Pudding Eater [1]

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Converting Node Identifiers

First, create a string representation of `exp`, with escape characters written where appropriate, via `prin1-to-string`.

Then replace each character that ⟨*is not alphanumeric* 1c⟩ with ⟨*an underscore* 1d⟩.

1e ⟨* 1a⟩+≡
```
(defun dot-name (exp)
  (substitute-if ⟨an underscore 1d⟩ ⟨is not alphanumeric 1c⟩ ⟨exp as a string 1b⟩))
```

Defines:
`dot-name`, used in chunks 1, 2, and 4.

Adding Labels to Graph Nodes

1h ⟨* 1a⟩+≡
```
(defparameter *max-label-length* 30)

(defun dot-label (exp)
  (if exp
      (let ((s ⟨create a string representation of exp 1f⟩))
        ⟨Truncate s if it's too long. 1k⟩)
      ⟨otherwise return the empty string 1g⟩))
```

Defines:
`*max-label-length*`, used in chunk 1.
`dot-label`, used in chunk 2.

If ⟨`s` *is too long* 1i⟩, i.e. more than `*max-label-length*` long, ⟨*truncate* `s` 1j⟩ and append `"..."`.

1k ⟨*Truncate* `s` *if it's too long.* 1k⟩≡
```
(if ⟨s is too long 1i⟩
    (concatenate 'string ⟨truncate s 1j⟩ "...")
    s)
```
This code is used in chunk 1h.

[1] Conrad Barski. *Land of Lisp: Learn to Program in Lisp, One Game at a Time!*, chapter 7, pages 107–127. No Starch Press, 2010. ISBN 9781593273491. URL http://landoflisp.com

[2] Last updated November 21, 2017

`src/graphviz.lisp`:

1a ⟨* 1a⟩≡
```
(in-package :cl-user)
(defpackage lol.graphviz
  (:use :cl :prove)
  (:export dot-name))
(in-package :lol.graphviz)
```
This definition is continued in chunks 1–3.
Root chunk (not used in this document).
Defines:
`lol.graphviz`, used in chunk 4.
Uses `dot-name` 1e.

1b ⟨`exp` *as a string* 1b⟩≡
```
(prin1-to-string exp)
```
This code is used in chunk 1e.

1c ⟨*is not alphanumeric* 1c⟩≡
```
(complement #'alphanumericp)
```
This code is used in chunk 1e.

1d ⟨*an underscore* 1d⟩≡
```
#\_
```
This code is used in chunk 1e.

1f ⟨*create a string representation of* `exp` 1f⟩≡
```
(write-to-string exp :pretty nil)
```
This code is used in chunk 1h.

1g ⟨*otherwise return the empty string* 1g⟩≡
```
""
```
This code is used in chunk 1h.

1i ⟨`s` *is too long* 1i⟩≡
```
(> (length s) *max-label-length*)
```
This code is used in chunk 1k.
Uses `*max-label-length*` 1h.

1j ⟨*truncate* `s` 1j⟩≡
```
(subseq s 0 (- *max-label-length* 3))
```
This code is used in chunk 1k.
Uses `*max-label-length*` 1h.

Generating the DOT Information for the Nodes

2a ⟨* 1a⟩+≡

```
(defun nodes→dot (nodes)
  (mapc (lambda (node)
          (fresh-line)
          (princ (dot-name (car node)))
          (princ "[label=\"")
          (princ (dot-label node))
          (princ "\"];"))
        nodes))
```

Defines:
  nodes→dot, used in chunk 3a.
Uses dot-label 1h and dot-name 1e.

Converting Edges into DOT Format

2b ⟨* 1a⟩+≡

```
(defun edges→dot (edges)
  (mapc (lambda (node)
          (mapc (lambda (edge)
                  (fresh-line)
                  (princ (dot-name (car node)))
                  (princ "→")
                  (princ (dot-name (car edge)))
                  (princ "[label=\"")
                  (princ (dot-label (cdr edge)))
                  (princ "\"];"))
                (cdr node)))
        edges))
```

Defines:
  edges→dot, used in chunk 3a.
Uses dot-label 1h and dot-name 1e.

Generating All the DOT Data

3a ⟨* 1a⟩+≡

```
(defun graph->dot (nodes edges)
  (princ "digraph{")
  (nodes->dot nodes)
  (edges->dot edges)
  (princ "}"))
```

Defines:
  graph->dot, used in chunk 3c.
Uses edges->dot 2b and nodes->dot 2a.

Turning the DOT File into a Picture

3b ⟨* 1a⟩+≡

```
(defun dot->png (fname thunk)
  (with-open-file (*standard-output*
                   fname
                   :direction :output
                   :if-exists :supersede)
    (funcall thunk))
  (uiop:run-program (concatenate 'string "dot -Tpng -O " fname)))
```

Defines:
  dot->png, used in chunk 3c.

Creating a Picture of Our Graph

3c ⟨* 1a⟩+≡

```
(defun graph->png (fname nodes edges)
  (dot->png fname
            (lambda ()
              (graph->dot nodes edges))))
```

Defines:
  graph->png, never used.
Uses dot->png 3b and graph->dot 3a.

Tests

4 ⟨*test/graphviz.lisp* 4⟩≡

```
(in-package :lol.graphviz)


(plan 1)


(subtest "Converting Node Identifiers"
  (is (dot-name 'living-room)
      "LIVING_ROOM")
  (is (dot-name 'foo!)
      "FOO_")
  (is (dot-name '24)
      "24"))


(finalize)
```

Root chunk (not used in this document).
Uses dot-name 1e and lol.graphviz 1a.

Glossary

object any Lisp datum. 5

`prin1-to-string` acts like `write-to-string` with `:escape t`, that is, escape characters are written where appropriate. 1, 5

`write-to-string` `prin1-to-string` and `princ-to-string` effectively print an *object* as if by `write`, `prin1`, or `princ`, respectively, and the characters that would be output are made into a string. 5

References

Conrad Barski. *Land of Lisp: Learn to Program in Lisp, One Game at a Time!*, chapter 7, pages 107–127. No Starch Press, 2010. ISBN 9781593273491. URL http://landoflisp.com.