

# ptolemaicastronomy — Diagrams of sphere models for variably strict conditionals (Lewis counterfactuals)\*

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## 1 Introduction

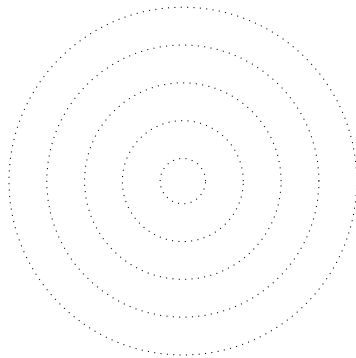
Lewis<sup>1</sup> introduced a sphere semantics for counterfactual conditionals. He jokingly referred to the diagrams depicting such sphere models as “Ptolemaic astronomy,” hence the name of this package. It has nothing to do with Ptolemy or with astronomy, sorry.

The macros provided in this package aid in the construction of sphere model diagrams in the style of Lewis. The macros all make use of **TikZ**.

Source code can be found at <https://github.com/rzach/ptolemaic-astronomy>

## 2 Usage

`\spheresystem` To draw a sphere system with  $\langle n \rangle$  layers, say `\spheresystem{ $\langle n \rangle$ }`:



```
\begin{tikzpicture}
\spheresystem{5}
\end{tikzpicture}
```

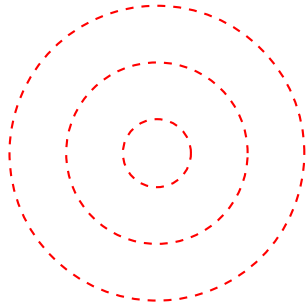
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\*This file describes version v1.00, last revised 2018/04/08.

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<sup>1</sup>David K. Lewis, *Counterfactuals* (Blackwell 1973)

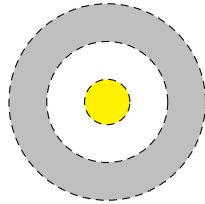
The width of each layer is determined by the TikZ parameter `layerwidth` and defaults to .5 TikZ units (so 0.5 cm by default). The radius of the center sphere is *not* `layerwidth`, but `layerwidth × (1 − innerfactor)`. `innerfactor` defaults to 0.4. Spheres are drawn in `dotted` style by default. You can change this by passing an option to `\spheresystem`, e.g., to get red, dashed, thick lines and wider layers:



```
\begin{tikzpicture}
  \spheresystem[dashed, red,
    thick, layerwidth=.75]{3}
\end{tikzpicture}
```

`\spherelayer`  
`\spherefill`

These macros shade the  $\langle n \rangle$ -th layer of the sphere model, or the entire  $\langle n \rangle$ -th sphere. The fill defaults to `lightgray` and can be changed with `[<options>]`. Note that the fill extends to the center of the layer boundary line, so you should fill first and then draw the spheres. For instance:



```
\begin{tikzpicture}
  \spherelayer{3}
  \spherefill[yellow]{1}
  \spheresystem[densely dashed]{3}
\end{tikzpicture}
```

`\proposition`  
`\propositionintersect`

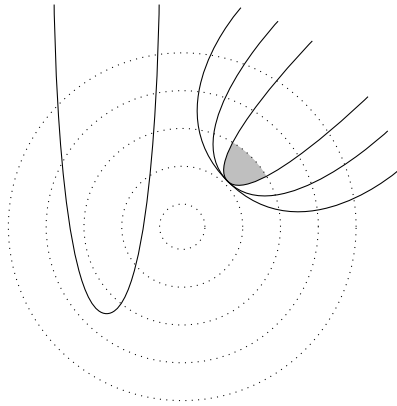
A proposition is a set of worlds which (usually) intersects with a sphere system. A common way of drawing them is as a parabola, and often we want to highlight the intersection of the proposition with the closest sphere with which it intersects. `\proposition{<direction>}{<n>}{<width>}{<length>}` will draw such a parabola.  $\langle direction \rangle$  is the angle (0 is due east and 90 is due north) from which you want the proposition to reach into the sphere system.  $\langle n \rangle$  is the innermost layer you want it to intersect.  $\langle width \rangle$  and  $\langle length \rangle$  describe the triangle with apex  $\langle width \rangle$  degrees and sides of length  $\langle length \rangle$ . Use `\propositionintersect` to also highlight the intersection with the  $\langle n \rangle$ -th sphere. E.g., here are propositions that intersects the 3rd layer at 45 degrees, with a width of 20, 40, and 60 degrees, and the intersection of the first one with the innermost sphere it intersects.

With the `shift` option you can also position propositions outside the center, e.g., a proposition extending from the north through the west side of the sphere system would use, say, `shift={(-1,-1)}`.

```

\begin{tikzpicture}
  \propositionintersect{45}{3}{20}{3}
  \proposition{45}{3}{40}{3}
  \proposition{45}{3}{60}{3}
  \proposition[shift={(-1,-1)}]{90}{1}{20}{4}
  \spheresystem{5}
\end{tikzpicture}

```

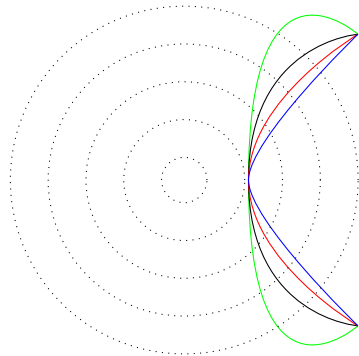


The degree of “pointedness” of propositions is determined by the **tension** parameter, which defaults to 1.7. Larger values make the proposition more bulgy, smaller values more pointy.

```

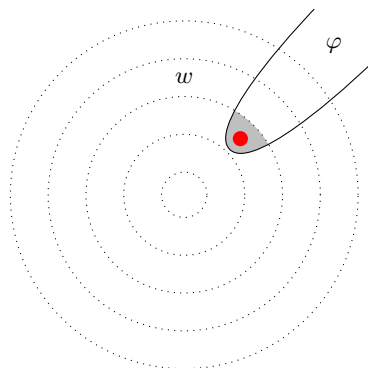
\begin{tikzpicture}
  \proposition[green,
    proposition/.style={tension=3}]{0}{3}{80}{3}
  \proposition{0}{3}{80}{3}
  \proposition[red,
    proposition/.style={tension=1}]{0}{3}{80}{3}
  \proposition[blue,
    proposition/.style={tension=.5}]{0}{3}{80}{3}
  \spheresystem{5}
\end{tikzpicture}

```



`\spherepos`      `\spherepos{⟨direction⟩}{⟨n⟩}{⟨code⟩}` moves to a position in the center of layer  $\langle n \rangle$  in  $\langle direction \rangle$  and then executes TikZ path code  $\langle code \rangle$ . It's useful to put labels or other things into the sphere system.

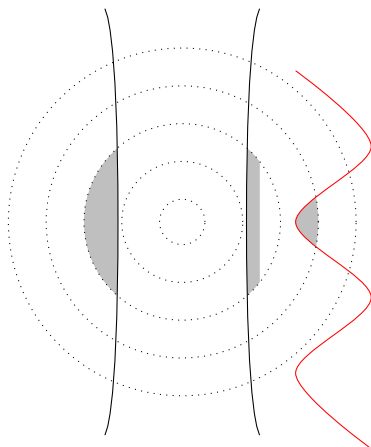
```
\begin{tikzpicture}
  \propositionintersect{45}{3}{20}{3}
  \spheresystem{5}
  \spherepos[fill,red]{45}{3}{circle[radius=.1]}
  \spherepos{90}{4}{node {$w$}}
  \spherepos{45}{6.5}{node {$\varphi$}}
\end{tikzpicture}
```



`\sphereintersect`      `\propositionintersect` uses `\phereintersect[⟨options⟩]{⟨n⟩}{⟨code⟩}` to fill the area between the parabola and the outside of the  $\langle n \rangle$ -th layer. (More precisely: what happens is that the area between the parabola and the line between its two endpoints is set as the clipping clipping, and then TikZ only shows the shaded layer within that clipping region.) That macro can also be used to intersect the respective layer with other paths, and in cases where the convex closure of the proposition does not include enough area. In that case, the clipping region has

to be extended, and the path drawn separately. The example below shows what happens when a very wide parabola does not completely intersect (on the right), how to use the trick to get the fill right (on the left), as well as intersecting a more complex path with a sphere layer.

```
\begin{tikzpicture}
  \propositionintersect{0}{3}{140}{3}
  \sphereintersect{3}{\propositionplot{180}{3}{140}{3} -- (-2,-2)}
  \proposition{180}{3}{140}{3}
  \sphereintersect{4}{plot[smooth] coordinates
    {(1.5,2) (2.5,1) (1.5,0) (2.5,-1) (1.5,-2) (2.5,-3)}}
  \draw[red] plot[smooth] coordinates
    {(1.5,2) (2.5,1) (1.5,0) (2.5,-1) (1.5,-2) (2.5,-3)} ;
  \spheresystem{5}
\end{tikzpicture}
```



### 3 Implementation

```
1 \RequirePackage{tikz}
2
3 \tikzset{
4   sphere/.style = {dotted},
5   sphere intersection/.style = {fill=lightgray},
6   sphere layer/.style = {fill=lightgray},
7   proposition/.style={smooth,tension=1.7},
8 }
```

**layerwidth** TikZ parameters used to compute the sphere radii and can be set using TikZ's options mechanism or using `\tikzset`.

```
9 \pgfkeyssetvalue{/tikz/layerwidth}{.5}
10 \pgfkeyssetvalue{/tikz/innerfactor}{.4}
```

`\sphereplot` `\sphereplot{<n>}` gives the plot codes for the <n>-th sphere

```

11 \newcommand{\sphereplot}[1]{
12   circle
13   [radius=(#1)*\pgfkeysvalueof{/tikz/layerwidth}-
14     \pgfkeysvalueof{/tikz/layerwidth}*\pgfkeysvalueof{/tikz/innerfactor}]
15 }

```

`\spheresystem` `\spheresystem[<options>]{<n>}` draws a sphere system centered at the origin with <n> number of layers

```

16 \newcommand{\spheresystem}[2][]{
17   \foreach \i in {1,...,#2}{
18     \draw[sphere,#1] \sphereplot{\i} ;
19   }
20 }

```

`\spherelayer` `\spherelayer[<options>]{<n>}` shades the <n>-th layer

```

21 \newcommand{\spherelayer}[2][]{
22   \begin{scope}[even odd rule]
23     \fill[#1,sphere layer]
24     \sphereplot{#2-1} \sphereplot{#2} ;
25   \end{scope}
26 }

```

`\spherefill` `\spherefill[<options>]{<n>}` fills the <n>-th sphere

```

27 \newcommand{\spherefill}[2][]{
28   \fill[sphere intersection,#1]
29   \sphereplot{#2} ;
30 }

```

`\sphereintersect` `\sphereintersect[<options>]{<n>}{<path>}` shades the area between <path> and the <n>-th sphere layer. Options only apply to the sphere layer.

```

31 \newcommand{\sphereintersect}[3][]{
32   \begin{scope}[even odd rule]
33     \path[clip] #3;
34     \spherefill[#1]{#2}
35   \end{scope}
36 }

```

`\propositionplot` `\propositionplot[<options>]{<direction>}{<n>}{<width>}{<length>}` produces the plot code for a proposition intersecting the <n>-th layer in angle <direction> away from the center of the sphere system, with endpoints <length> away from the center at an angle of <direction>  $\pm$  <width>/2.

```

37 \newcommand{\propositionplot}[4]{
38   plot [proposition]
39   coordinates {+(#1+#3/2:#4)
40     +(#1:#2*\pgfkeysvalueof{/tikz/layerwidth}-
41       \pgfkeysvalueof{/tikz/layerwidth}*.9
42       -\pgfkeysvalueof{/tikz/layerwidth}*\pgfkeysvalueof{/tikz/innerfactor})

```

```

43      +(#1-#3/2:#4)}
44 }

```

`\proposition` `\proposition[ $\langle options \rangle$ ]{ $\langle direction \rangle$ }{ $\langle n \rangle$ }{ $\langle width \rangle$ }{ $\langle length \rangle$ }` actually draws the proposition. Note that  $\langle options \rangle$  applies to `\draw`, not to `\plot`.

```

45 \newcommand{\proposition}[5][]{
46   \draw[proposition,#1] \propositionplot {#2}{#3}{#4}{#5} ;
47 }

```

`\propositionintersect` `\spherepropositionintersect` does the same as `\sphereproposition` but also shades the area of intersection with the  $\langle n \rangle$ -th sphere.

```

48 \newcommand{\propositionintersect}[5][]{
49   \begin{scope}
50     \path[clip] \propositionplot{#2}{#3}{#4}{#5};
51     \spherefilll[#1]{#3}
52   \end{scope}
53   \draw[proposition,#1] \propositionplot{#2}{#3}{#4}{#5};
54 }

```

`\spherepos` `\spherepos[ $\langle options \rangle$ ]{ $\langle direction \rangle$ }{ $\langle n \rangle$ }{ $\langle code \rangle$ }` shifts the scope to a position in the center of the  $\langle n \rangle$ -th layer in direction angle from the center—and then puts a  $\langle code \rangle$  path there.

```

55 \newcommand{\spherepos}[4][]{
56   \begin{scope}[shift=(#2:#3*\pgfkeysvalueof{/tikz/layerwidth}-
57     \pgfkeysvalueof{/tikz/layerwidth}/2-
58     \pgfkeysvalueof{/tikz/layerwidth}*\pgfkeysvalueof{/tikz/innerfactor})]
59     \path[#1] #4 ;
60   \end{scope}
61 }

```

## 4 Change History

v1.00

General: First public release . . . . . 1

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Numbers written in *italic* refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in roman refer to the code lines where the entry is used.

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