

Solution Synthesis; Existing Figure Problem Synthesis

Example 1

Consider the sample problem from the paper.

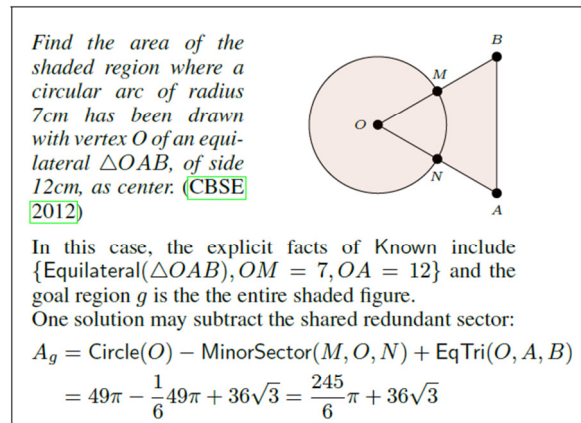
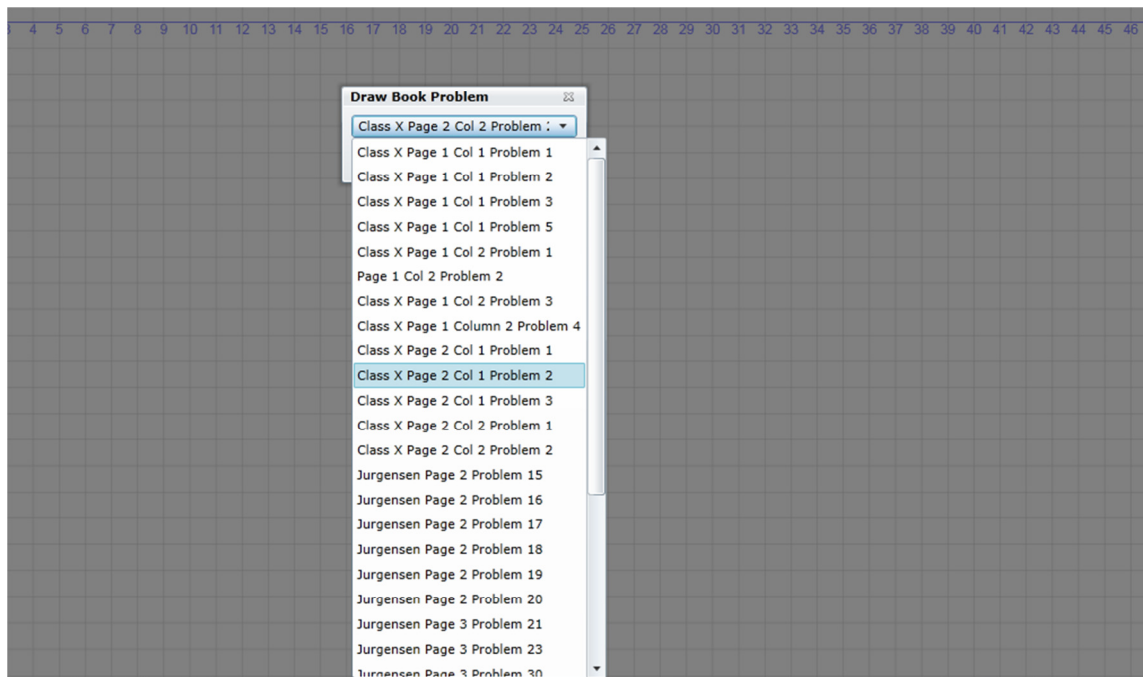


Figure 1: A sample shaded area problem.

We show a series of screenshots of our tool *GeoShader* (1) accessing the existing problem, (2) solving the problem, and (3) identifying atomic regions in the figure.

1. We select the problem from a drop-down menu.



2. The figure is analyzed, the problem is solved and the results are displayed. We note the figure is drawn to scale.

Example 2

As a demonstration of the potential complexity of a figure with respect to atomic regions, we consider another example from the paper.

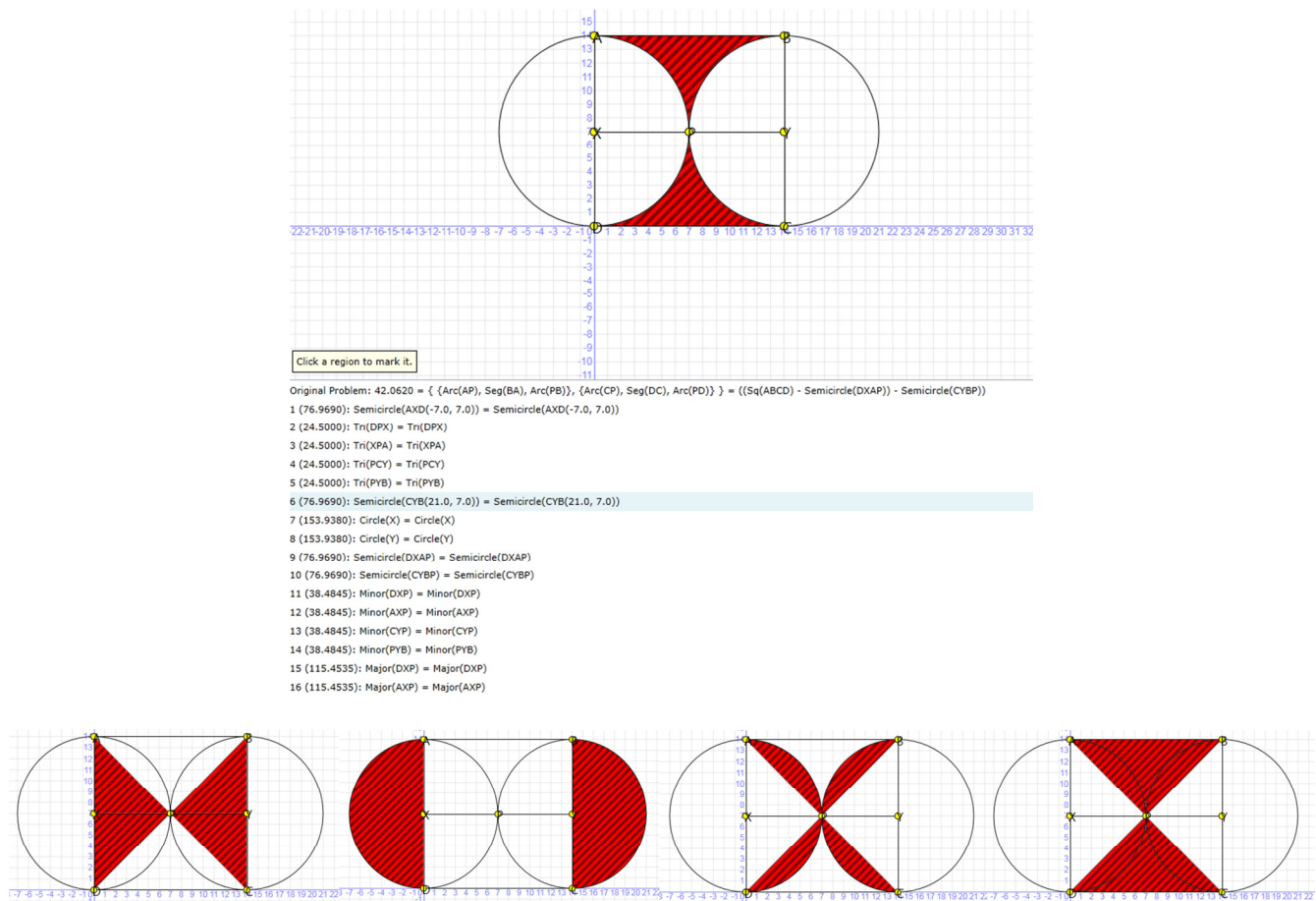


Figure Synthesis

From the user interface we dictate the general type of figure we will synthesize based on a specified set of shapes and selection of a template. In this case, we are attempting to generate some of the same figures depicted in the paper.

Synthesize Problem

Triangle

☐

Isosceles Triangle

☐

Right Triangle

☒

Isosceles Right Triangle

☐

Equilateral Triangle

☐

Quadrilateral

☐

Kite

☐

Trapezoid

☐

Isosceles Trapezoid

☒

Parallelogram

☐

Rectangle

☐

Rhombus

☐

Square

☒

Circle

☐

Sector

☐

Template:

a - b

a + b

a + b + c

a + (b - c)

(a + b) - c

a - b - c

a - b + c

a - (b - c)

Submit

After submission, of the shapes and template, a sample figure is drawn with shaded regions in the interface. Below are three sample constructions.

