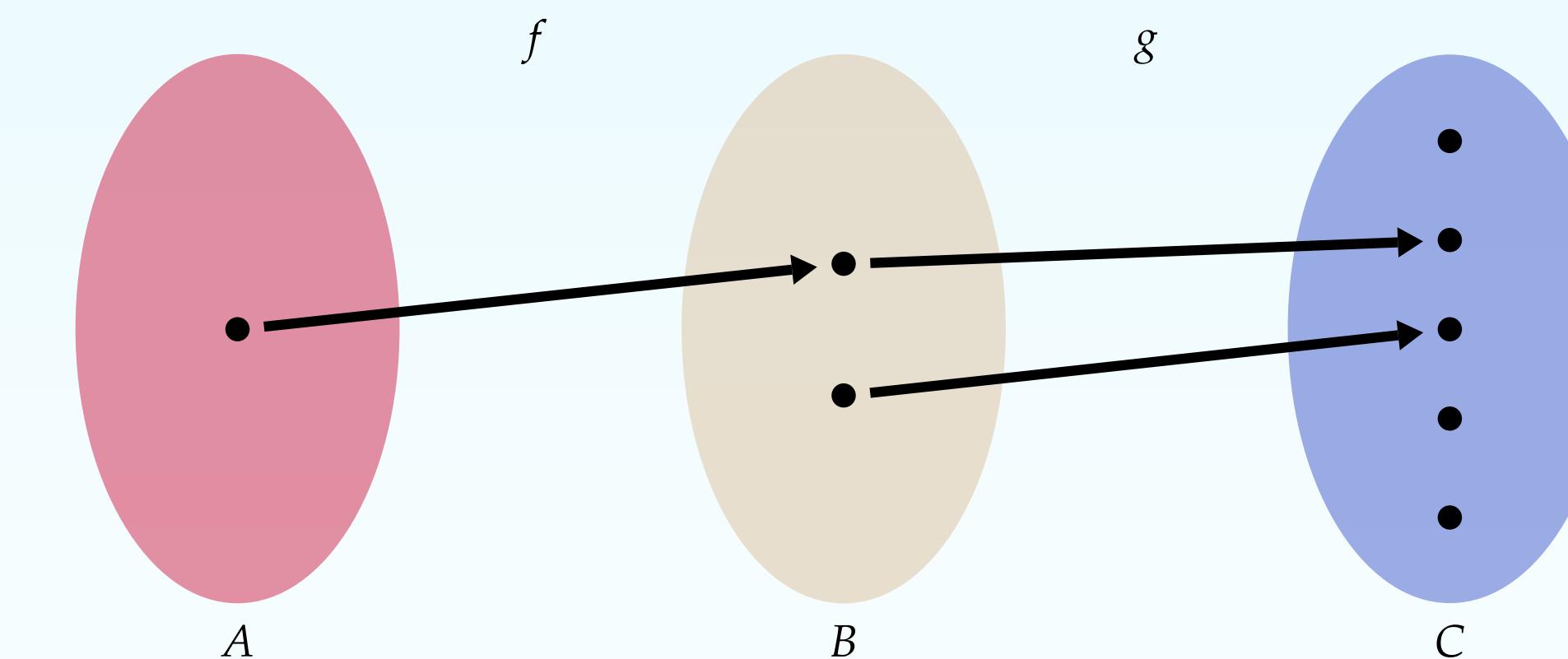
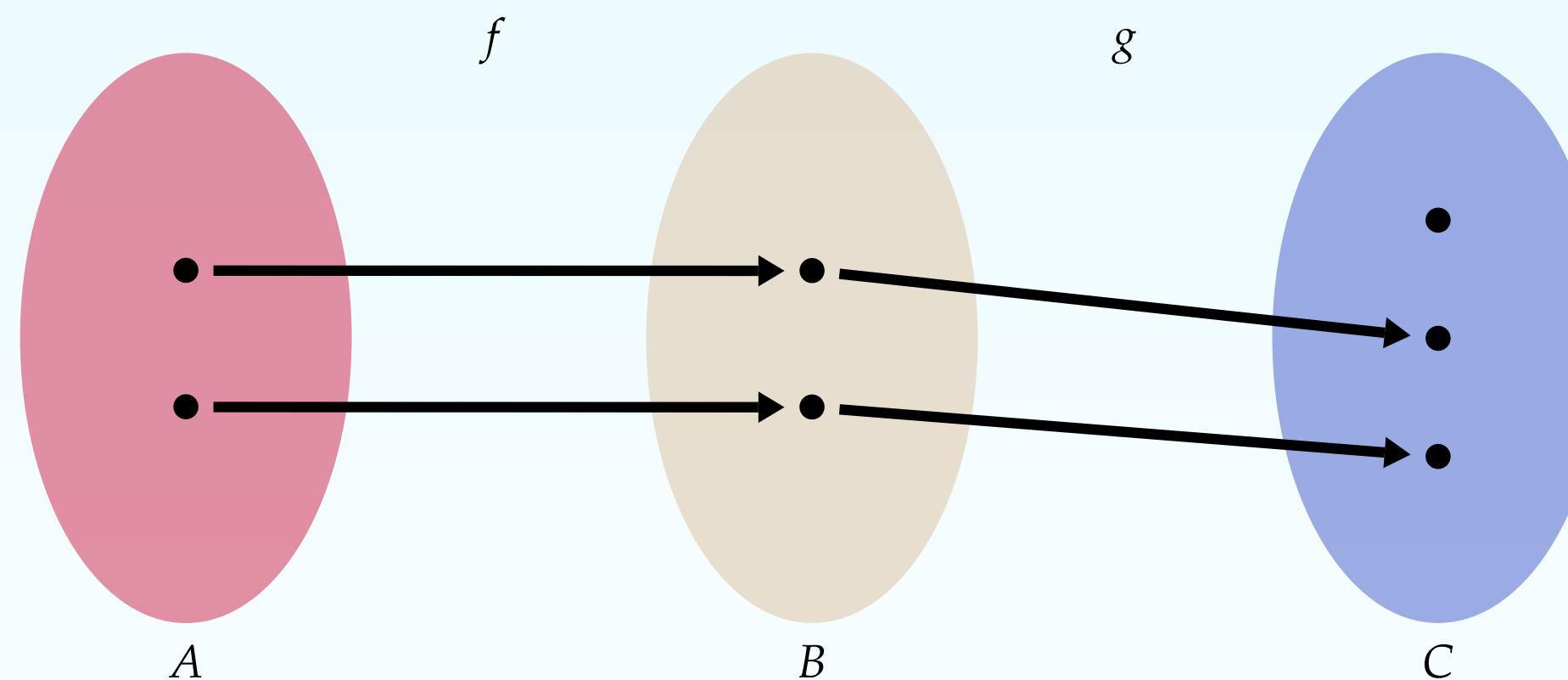
Set A, B, C

$f: A \rightarrow B$

$g: B \rightarrow C$

Injection(f, A)

Injection(g, B)



Visualizing composition of functions

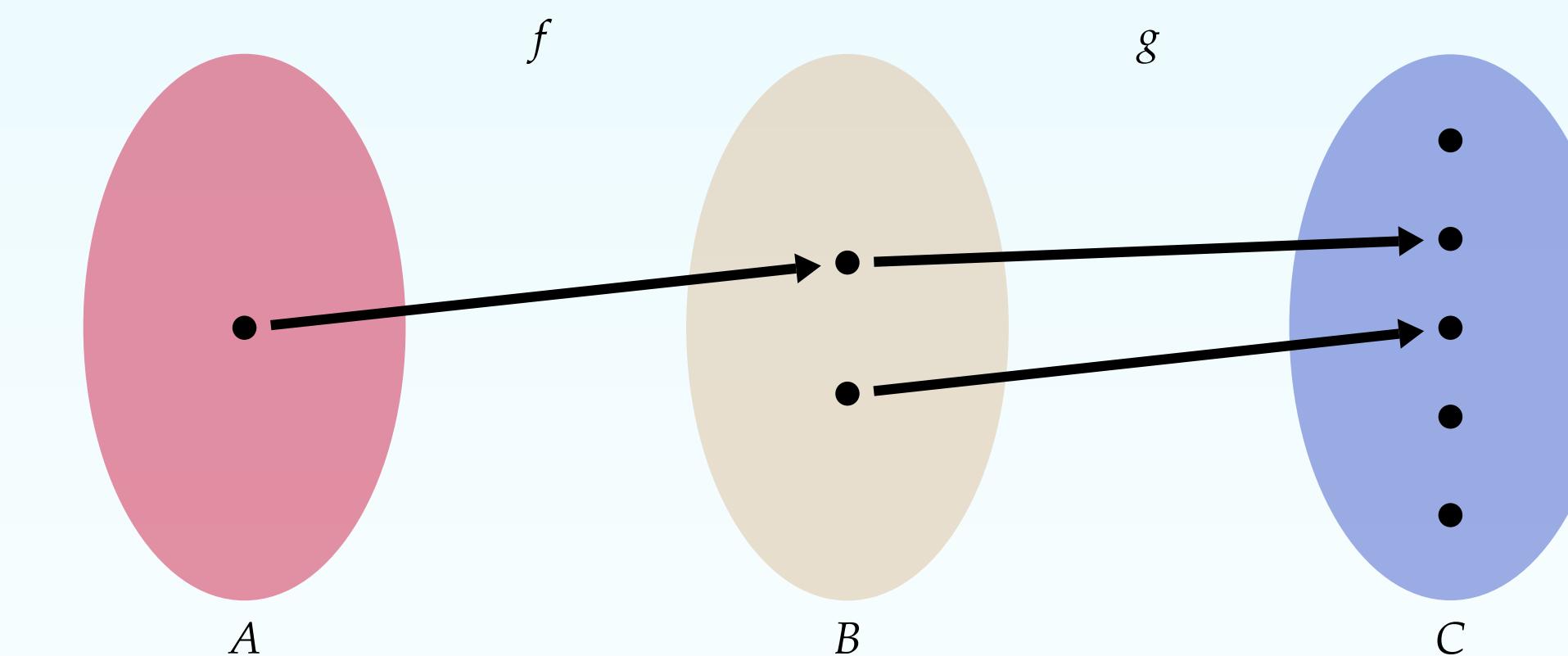
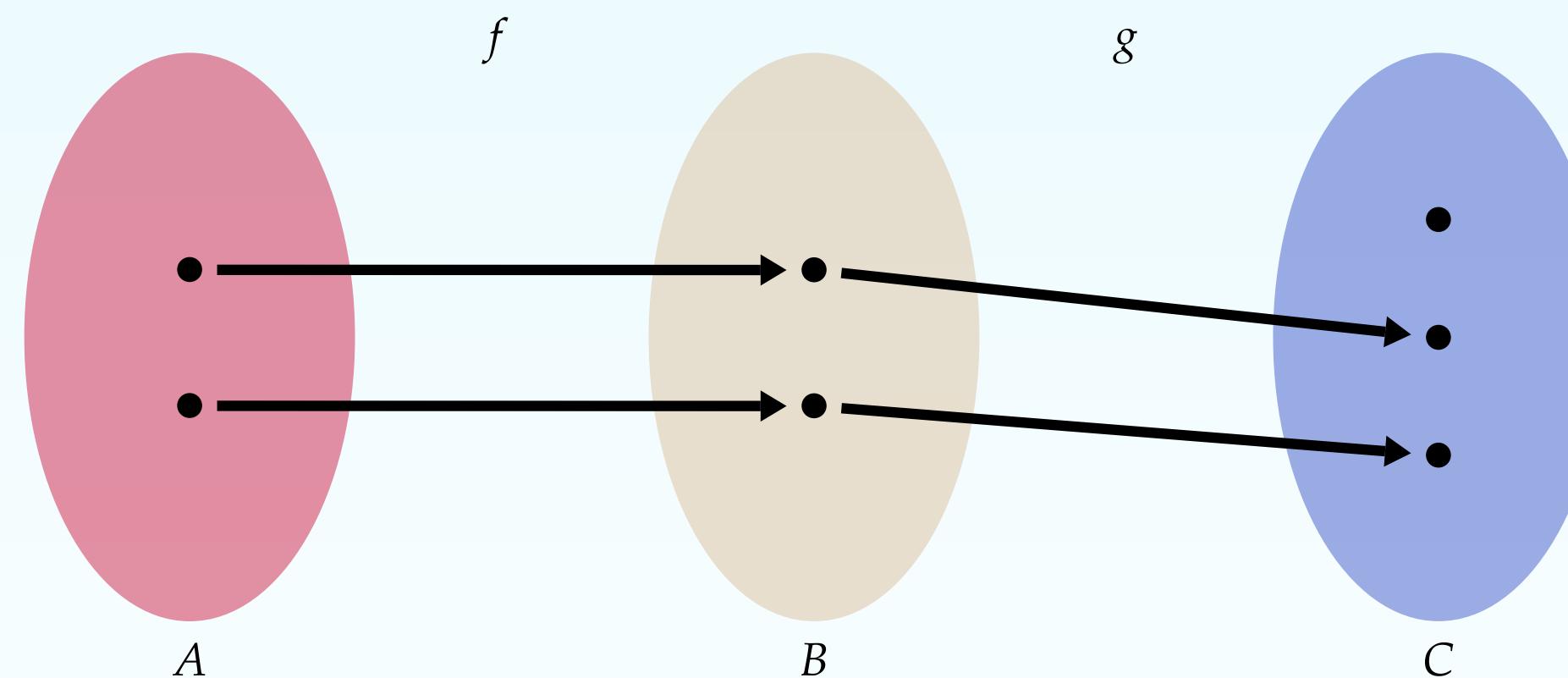
Set A, B, C

$f: A \rightarrow B$

$g: B \rightarrow C$

Injection(f, A)

Injection(g, B)



The **composition** of injections is still an injection!

Running Penrose

Example: Venn vs Tree diagram

Set A, B, C, D, E, F, G

Subset B A

Subset C A

Subset D B

Subset E B

Subset F C

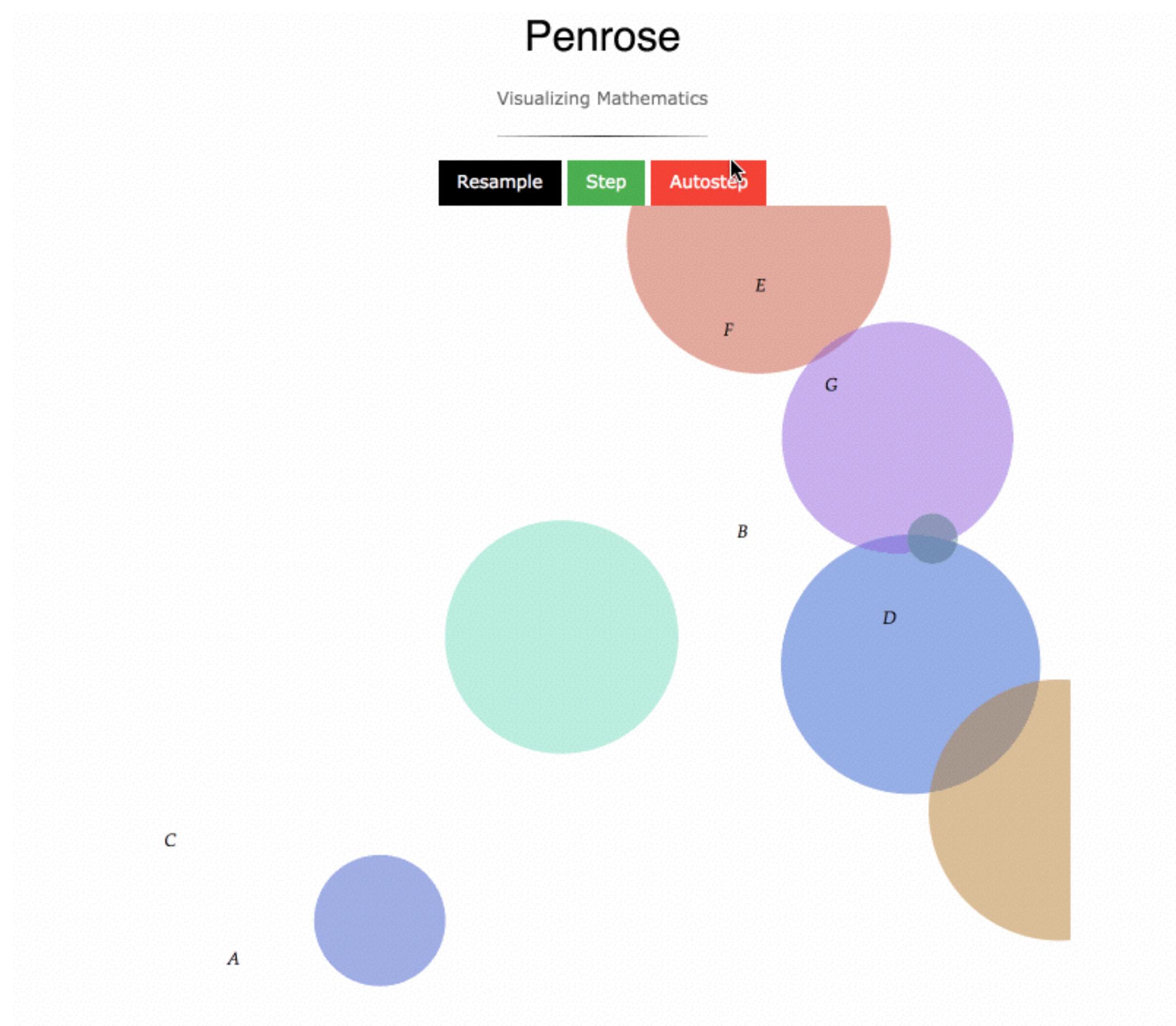
Subset G C

NoIntersect E D

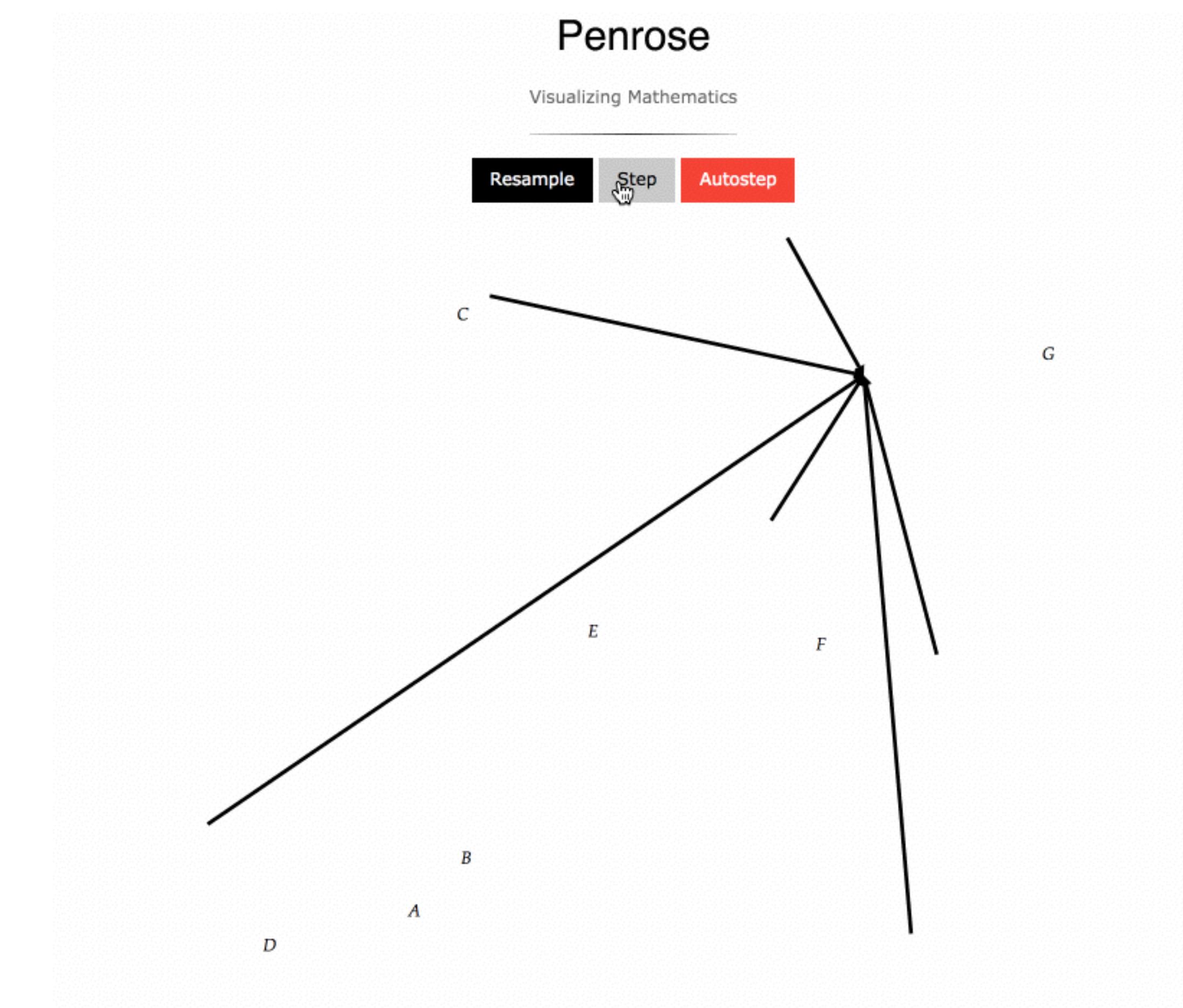
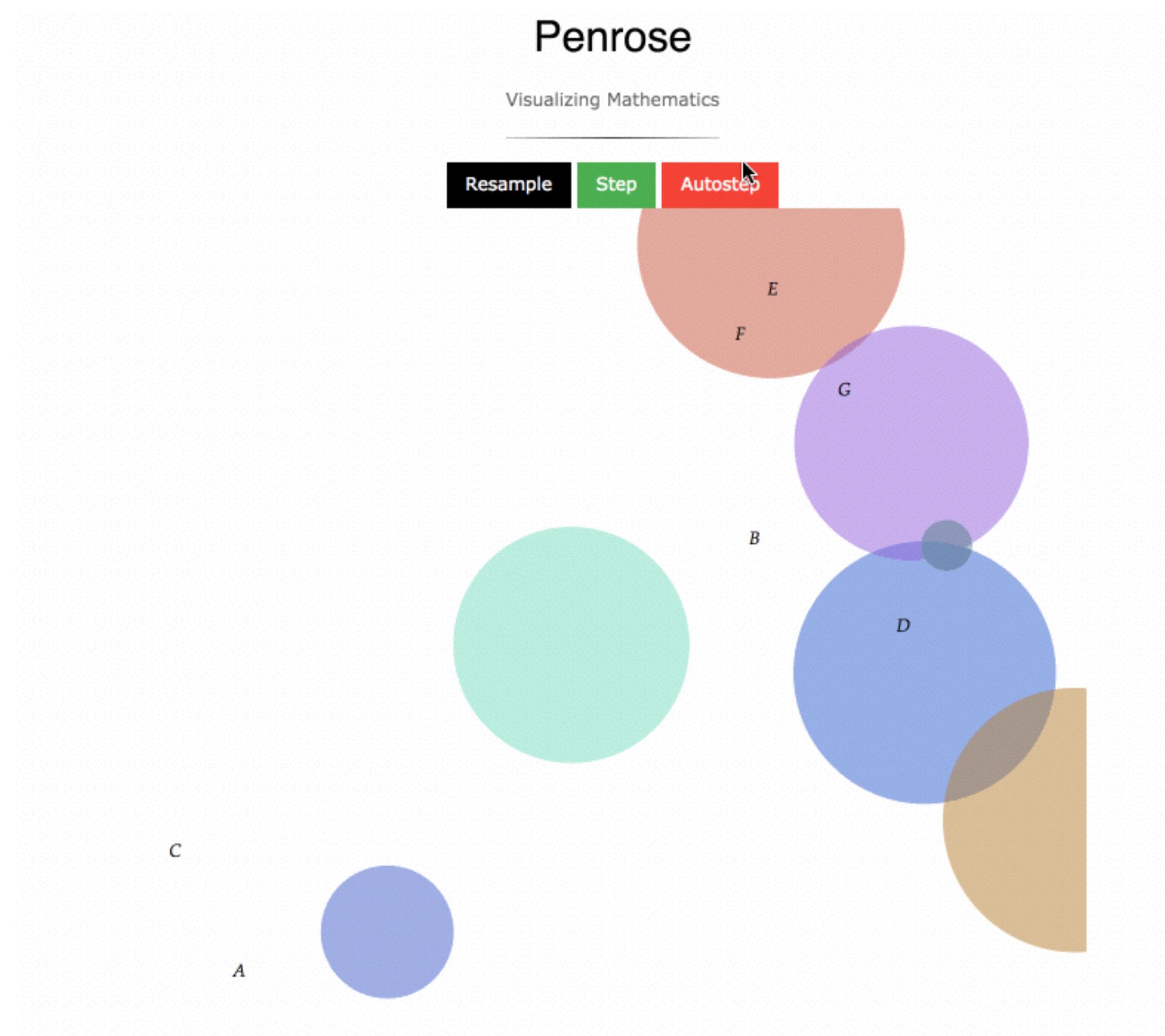
NoIntersect F G

NoIntersect B C

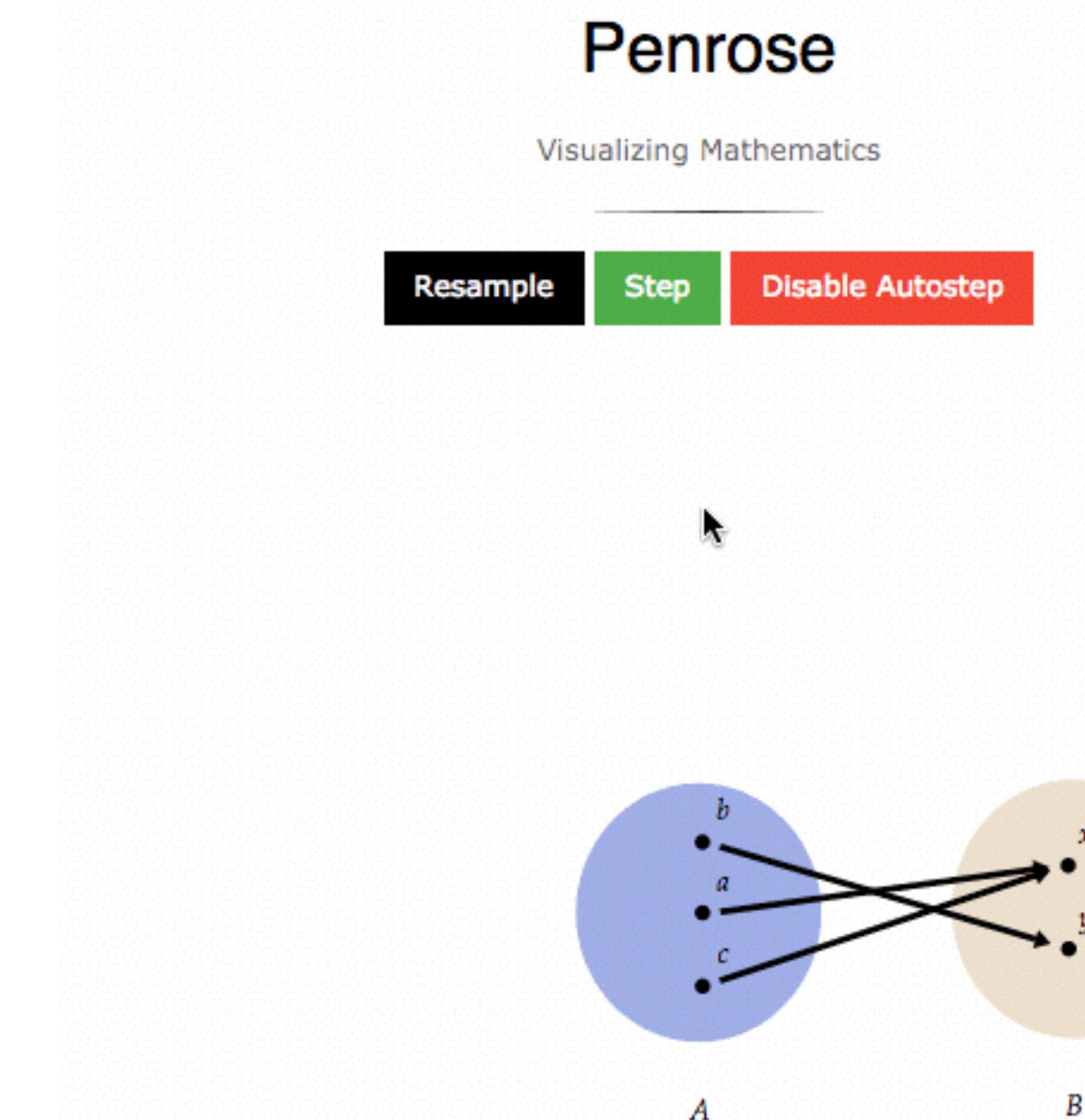
Example: Venn vs Tree diagram



Example: Venn vs Tree diagram



Example: restarting the optimization



Conclusion

- *Goal:* Enables users to make beautiful diagrams without design background
- DSLs that cleanly separate high-level semantics and styling details
- Optimizes layout declaratively
- Extensible system

