

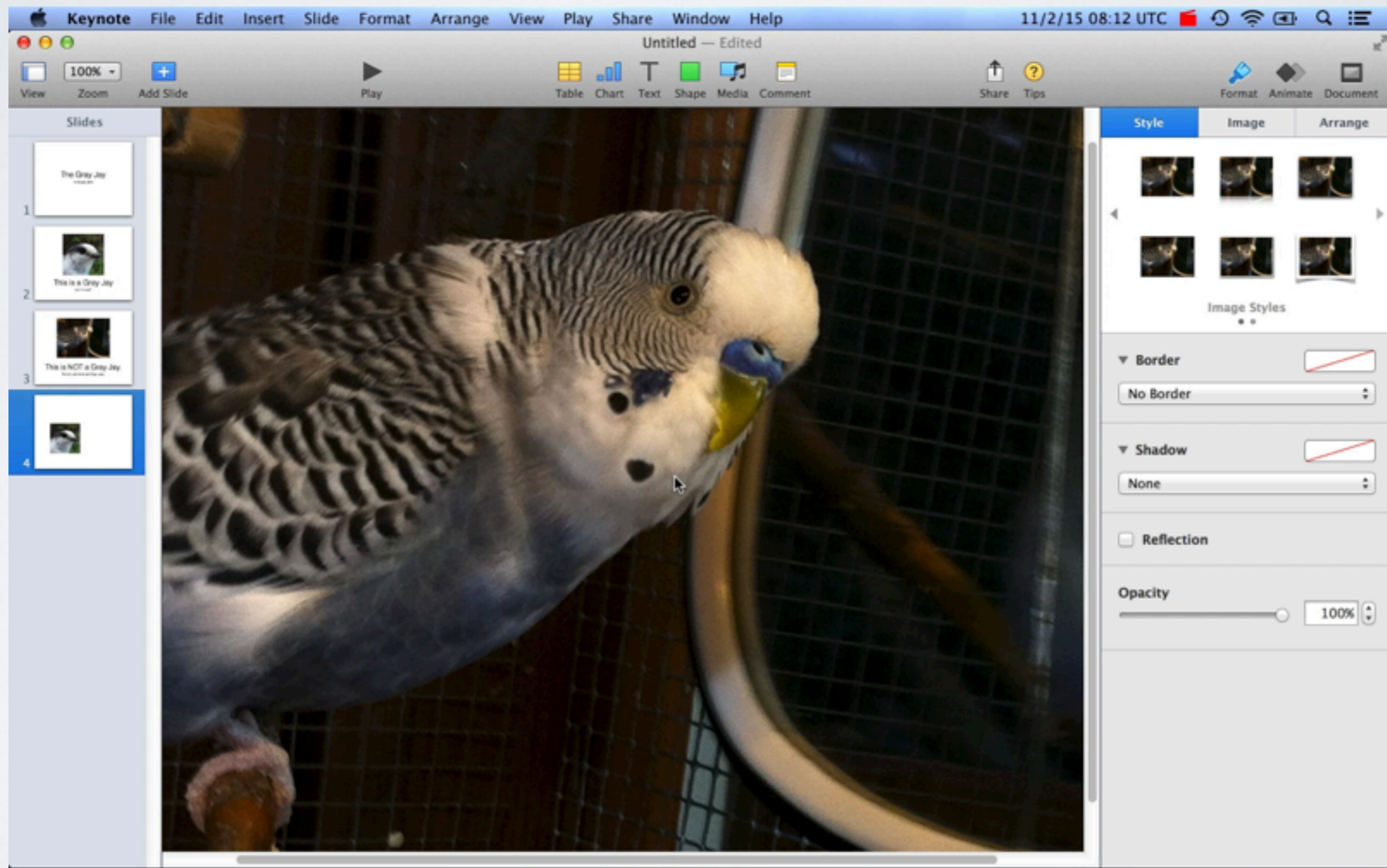
Semi-Automated SVG Programming via Direct Manipulation

Brian Hempel and Ravi Chugh



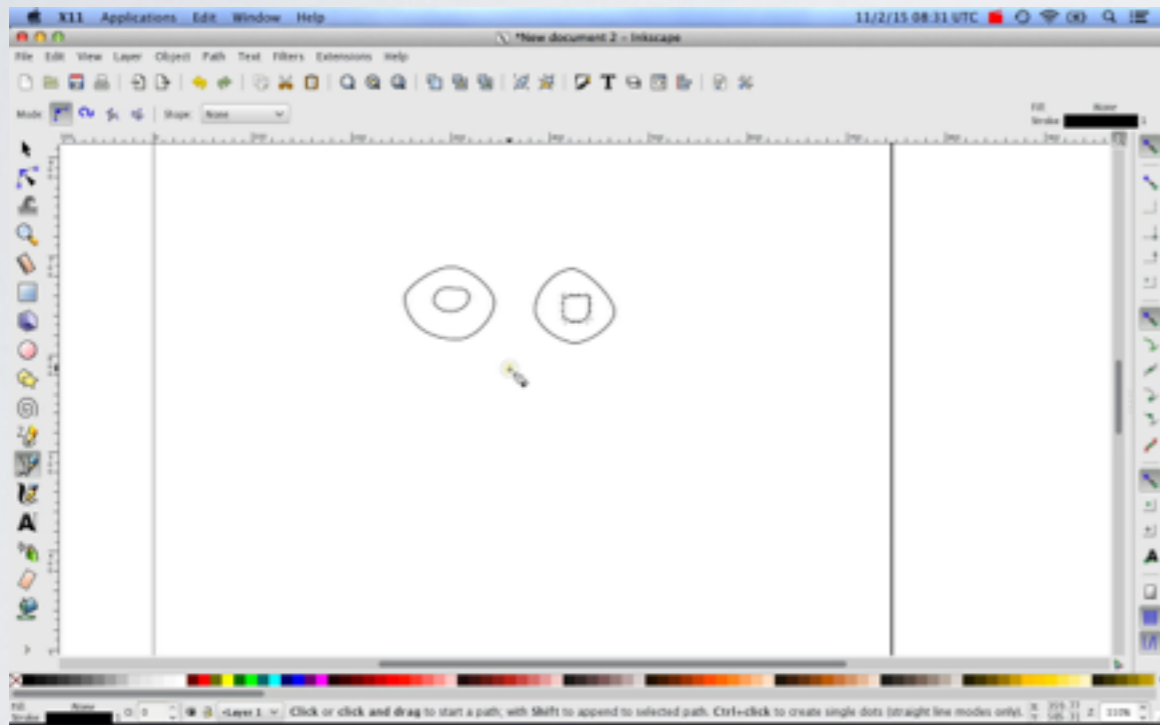
THE UNIVERSITY OF
CHICAGO

Direct Manipulation

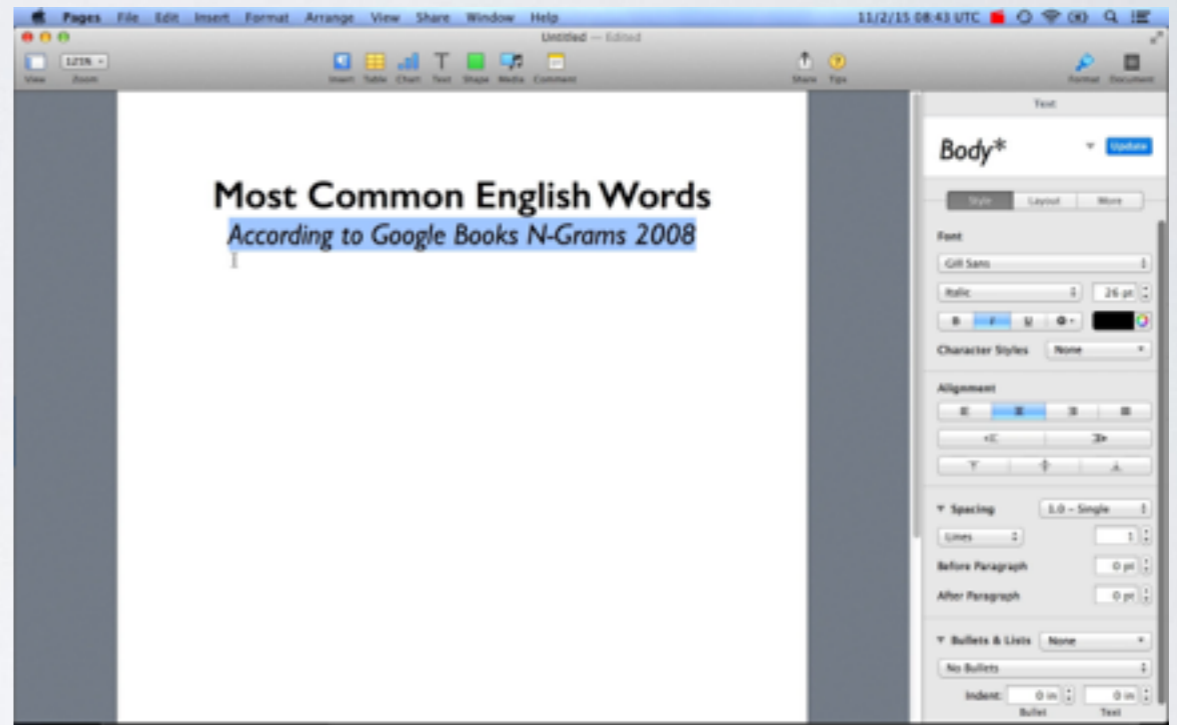


Direct Manipulation

Drawing



Documents



And so many more...

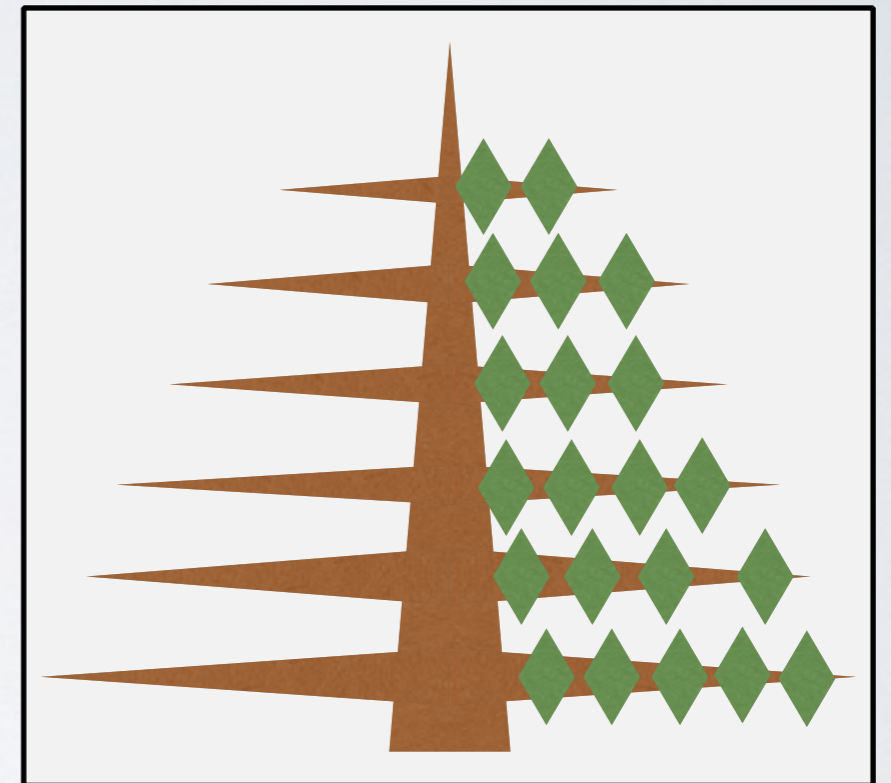
But not for one application...

Programming

```
TextMate File Edit View Navigate Text Go Bundles Window Help 11/2/15 10:10 UTC
sphere.py — videos (git: script_updates)
1 import math
2 import svgwrite
3
4 drawing = svgwrite.Drawing("sphere.svg")
5
6 radius = 250
7 centerX = 600
8 centerY = 400
9 highlightX = centerX + radius/3
10 highlightY = centerY + radius/3
11
12 spacing = 20
13
14 def distance(x1,y1,x2,y2):
15     return math.sqrt((x2-x1)**2 + (y2-y1)**2)
16
17 for x in range(centerX-radius, centerX+radius+spacing, spacing):
18     for y in range(centerY-radius, centerY+radius+spacing, spacing):
19         if distance(x, y, centerX, centerY) < radius:
20             circle = drawing.circle(center=(x,y), r=spacing/2, fill="blue")
21             drawing.add(circle)
22
23 drawing.save()
Line: 6:12 Python Soft Tabs: 4 Symbols
```

Programming

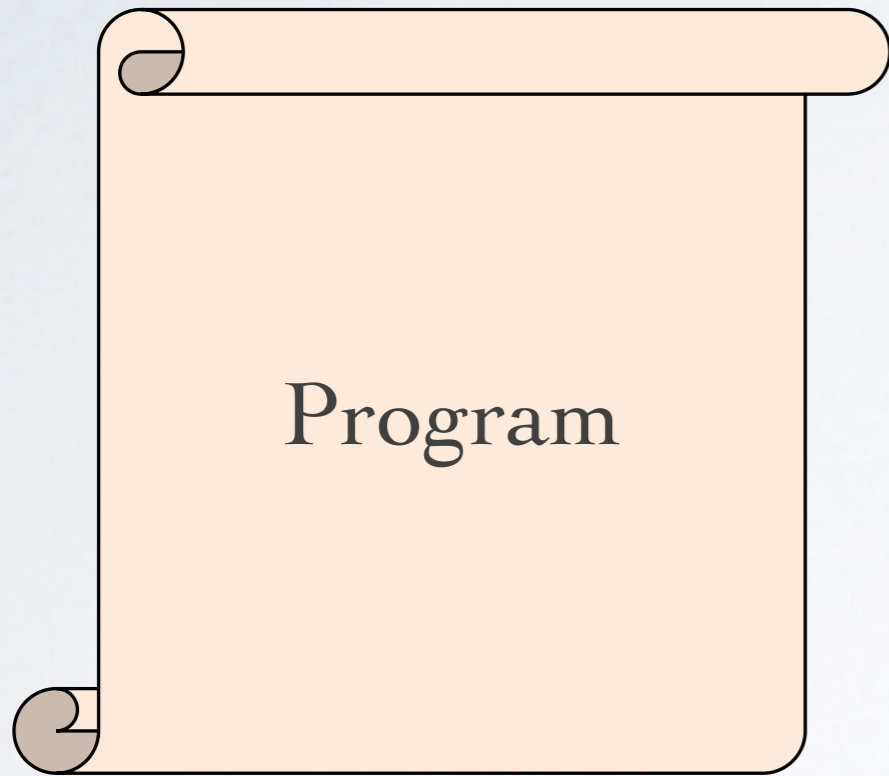
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sphere.py --- videos (git: script_updates)
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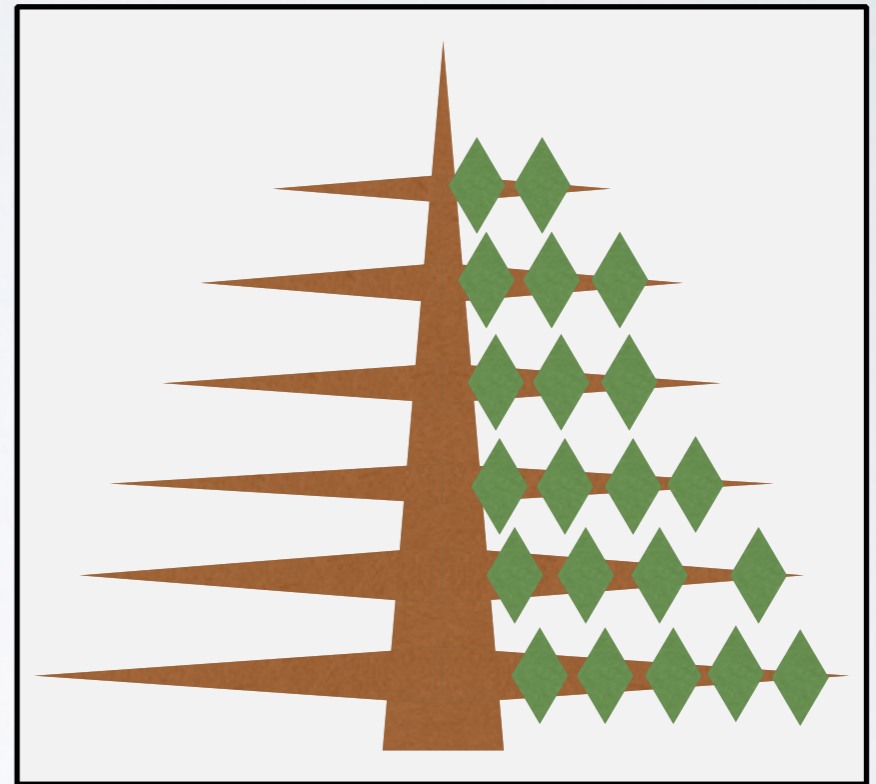
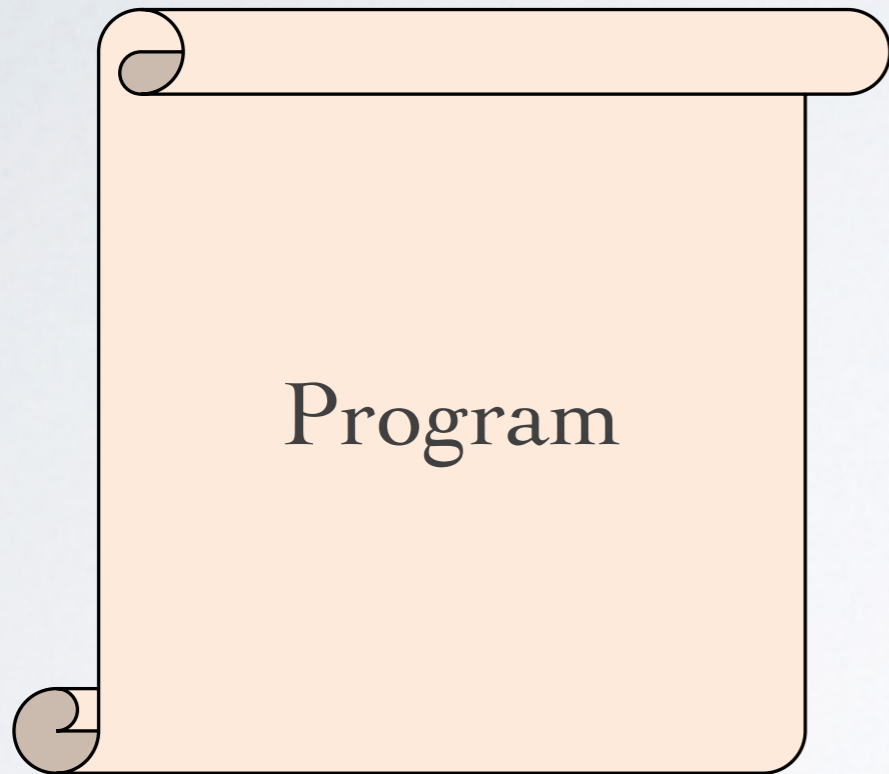


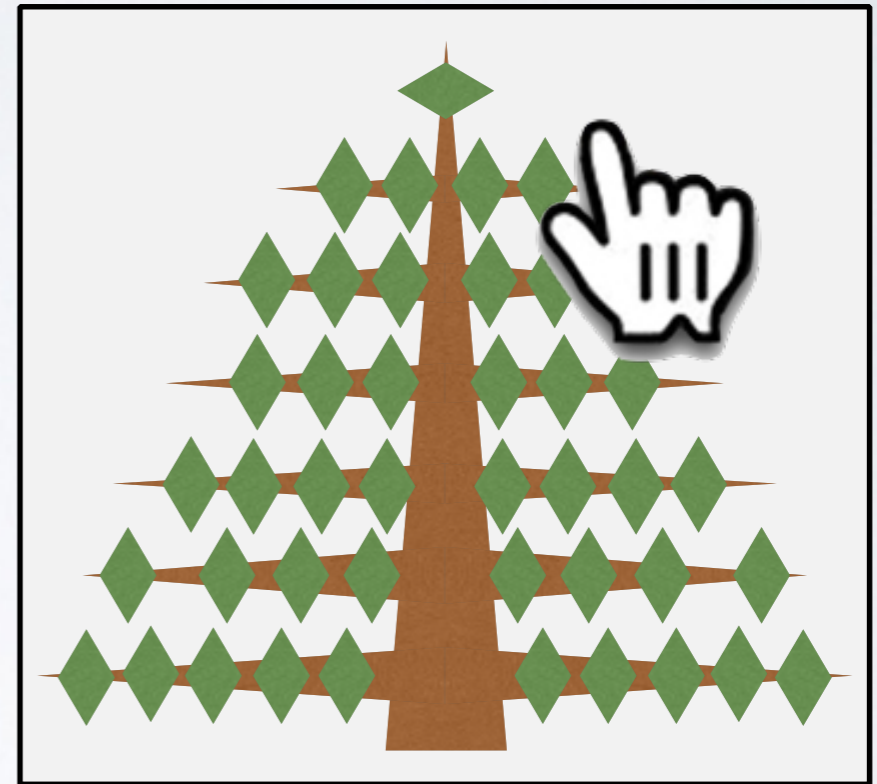
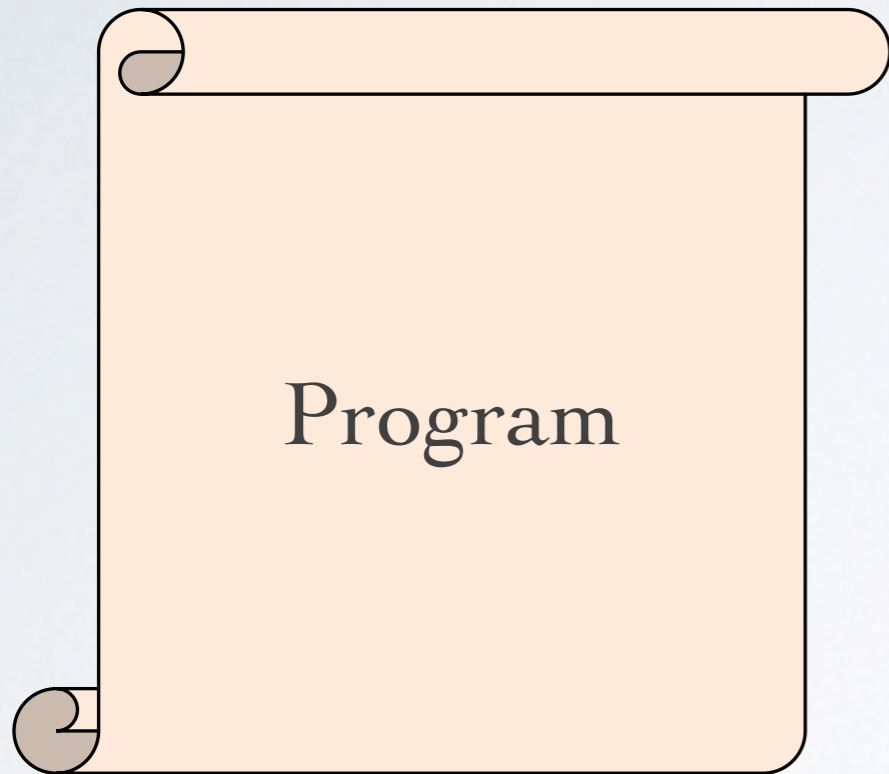
Programming

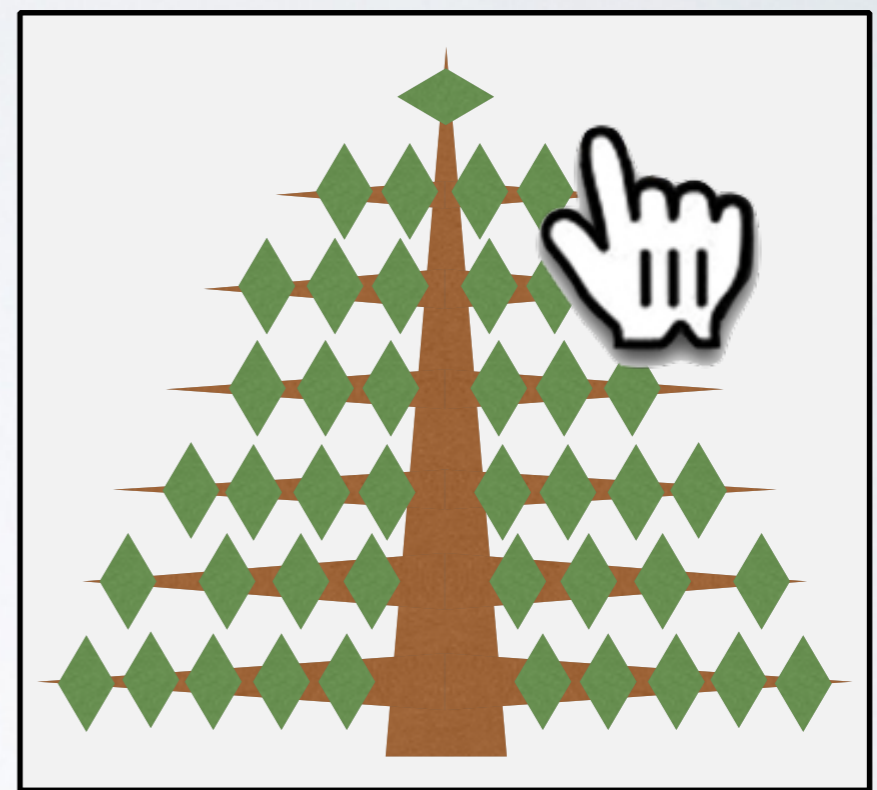
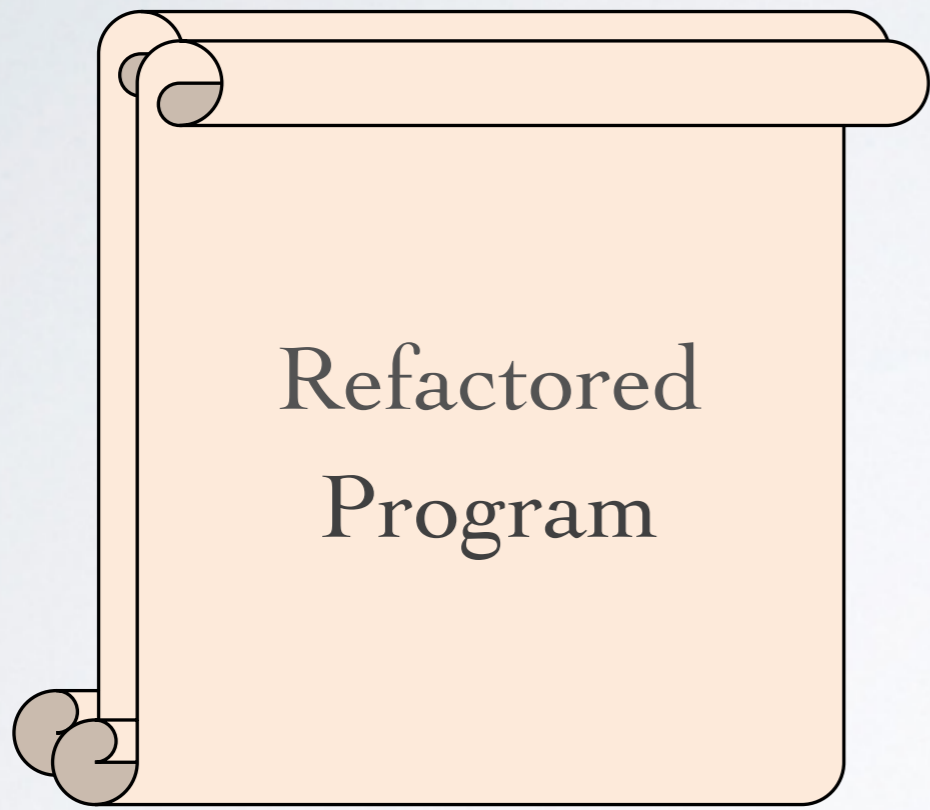
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TextMate File Edit View Navigate Text Go Bundles Window Help 11/2/15 10:10 UTC
sphere.py --- videos (git: script, updates)
1 import math
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20             circle = drawing.circle(center=(x,y), r=spacing/2, fill="blue")
21             drawing.add(circle)
22
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Line: 6:12 Python Soft Tabs: 4 Symbols
```



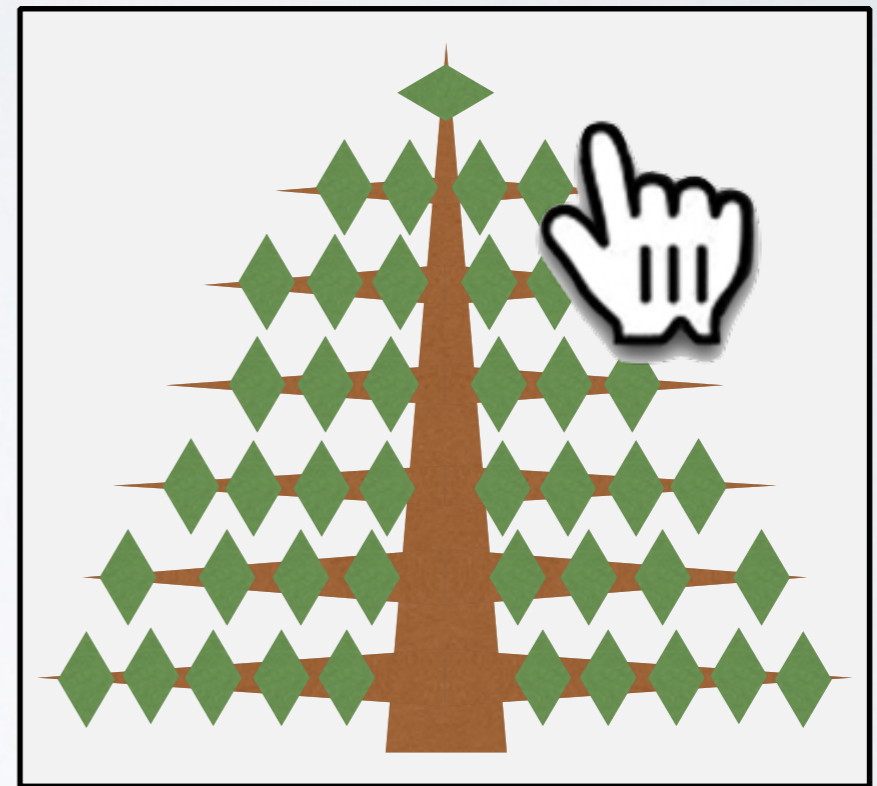
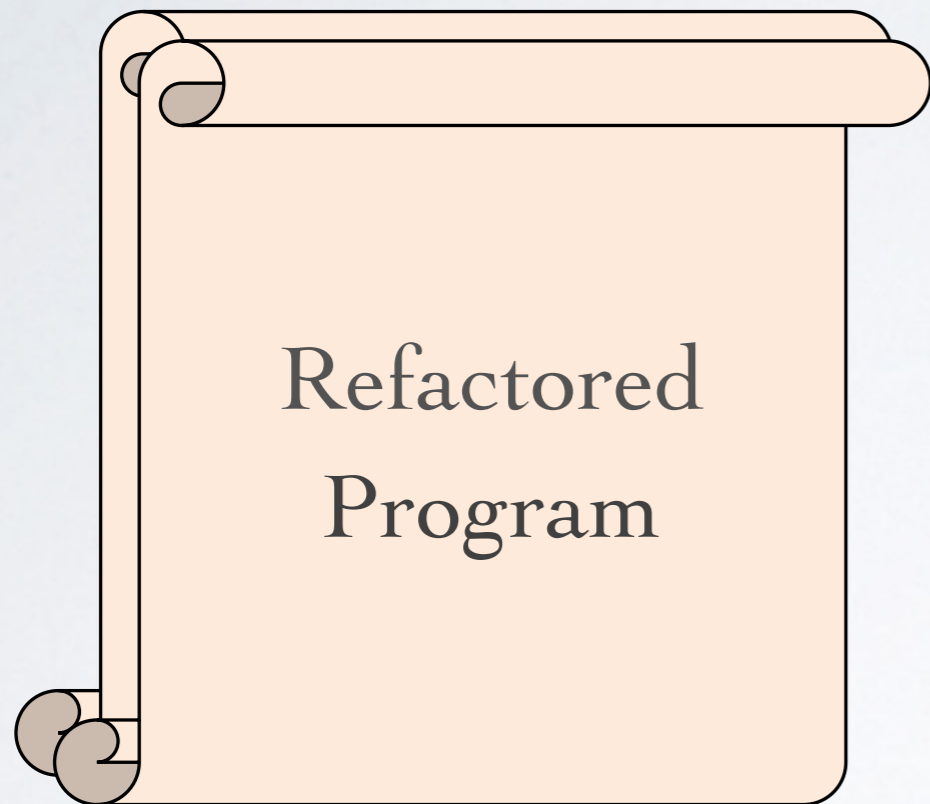








Better for both experts *and* non-experts



DM

DM + Code

Existing Approach: DM + Code

Existing Approach: DM + Code

Bret Victor, "Drawing Dynamic Visualizations"

The screenshot shows a software interface for creating dynamic visualizations. At the top, a 'Pictures' window contains four icons: a pink star, a purple sine wave, an orange line graph, and a grey bar chart. Below this is a 'Data' panel with a table of values and a 'Steps' panel with instructions for drawing and adjusting the bar chart. The main workspace shows a bar chart with a grey rectangle overlaid on the rightmost bar. A blue line with circular handles is used to adjust the rectangle's position. A 'Measurements' panel is at the bottom left, and a 'DRAW' and 'ADJUST' menu is on the right.

Data

| | |
|---------------|-----------------------------------|
| panels | 600 |
| KW / panel | 0.2 |
| power in kW | 120 |
| sun hours | 53 88 134 155 159 155 |
| energy in kWh | 360 10320 18080 18600 19080 18600 |
| energy in MWh | .36 10.32 18.08 18.6 19.08 18.6 |

Steps

Scale rect's width around rect's left by $1 / \# \text{ of energies in MWh}$.

Repeat from 1 to $\# \text{ of columns}$:

- Draw bar from rect's bottom-left to rect's top-right.
- Scale bar's height around bar's bottom by $\text{energy in MWh} / \text{max energy in MWh}$.
- Move rect so rect's bottom-left meets bar's bottom-right.

Measurements

DRAW

- line x
- path a
- rect r
- circle c
- text t
- magnet u
- picture p

ADJUST

- move v
- scale s
- rotate e
- duplicate d

FLOW

- loop l
- if i

MODIFIERS

- guide g
- clip k

Existing Approach: DM + Code

Bret Victor, "Drawing Dynamic Visualizations"

The screenshot displays a software interface for creating dynamic visualizations. On the left, a 'Data' panel shows a table with columns for sun hours and energy in kWh and MWh. Below it, a 'Steps' panel lists instructions for drawing and scaling a bar chart. The main workspace features a 'Symbols' palette with options like Rectangle, Circle, and Text. A 'Wheel diagram' is being constructed, consisting of a red arc of dots and a grey wheel with a red mark. A red circle highlights the wheel, and the text 'drag the wheel' is written below it. On the right, an 'Outline' panel shows a hierarchical tree of the diagram's components, including 'Wheel diagram', 'Rectangle', 'Wheel with mark (present)', and 'Wheel with mark (past)'. The 'Wheel with mark (present)' component has a 'progress' slider set to 'max progress' with a value of 0.67.

| | 1 | 2 | 3 | 4 | 5 | 6 |
|---------------|-----|-------|-------|-------|-------|-------|
| sun hours | 53 | 88 | 134 | 155 | 159 | 110 |
| energy in kWh | 360 | 10320 | 18080 | 18800 | 19080 | 18800 |
| energy in MWh | .36 | 10.32 | 18.08 | 18.8 | 19.08 | 18.8 |

drag the wheel

Toby Schachman, "Apparatus"

DM + Code

Code + DM

Our Approach: Code + DM

The screenshot displays the sketch-n-sketch v0.4.2 IDE interface. On the left is a code editor with the following code:

```
1  
2 (def [x0 y0 w h sep n]  
3   [50 120 20 90 30 3])  
4  
5 (def boxi (\i  
6   (let xi (+ x0 (* i sep ))  
7     (rect 'lightblue' xi y0 w h)))  
8  
9 (svg (map boxi (zeroTo n)))
```

The central control panel includes a dropdown menu set to "3 Boxes PLDI", buttons for "Edit Code", "Undo", and "Redo", and a "[Zones] Hidden" button. The top right corner features "[Heuristics] Fair" and "[Orientation] Vertical". The main canvas on the right shows three vertical light blue rectangles with a crosshair cursor over the rightmost one. At the bottom right, a status bar shows "rect3 RightEdge (ACTIVE)" and "20{w}", along with a "[Widgets] Shown" button.

Chugh et al. [PLDI '16]

Our Approach: Code + DM

The screenshot displays the sketch-n-sketch v0.4.2 IDE interface. On the left, a code editor shows the following code:

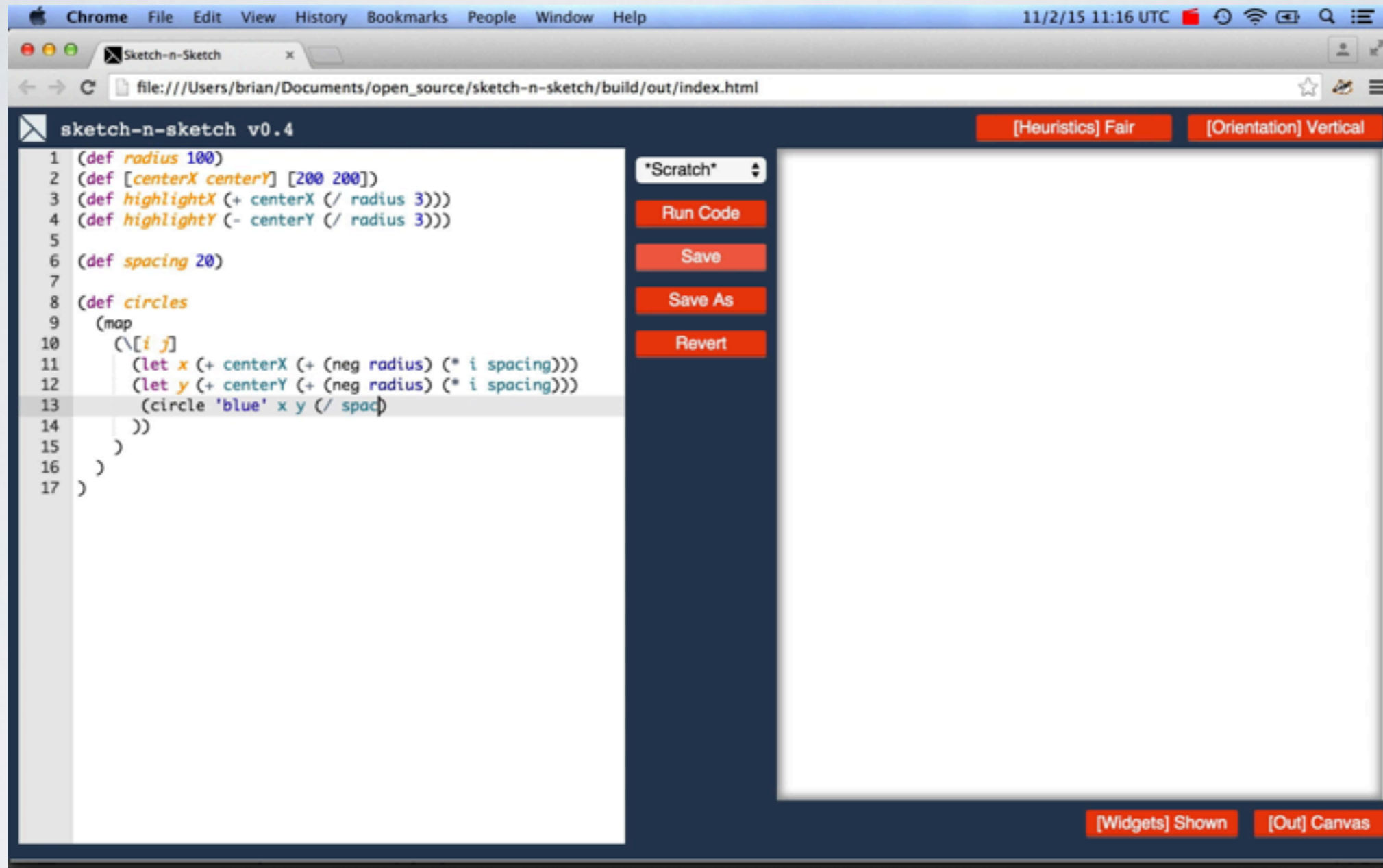
```
1  
2 (def [x0 y0 w h sep n]  
3   [81 124 20 90 65!| 3])  
4  
5 (def boxi (\i  
6   (let xi (+ x0 (* i sep ))  
7     (rect 'lightblue' xi y0 w h))))  
8  
9 (svg (map boxi (zeroTo n)))
```

The right side of the IDE features a visual canvas with three light blue vertical rectangles. A mouse cursor is positioned over the third rectangle. The interface includes several control elements:

- Top right: [Heuristics] Fair and [Orientation] Vertical
- Left of canvas: 3 Boxes PLDI -
- Below PLDI: Edit Code, Undo, Redo
- Below canvas: [Zones] Hidden
- Bottom right: [Widgets] Shown
- Bottom center: rect3 Interior (ACTIVE) 124{y0} 81{x0}

Chugh et al. [PLDI '16]

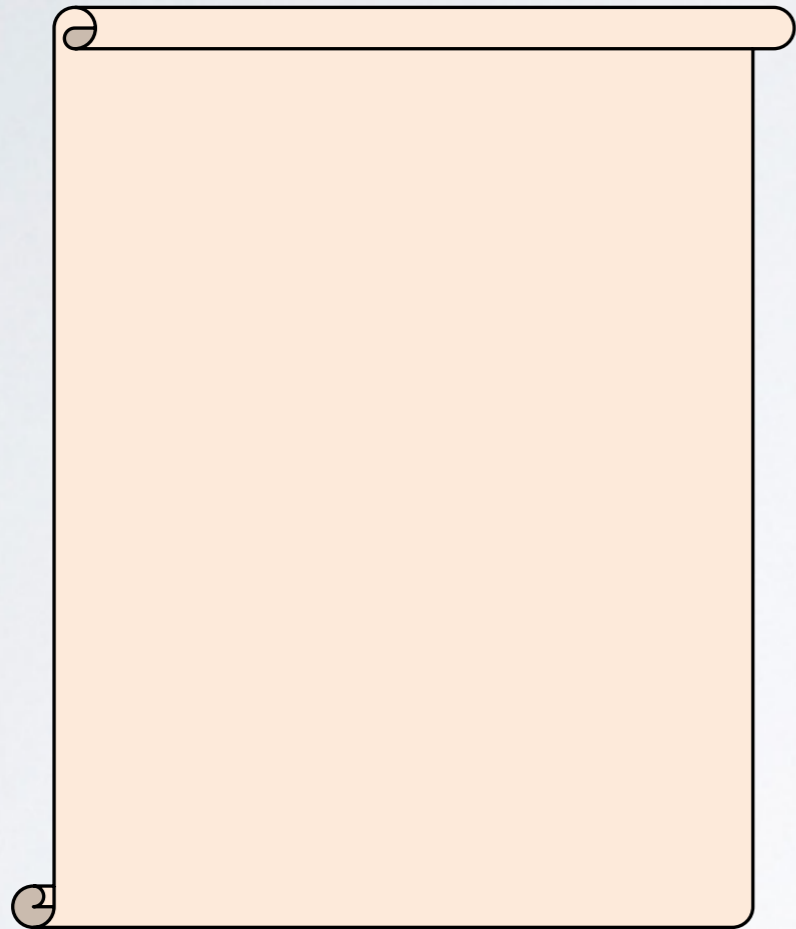
[PLDI '16] Code First, Then DM



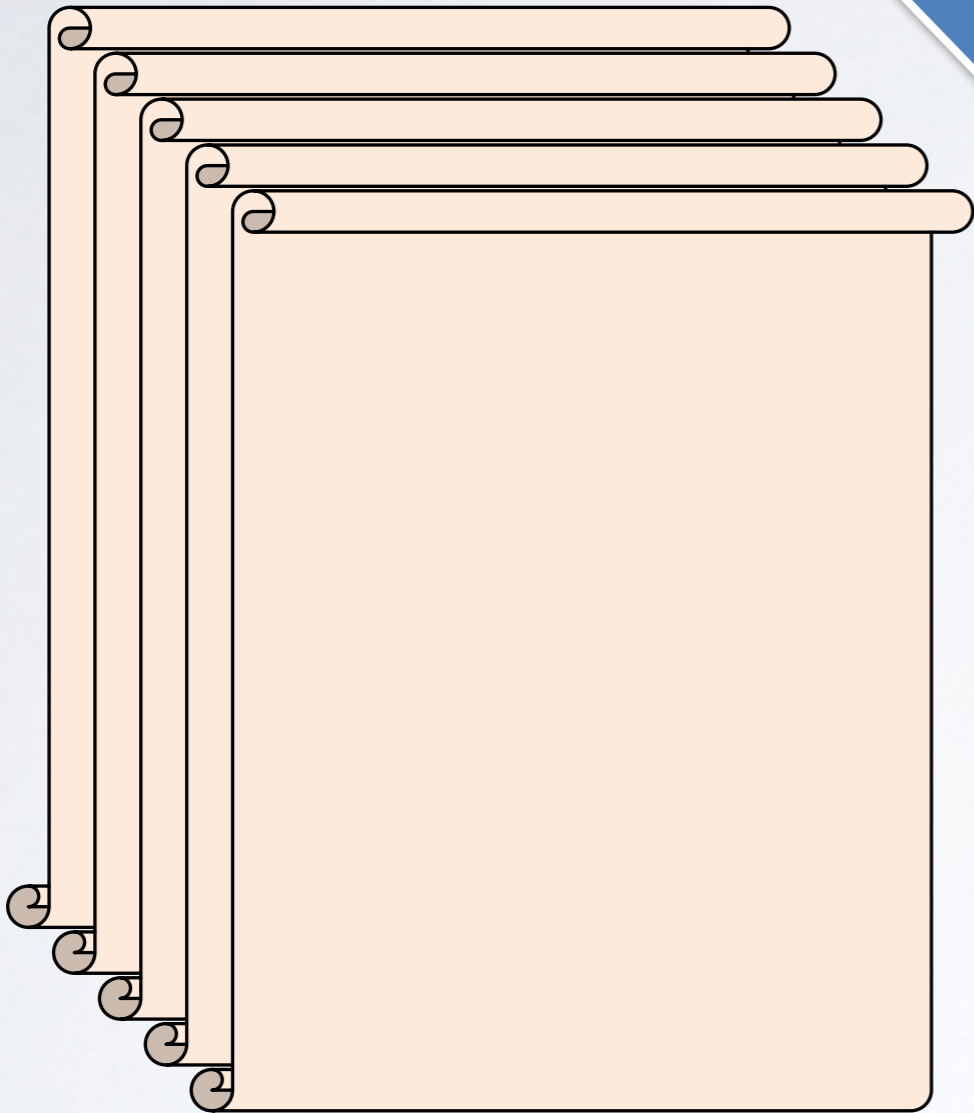
Goal:

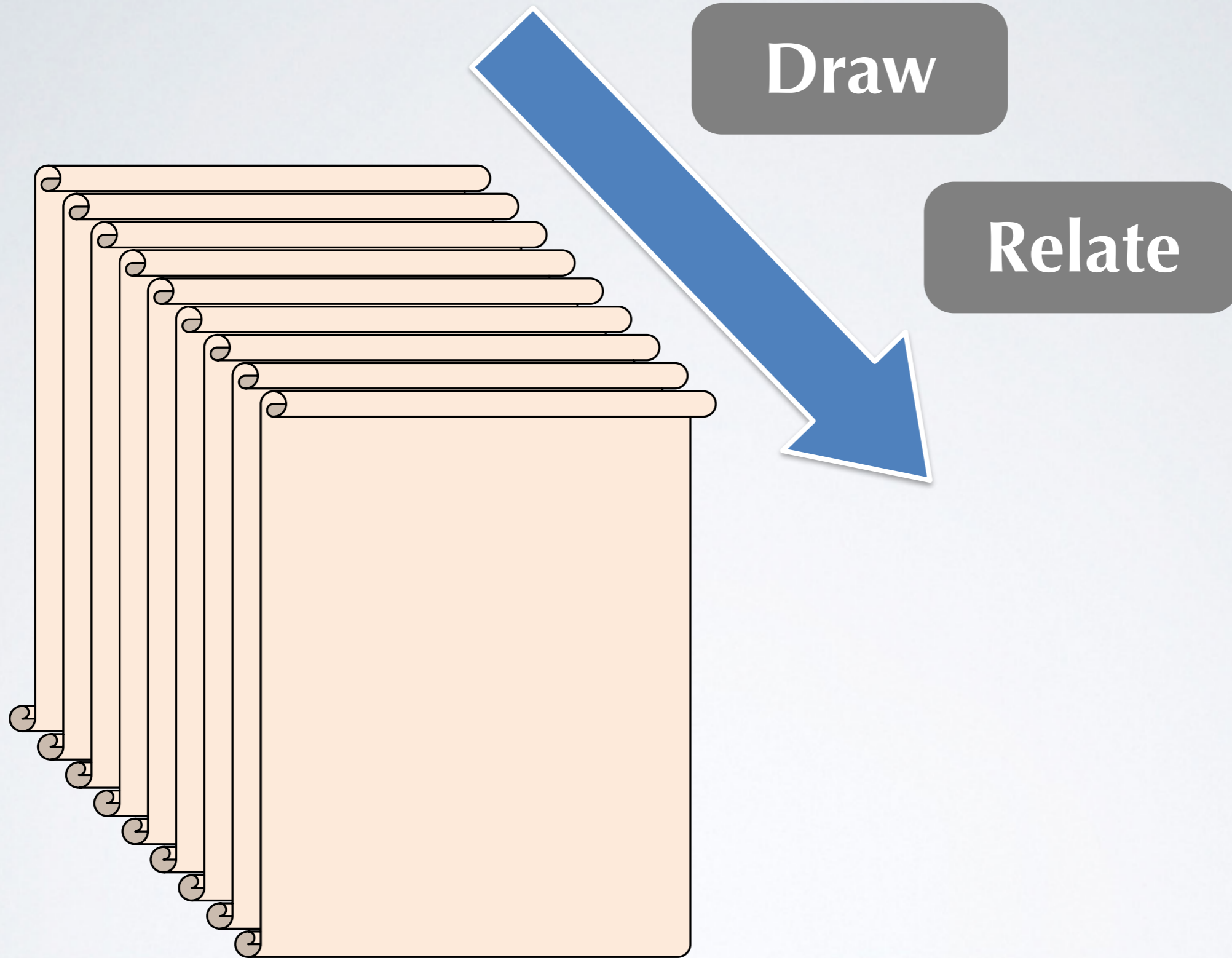
Less Keyboard,

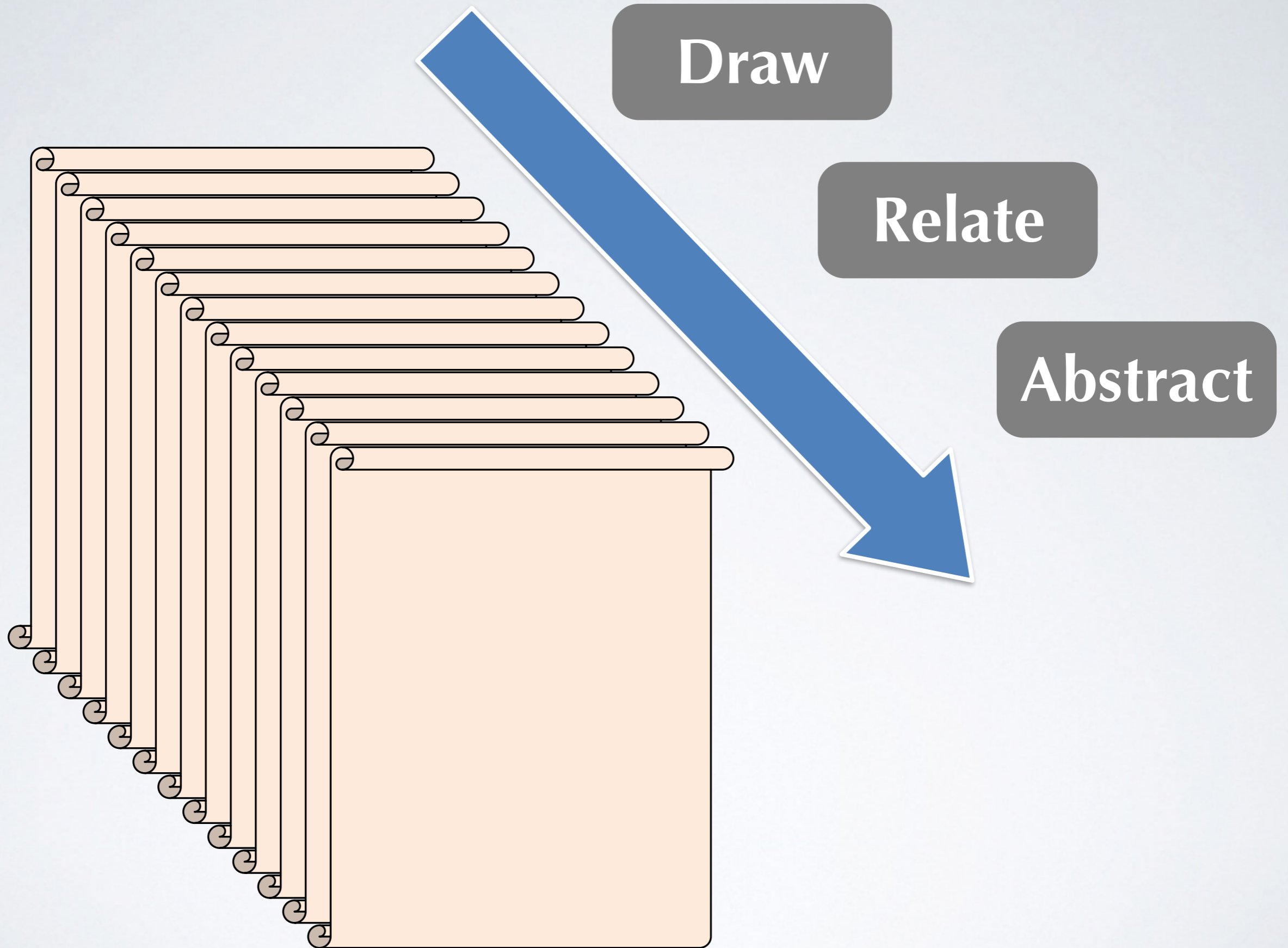
More Mouse.



Draw





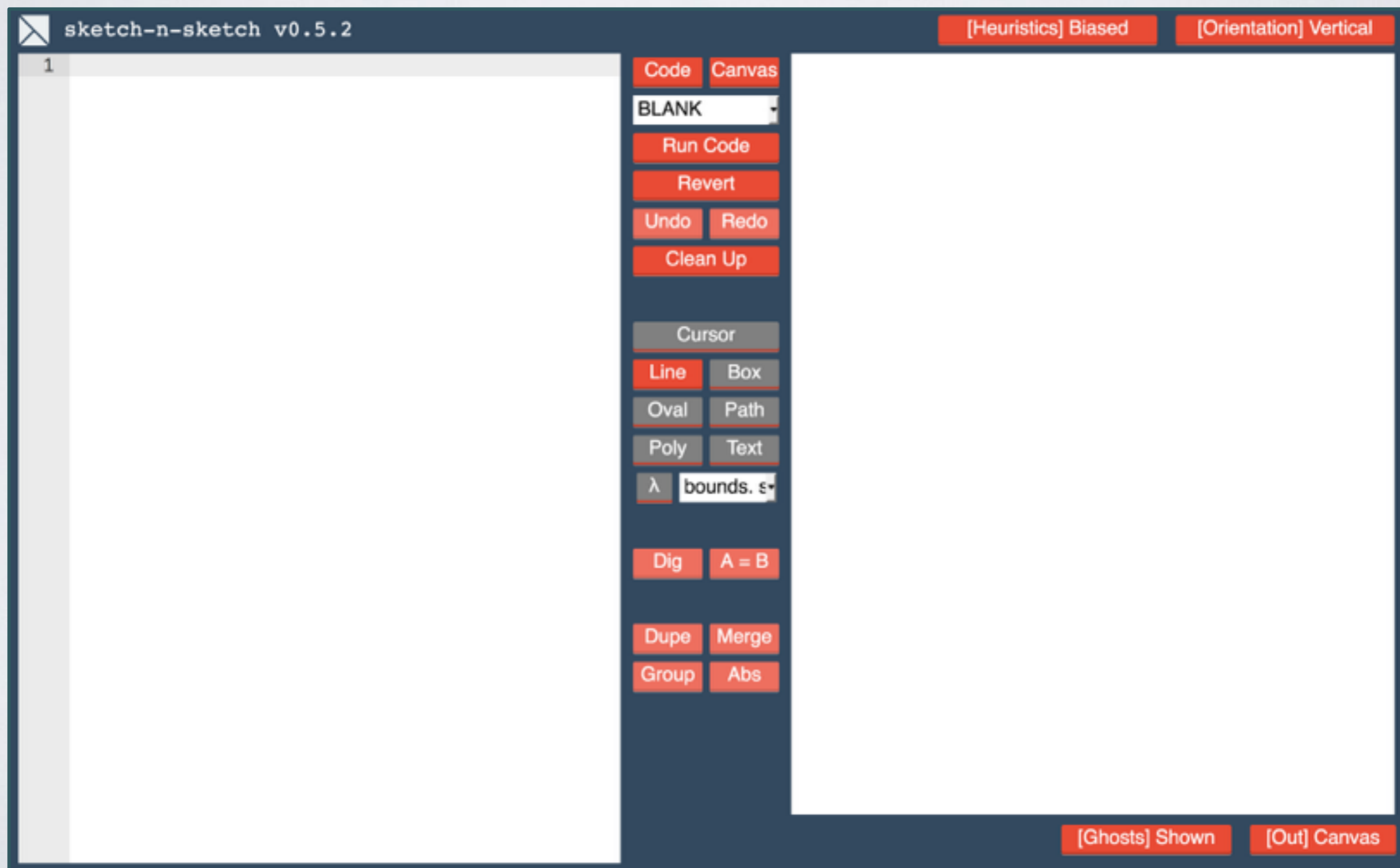


New DM Tools

Draw

Relate

Abstract

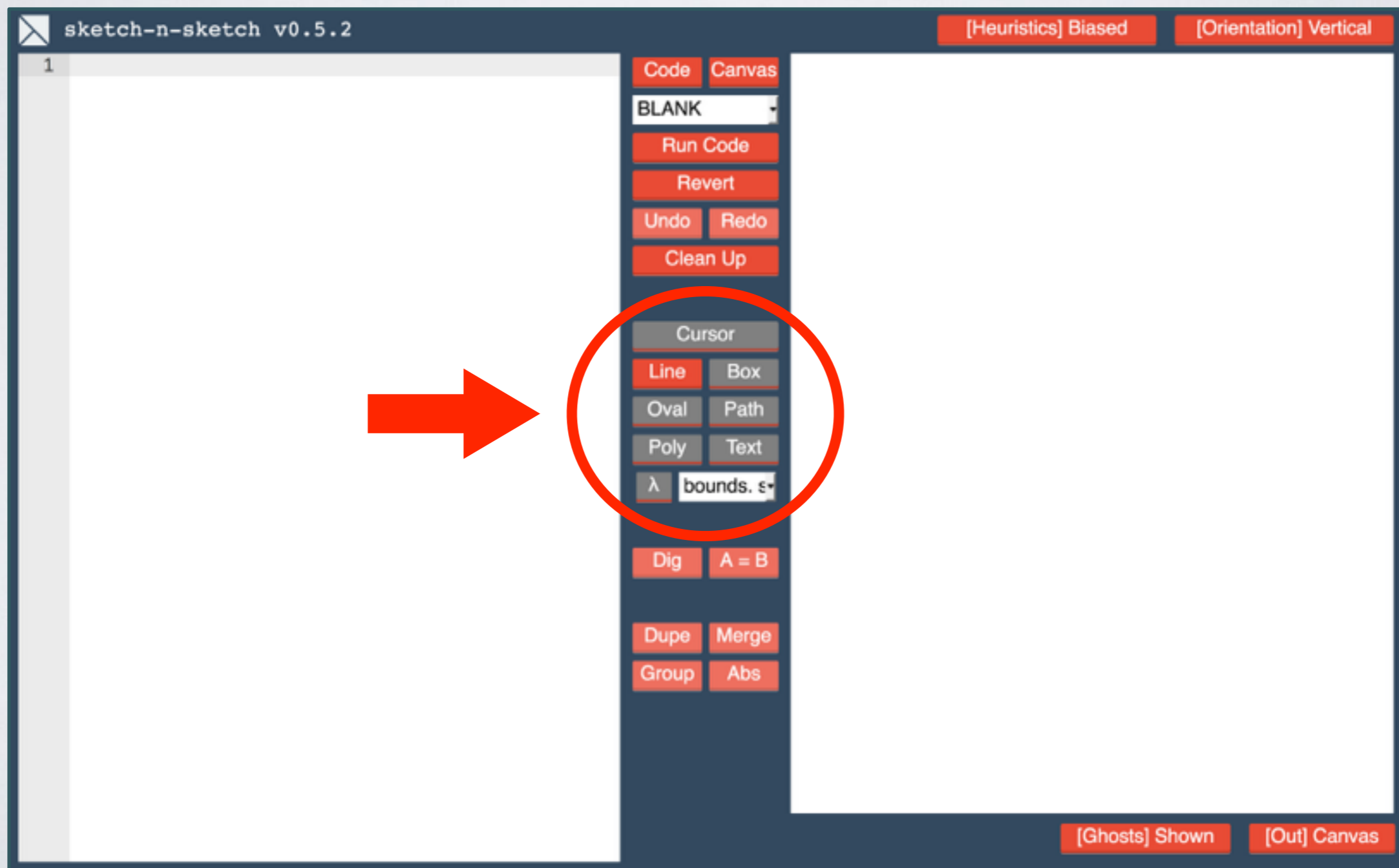


New DM Tools

Draw

Relate

Abstract

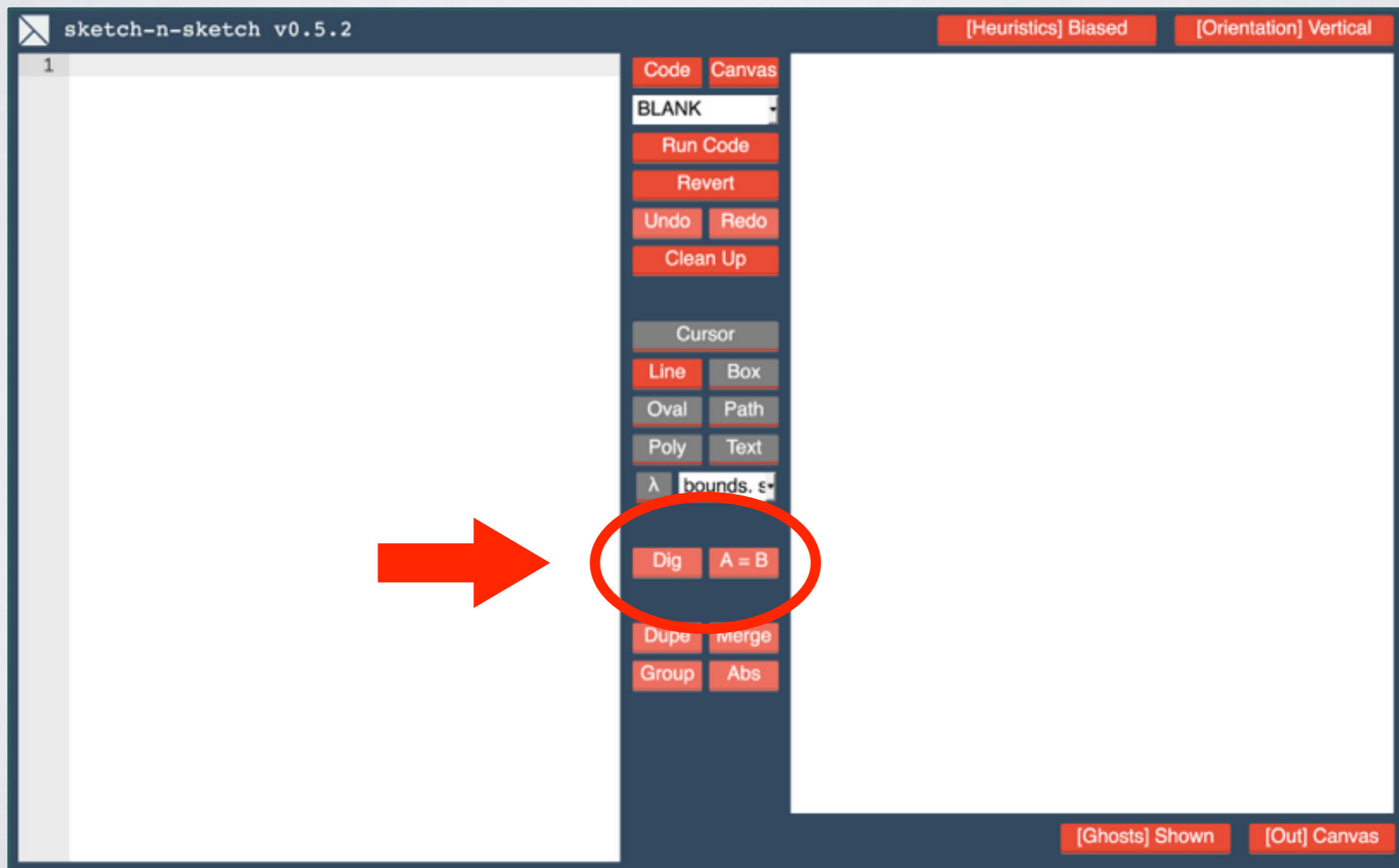


New DM Tools

Draw

Relate

Abstract

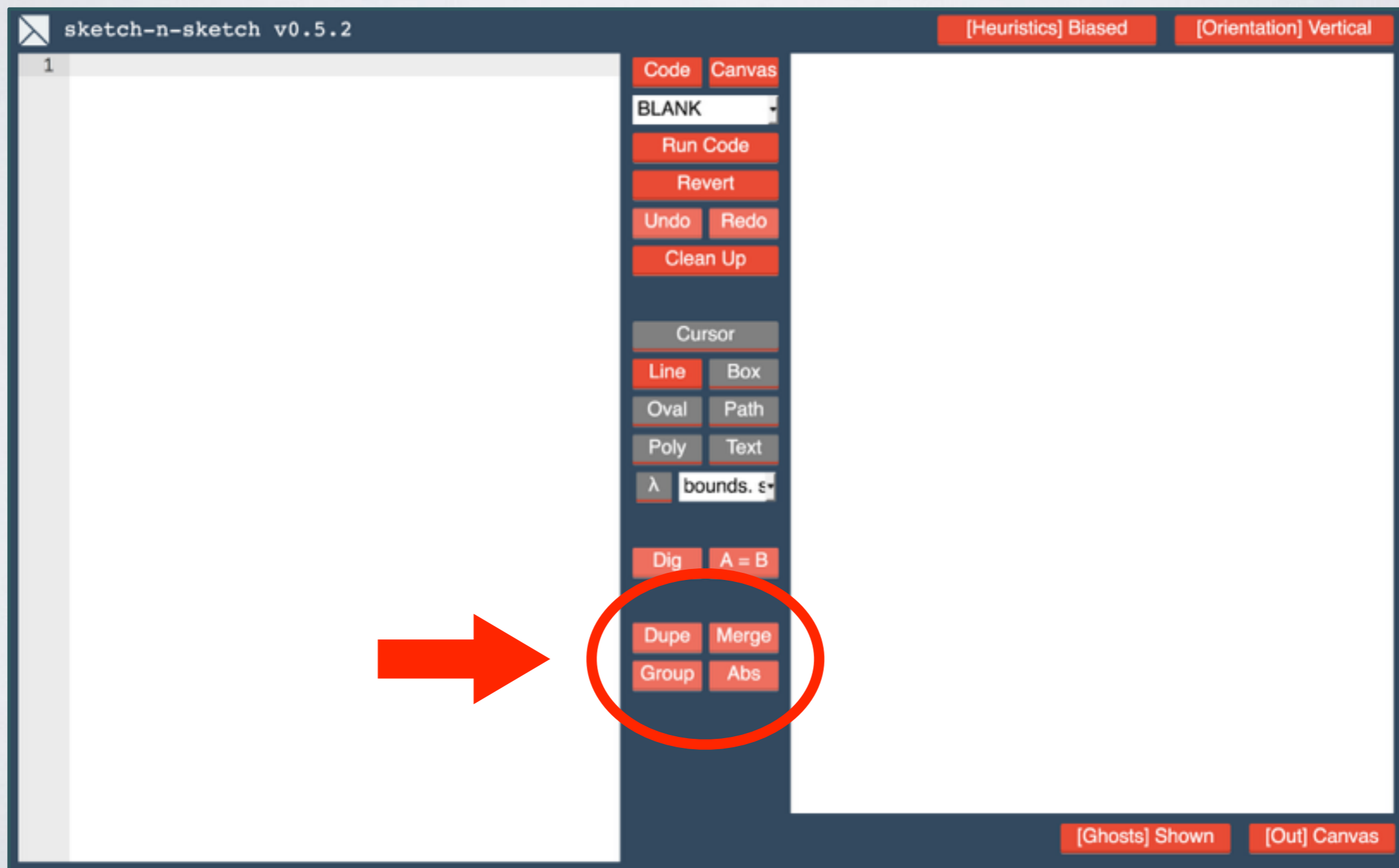


New DM Tools

Draw

Relate

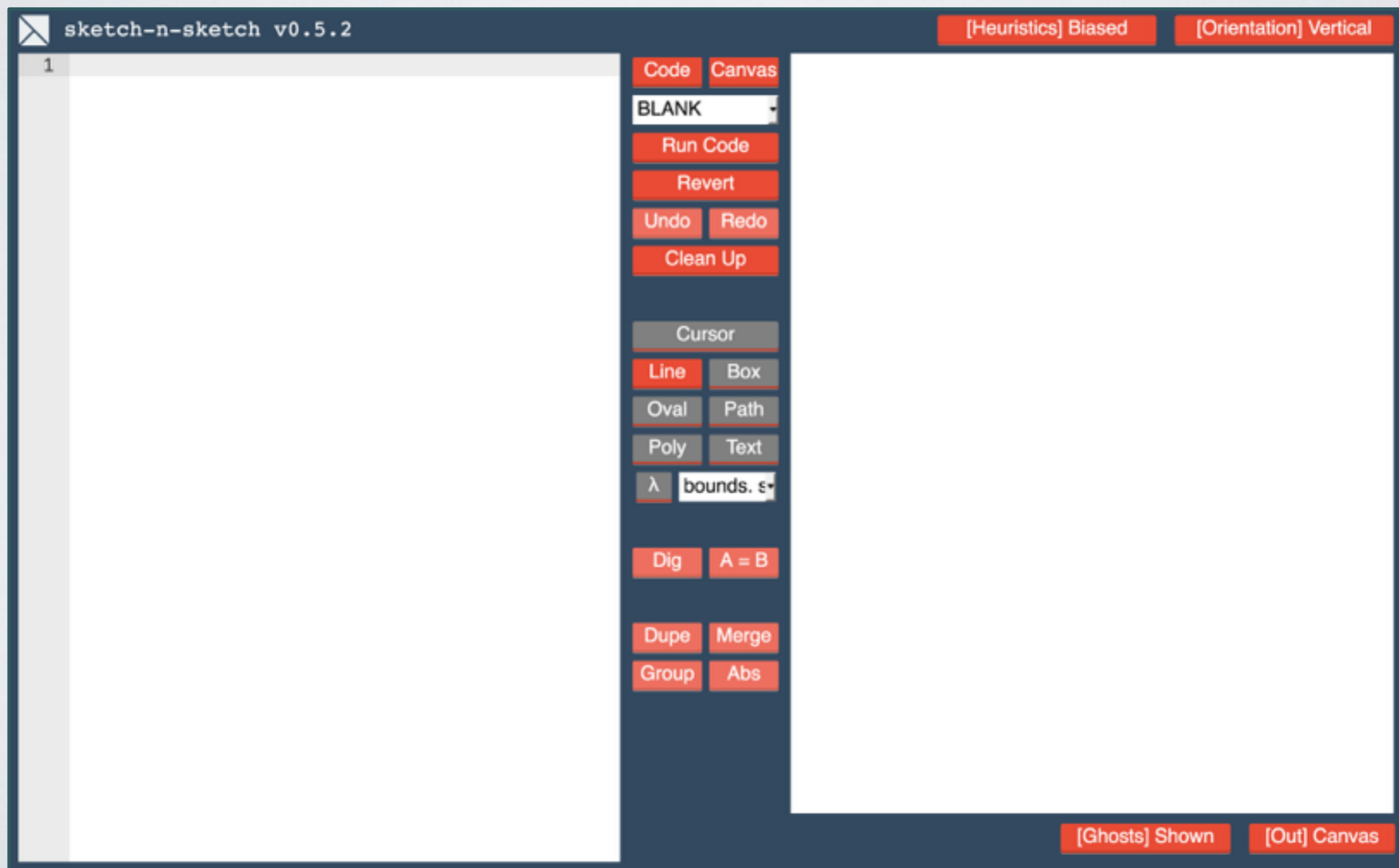
Abstract



Draw

Relate

Abstract



Demo

Draw

Relate

Abstract

```
1  
2  
3 (def newGroup4 (\(line2_color line2_width color [left top right bot] [left top right  
4   (def bounds @ [left top right bot] [left top right  
5  
6   (def rect1  
7     (let bounds @ [left top right bot] [left top right  
8       [ (rectangle color 360 0 0 bounds) ]))  
9  
10  (def line2  
11    [ (line line2_color line2_width left top right  
12  
13  (def line3  
14    (let [ x2 y2] [ (* 0.5! (+ left right)) (* 0.5! (+ left bot) ) ]  
15    [ (line line2_color line2_width left bot x2 y2)  
16  
17    [ (group bounds (concat [ rect1 line2 line3 ])) ]))  
18  
19  (blobs [  
20    (withBounds [73 112 449 478]  
21      (newGroup4 499 19 369))  
22  ]))
```

[Heuristics] Biased [Orientation] Vertical

Code Canvas
BLANK
Run Code
Revert
Undo Redo
Clean Up
Cursor
Line Box
Oval Path
Poly Text
λ bounds. (-
Dig A = B
Dupe Merge
Group Abs

[Ghosts] Shown [Out] Canvas

Demo

Draw

Relate

Abstract

The screenshot shows the 'sketch-n-sketch v0.5.2' application. On the left is a code editor with the following code:

```
1  
2  
3 (def newGroup4 (\(line2_color line2_width color [left top right bot] [left top right bot] [left top right bot] [left top right bot])  
4   (def bounds @ [left top right bot] [left top right bot] [left top right bot] [left top right bot])  
5  
6   (def rect1  
7     (let bounds @ [left top right bot] [left top right bot] [left top right bot] [left top right bot])  
8       [ (rectangle color 360 0 0 bounds) ]))  
9  
10  (def line2  
11    [ (line line2_color line2_width left top right bot left top right bot) ])  
12  
13  (def line3  
14    (let [ x2 y2] [ (* 0.5! (+ left right)) (* 0.5! (+ top bot)) ])  
15    [ (line line2_color line2_width left bot x2 y2) ])  
16  
17  [ (group bounds (concat [ rect1 line2 line3 ])) ]))  
18  
19 (blobs [  
20   (withBounds [195 235 382 450]  
21     (newGroup4 499 19 369))  
22   (withBounds [43 65 107 222] (newGroup4 499 14 171))  
23   (withBounds [157 39 446 123] (newGroup4 499 3 43))  
24   (withBounds [48 329 168 464] (newGroup4 499 19 247))  
25   (withBounds [68 511 466 601] (newGroup4 499 19 311))  
26   (withBounds [215 145 278 205] (newGroup4 433 7 97))  
27   (withBounds [333 151 436 230] (newGroup4 499 7 265))  
28   (withBounds [411 349 462 432] (newGroup4 499 10 349))  
29 ])
```

The right side of the interface is a canvas with several geometric shapes: a teal triangle, a yellow rectangle with a white diagonal, a green square with a white diagonal, a purple square with a white diagonal, a large black square with a white diagonal, a blue square with a white diagonal, a red square with a white diagonal, and a purple rectangle with a white diagonal. The interface also includes a toolbar with buttons for 'Code', 'Canvas', 'Run Code', 'Revert', 'Undo', 'Redo', 'Clean Up', 'Cursor', 'Line', 'Box', 'Oval', 'Path', 'Poly', 'Text', 'Dig', 'A = B', 'Dupe', 'Merge', 'Group', 'Abs', and 'λ bounds. (-'. At the top right, there are buttons for '[Heuristics] Biased' and '[Orientation] Vertical'. At the bottom right, there are buttons for '[Ghosts] Shown' and '[Out] Canvas'.

Draw

Relate

Abstract

Programming in 2015



Sketch-n-Sketch

Draw

Relate

Abstract

Programming in 2015



Sketch-n-Sketch

Draw

Relate

Abstract

Programming in 2015

```
let rect1 = ...
```

```
let line2 = ...
```

```
let line3 = ...
```



Sketch-n-Sketch

Draw

Relate

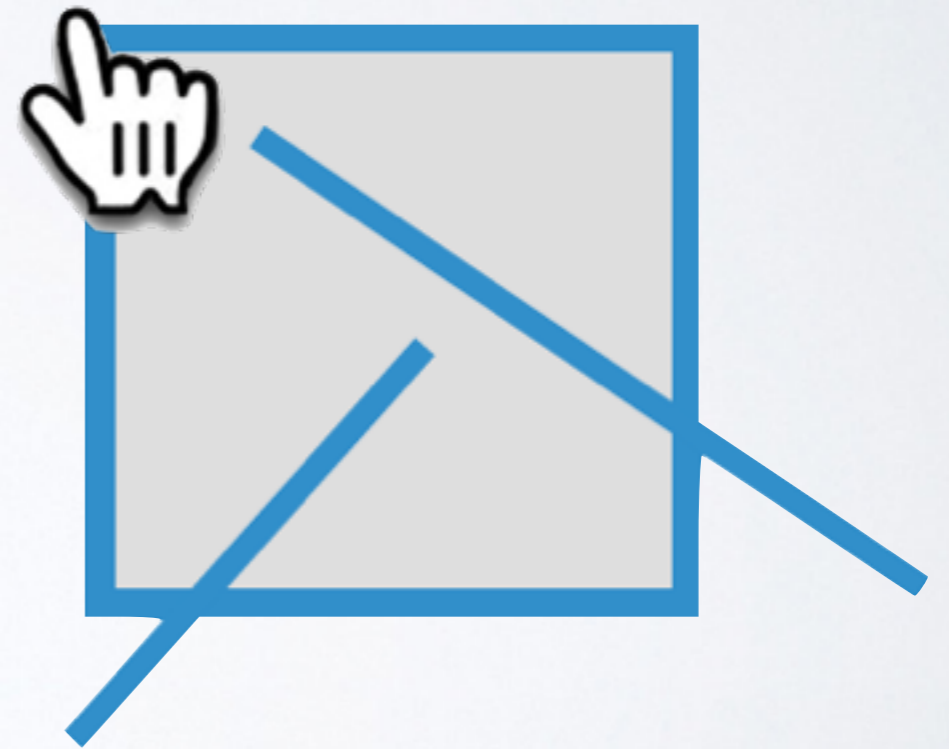
Abstract

Programming in 2015

```
let rect1 = ...  
let line2 = ...  
let line3 = ...
```



Sketch-n-Sketch



Draw

Relate

Abstract

Programming in 2015



Sketch-n-Sketch

Draw

Relate

Abstract

Programming in 2015

```
let rect1_x = ...  
let rect1_y = ...  
  
let rect1 = ...  
  
let line2 = ...  
  
let line3 = ...
```



Sketch-n-Sketch

Draw

Relate

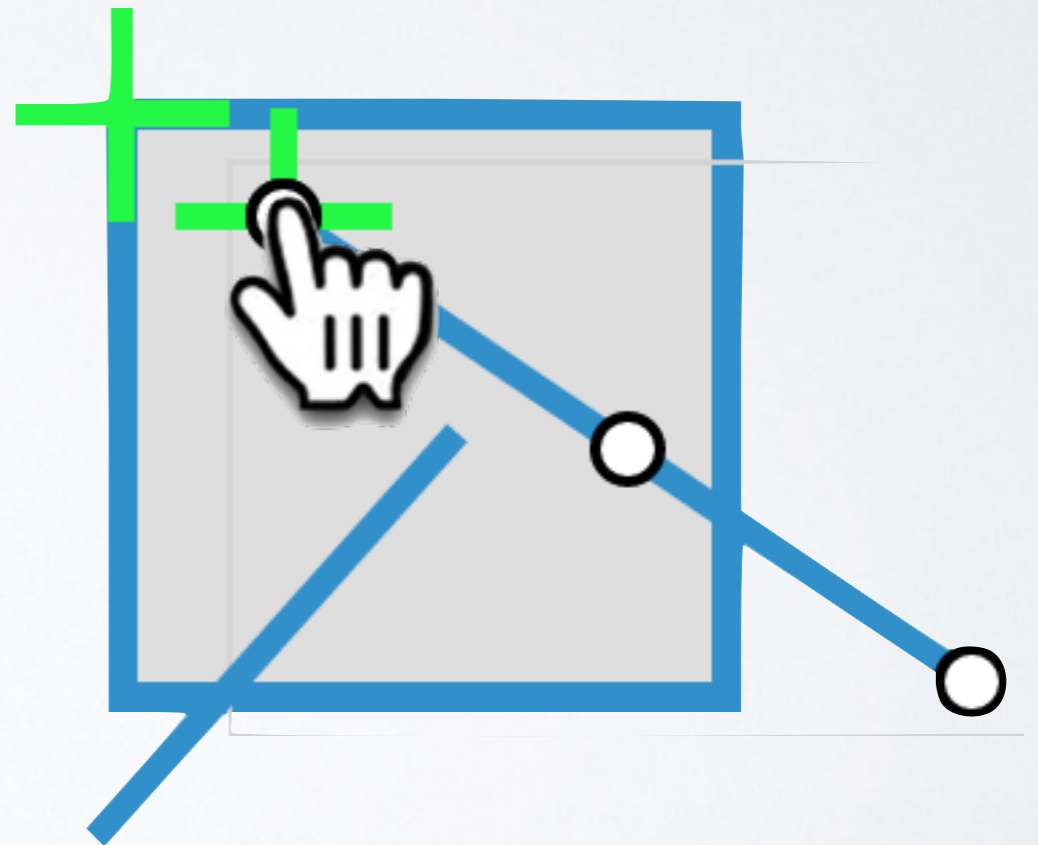
Abstract

Programming in 2015

```
let rect1_x = ...  
let rect1_y = ...  
  
let rect1 = ...  
  
let line2 = ...  
  
let line3 = ...
```



Sketch-n-Sketch



Draw

Relate

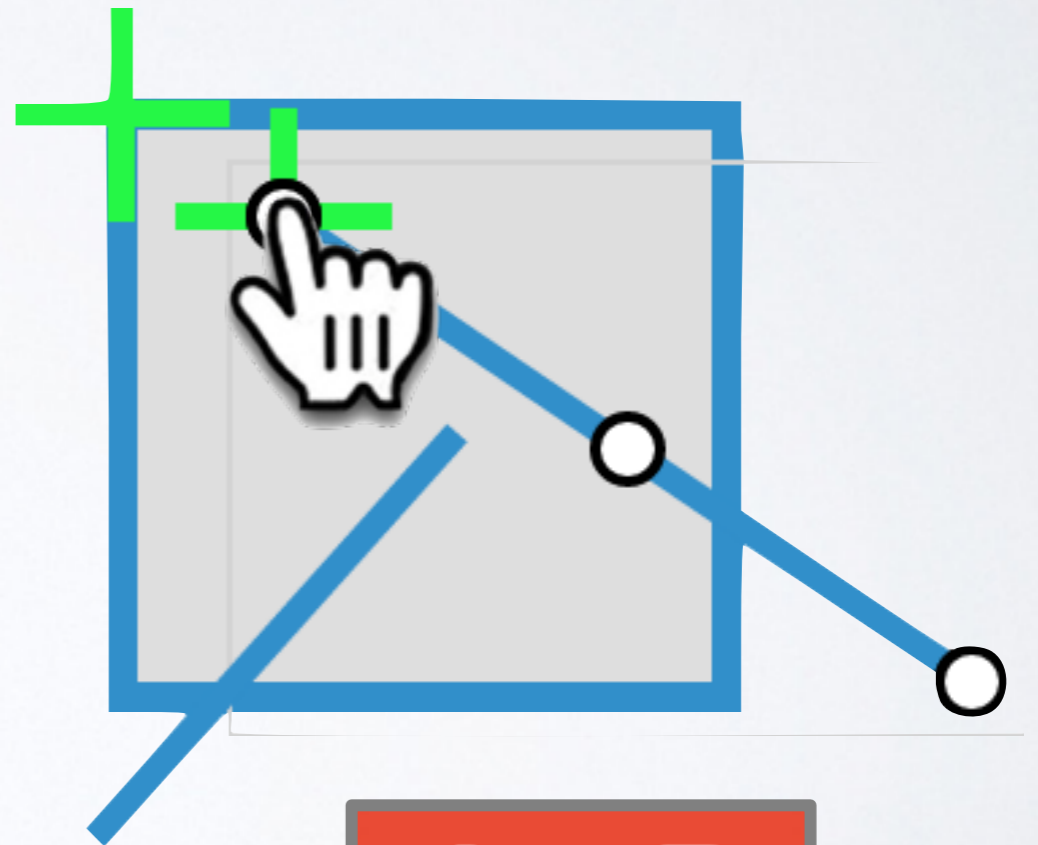
Abstract

Programming in 2015

```
let rect1_x = ...  
let rect1_y = ...  
  
let rect1 = ...  
  
let line2 = ...  
  
let line3 = ...
```



Sketch-n-Sketch



A = B



Draw

Relate

Abstract

Programming in 2015



Sketch-n-Sketch

Draw

Relate

Abstract

Programming in 2015

```
let group x y size =  
  
  let rect1 = ...  
  let line2 = ...  
  let line3 = ...  
  
group 0 0 999999
```



Sketch-n-Sketch

Draw

Relate

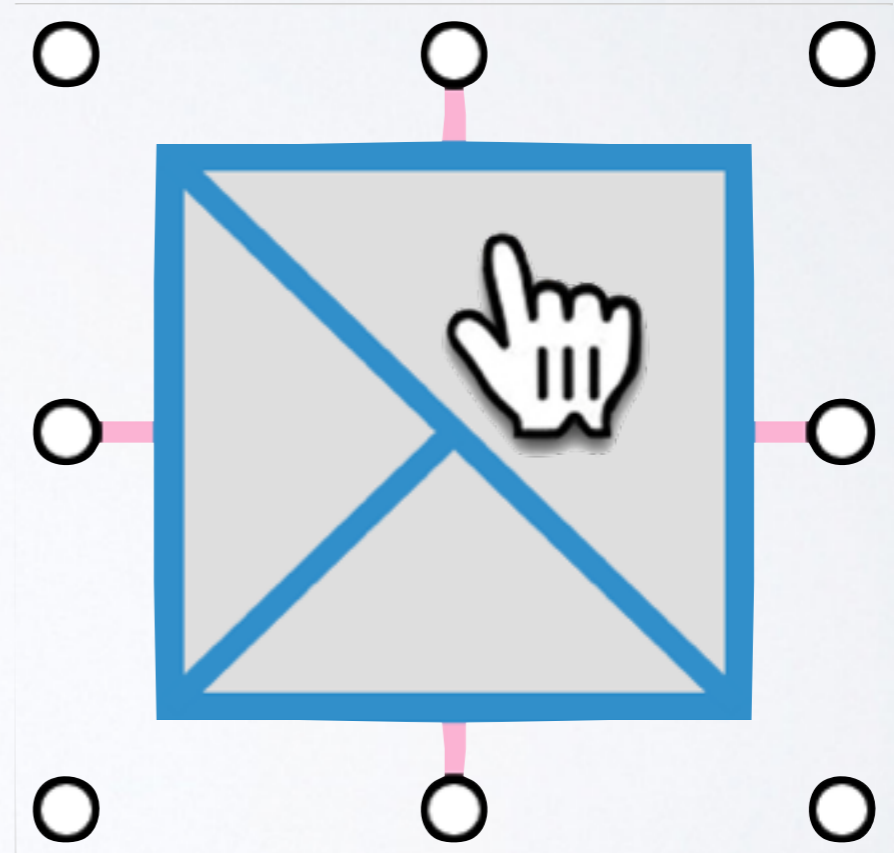
Abstract

Programming in 2015

```
let group x y size =  
  
  let rect1 = ...  
  let line2 = ...  
  let line3 = ...  
  
  group 0 0 999999
```



Sketch-n-Sketch



Draw

Relate

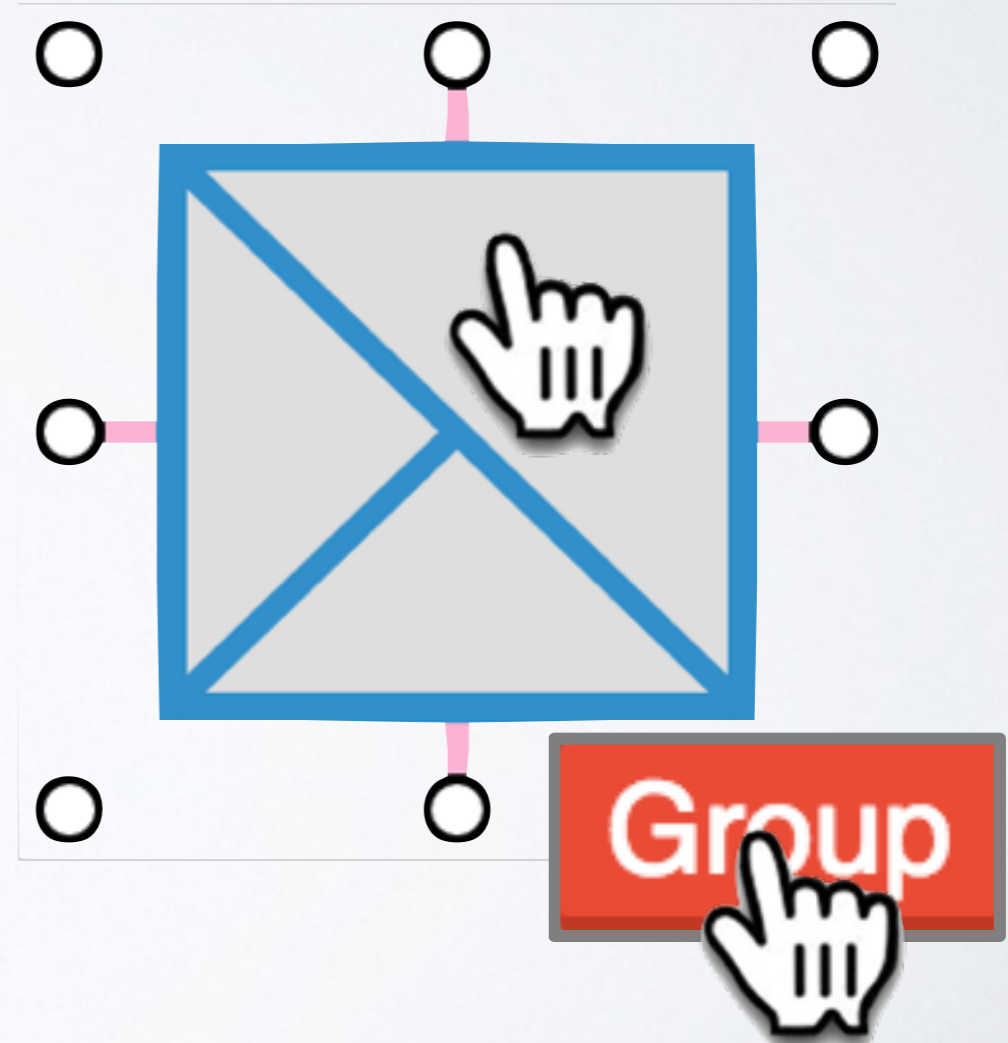
Abstract

Programming in 2015

```
let group x y size =  
  
  let rect1 = ...  
  let line2 = ...  
  let line3 = ...  
  
  group 0 0 999999
```



Sketch-n-Sketch



Draw

Relate

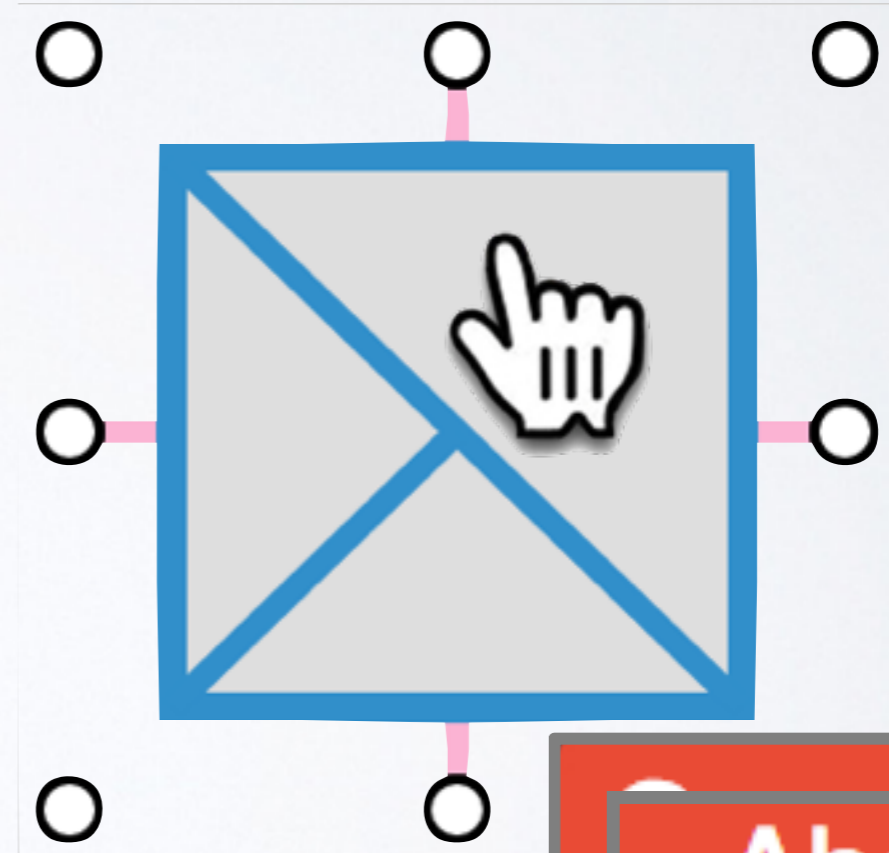
Abstract

Programming in 2015

```
let group x y size =  
  
  let rect1 = ...  
  let line2 = ...  
  let line3 = ...  
  
  group 0 0 999999
```



Sketch-n-Sketch



Abs

Draw

Relate

Abstract

Programming in 2015



Sketch-n-Sketch

Draw

Relate

Abstract



Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

```
(def polygon7_bot (+ (+ (* 0.5!...
(def k3105 (/ (- (+ (- polygon6...
(def polygon7_top (- (* 0.5! (+...
(def [polygon5_right k3038] [(-...
(def k3061 (/ (- (+ polygon5_ri...
(def polygon6_bot (- (+ (- poly...
(def k3063 (/ (- (+ polygon6_bo...
(def polygon5_top (- polygon6_t...
(def k3103 (/ (- (+ (- polygon5...
(def [k3041 polygon5_bot] [(- p...
(def k3134 (/ (- (+ k3041 helpe...
(def k3141 (/ (- (+ k3038 helpe...
```

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

```
(def polygon7_bot (+ (+ (* 0.5!...
(def k3105 (/ (- (+ (- polygon6...
(def polygon7_top (- (* 0.5! (+...
(def [polygon5_right k3038] [(-...
(def k3061 (/ (- (+ polygon5_ri...
(def polygon6_bot (- (+ (- poly...
(def k3063 (/ (- (+ polygon6_bo...
(def polygon5_top (- polygon6_t...
(def k3103 (/ (- (+ (- polygon5...
(def [k3041 polygon5_bot] [(- p...
(def k3134 (/ (- (+ k3041 helpe...
(def k3141 (/ (- (+ k3038 helpe...
```

Smarter
Algebra
+
Helper
Functions

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

```
; Top-Level Defs  
(def rect1 ...)  
(def line2 ...)  
(def line3 ...)  
  
; Main Expression  
[ rect1 ... ]
```

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

```
i  
(c (def group1  
    (def rect1 ...)  
    (def line2 ...)  
    (def line3 ...)  
; [ rect1 ... ] )  
group1
```

Refactor
Programs
of Arbitrary
Structure

Draw

Relate

Abstract



Sketch-n-Sketch



Sketch-n-Sketch++

Draw

Relate

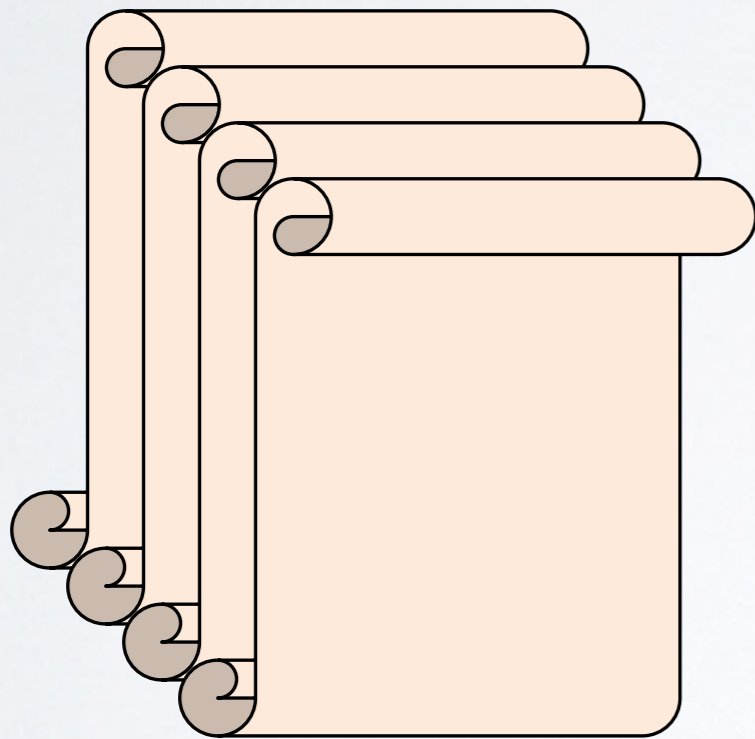
Abstract



Sketch-n-Sketch



Sketch-n-Sketch++



Draw

Relate

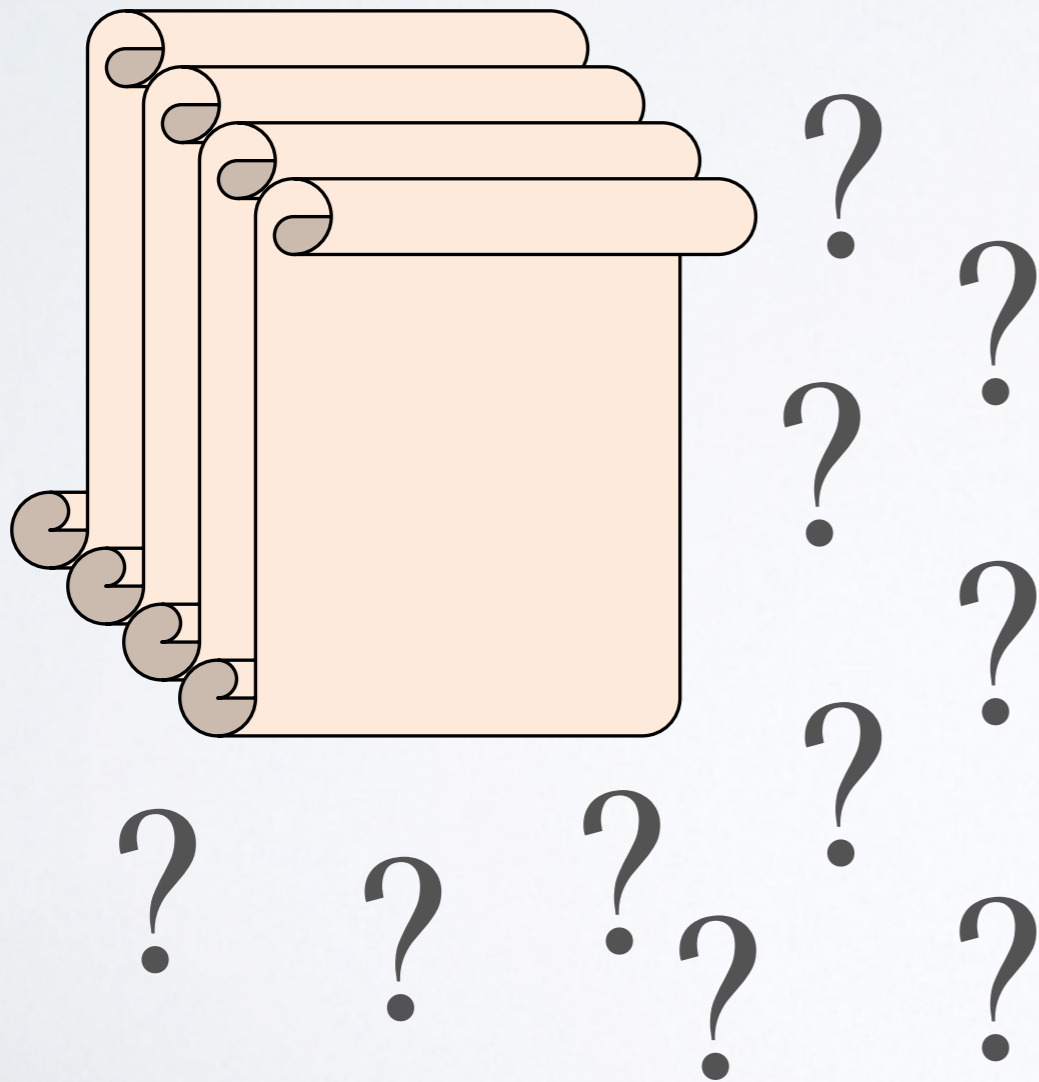
Abstract



Sketch-n-Sketch



Sketch-n-Sketch++



Draw

Relate

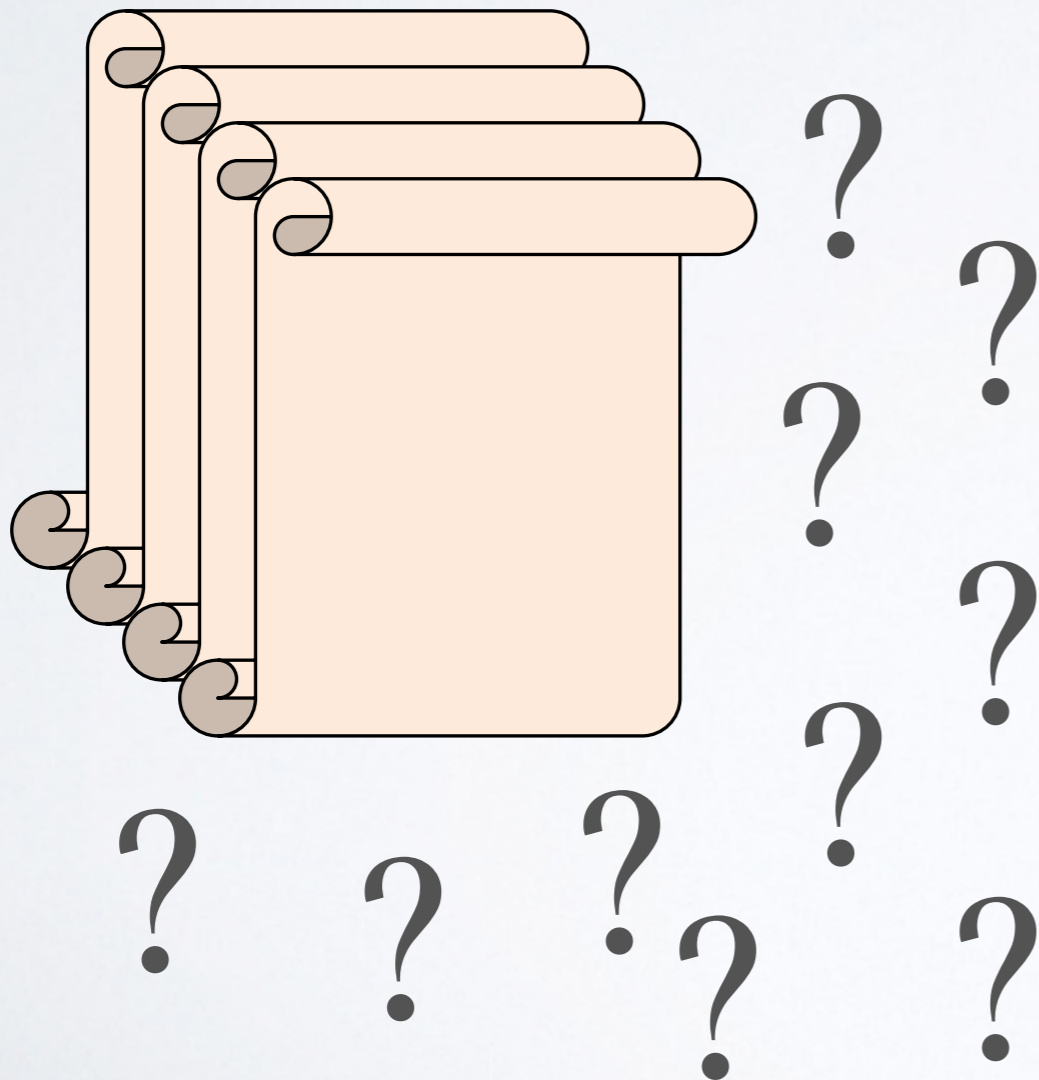
Abstract



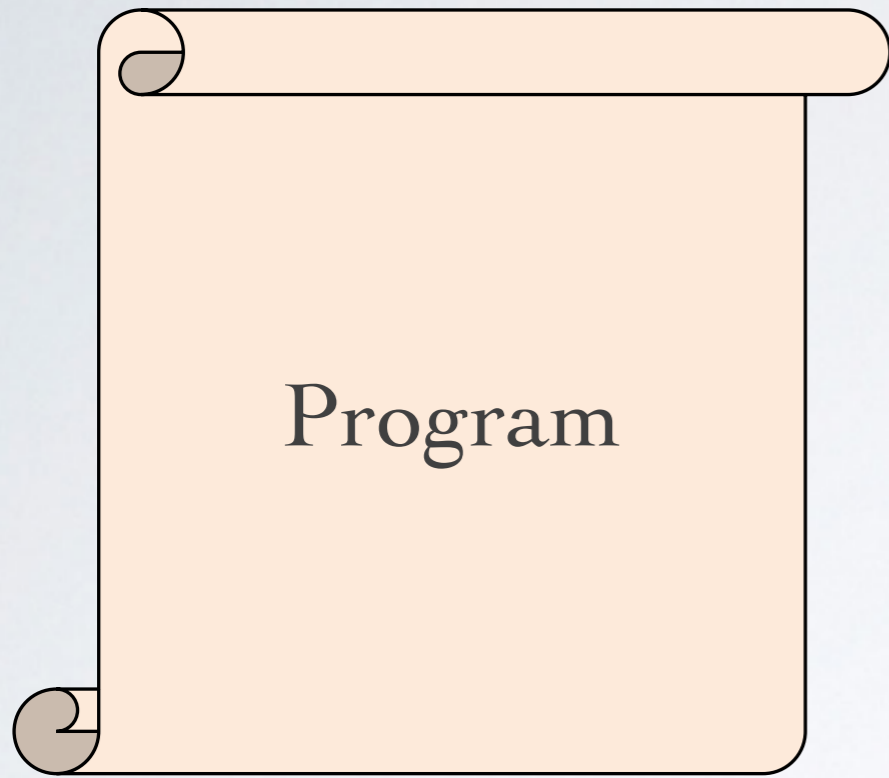
Sketch-n-Sketch

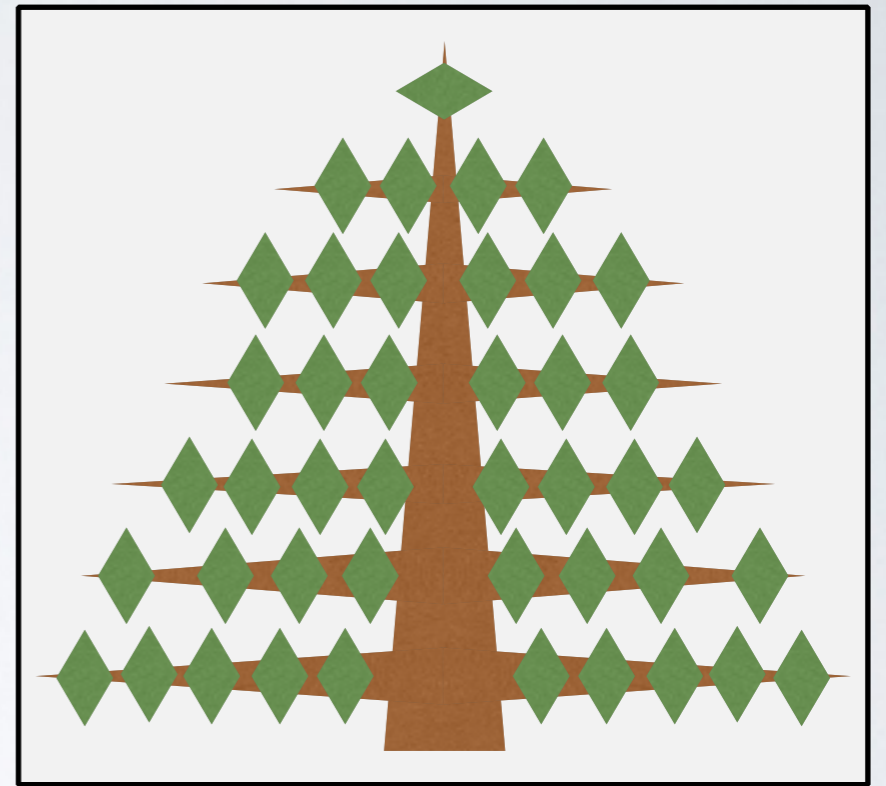
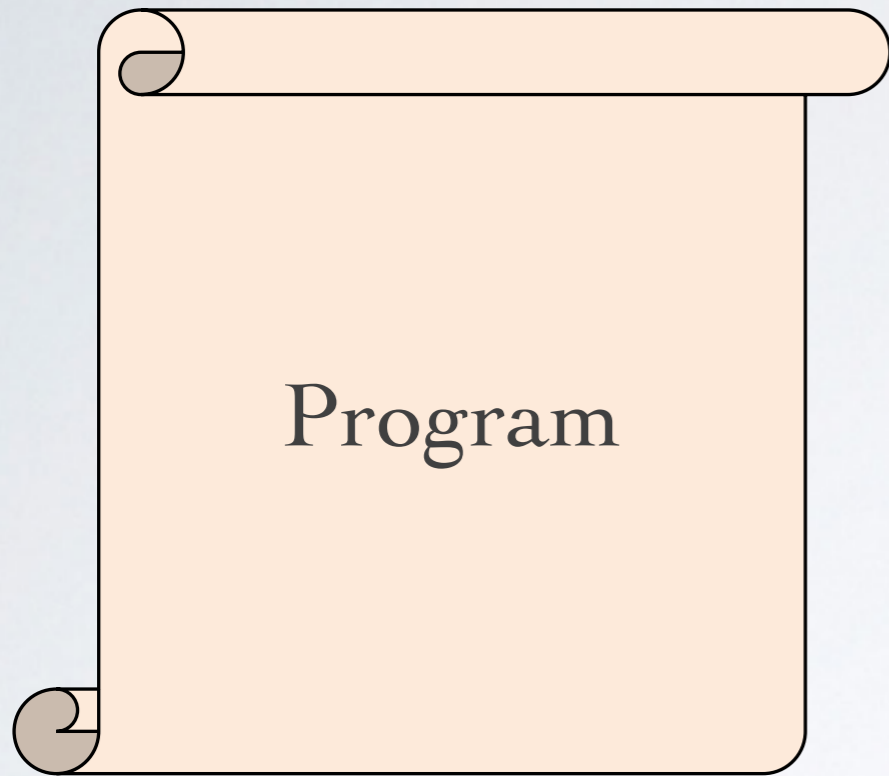


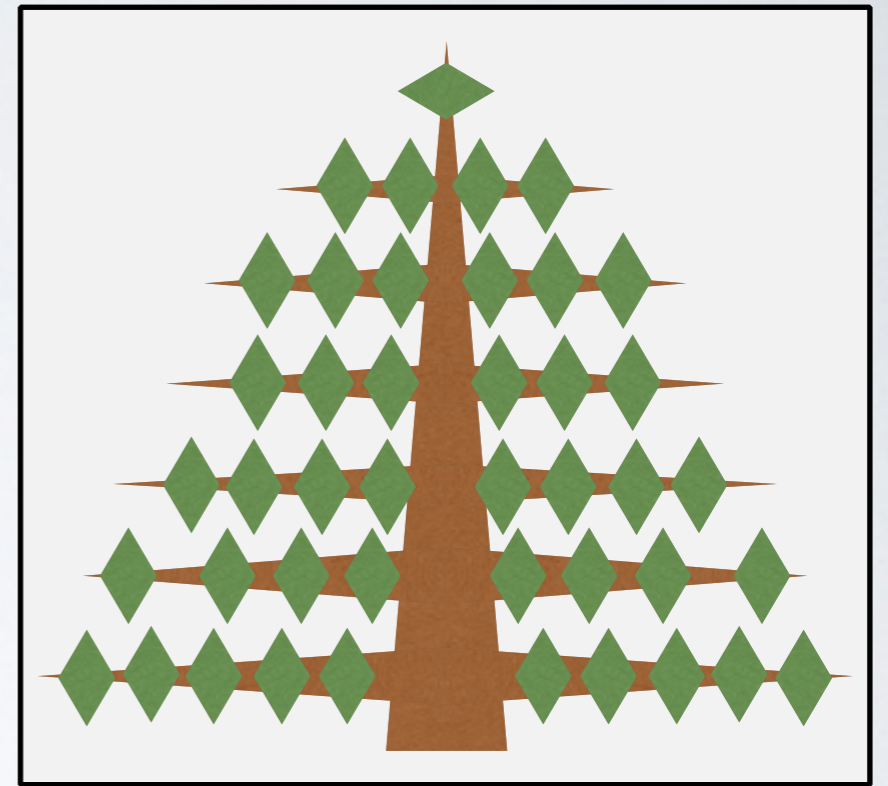
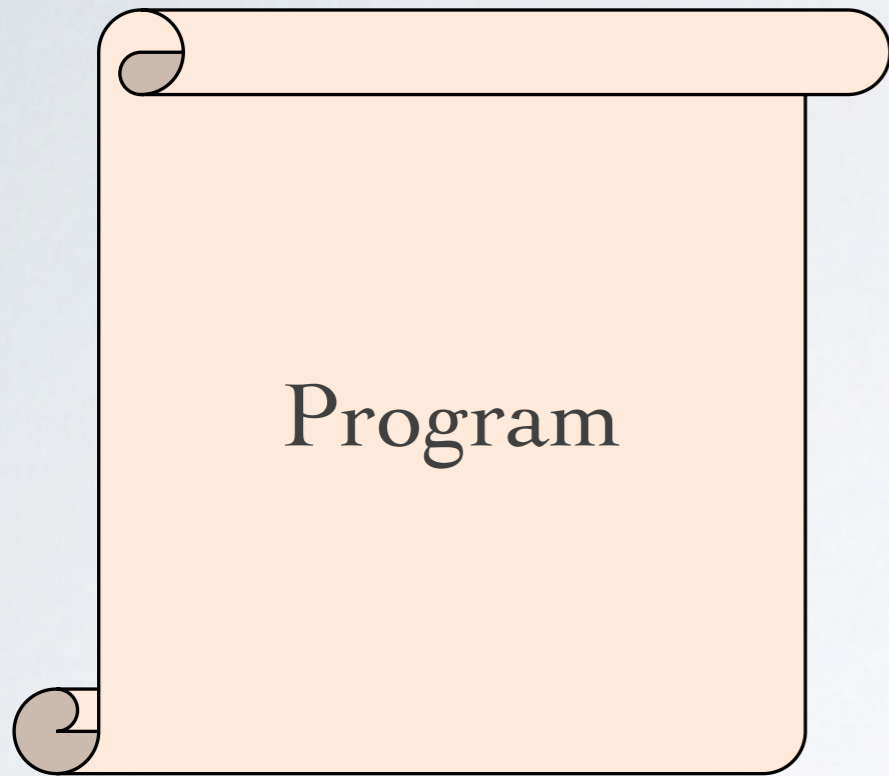
Sketch-n-Sketch++



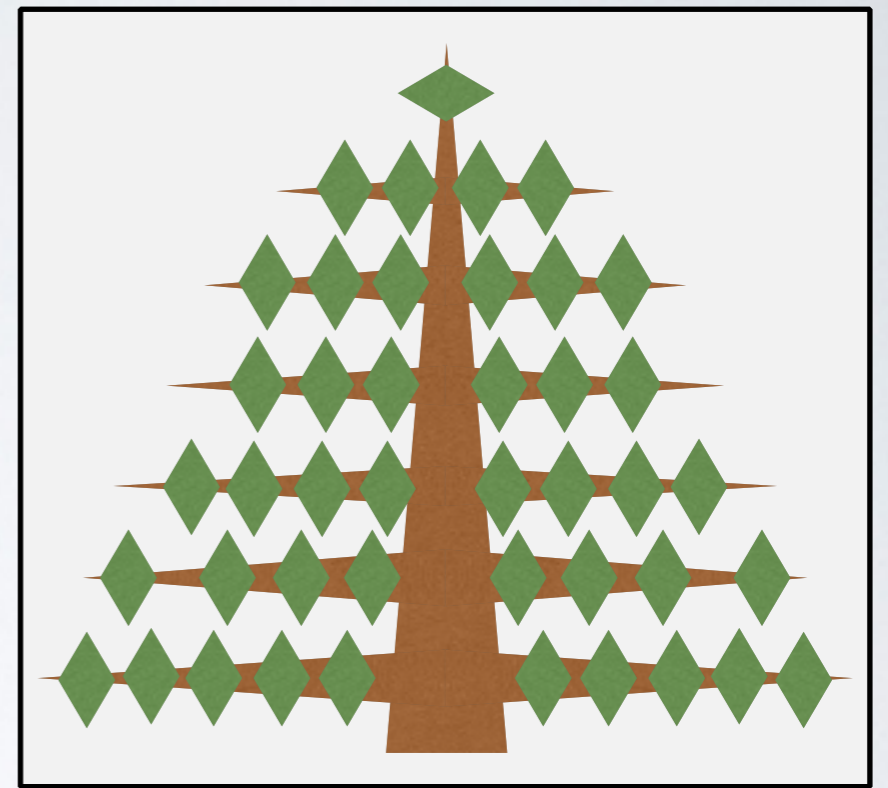
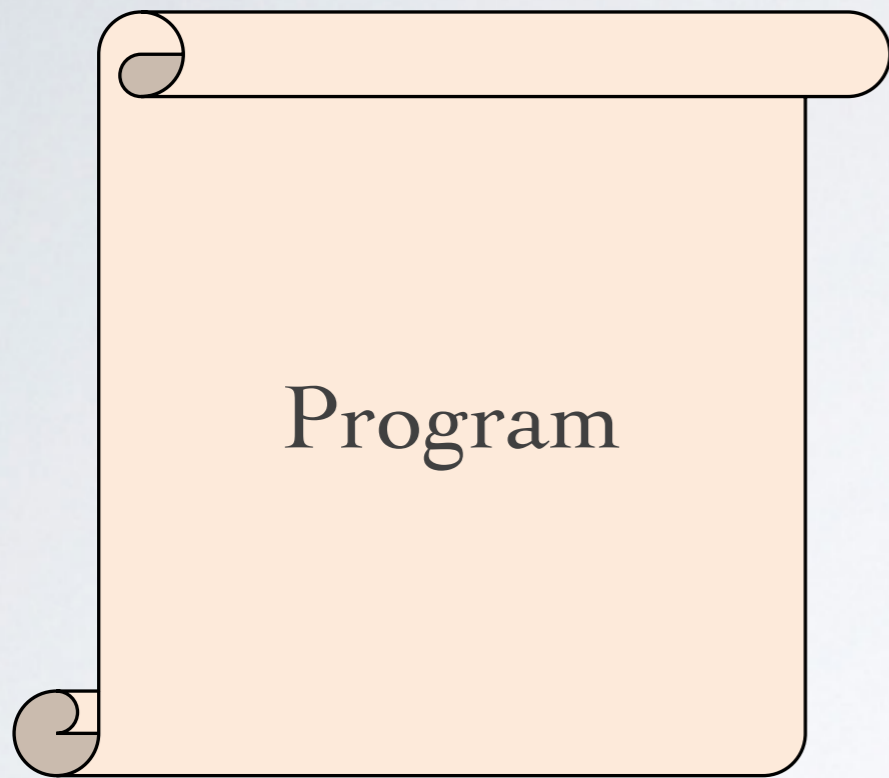
Additional
Interaction
to Resolve
User Intent





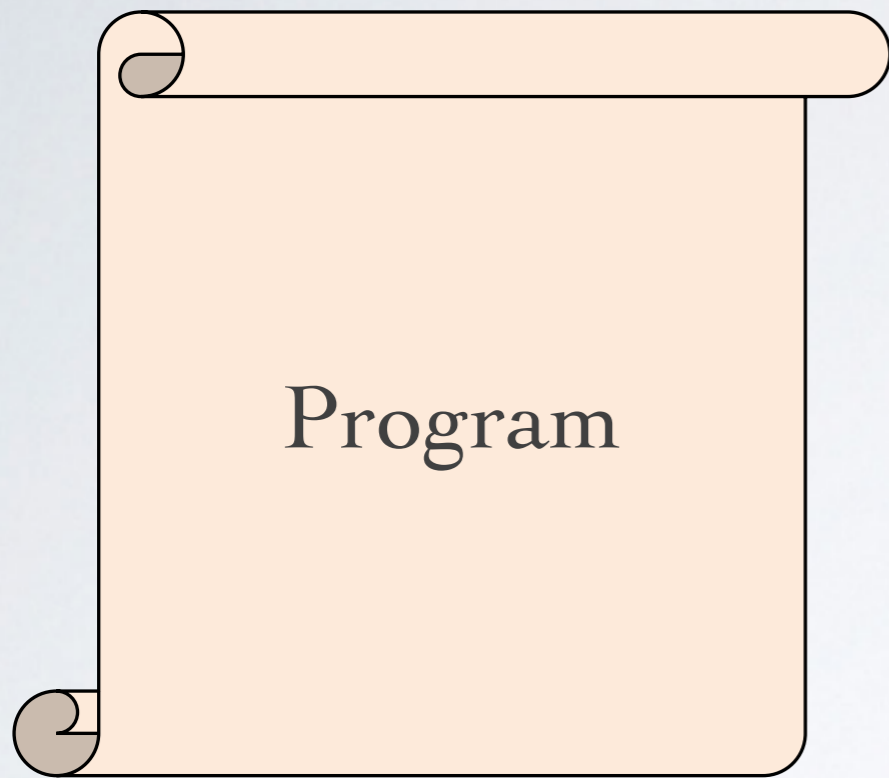


Domain-specific



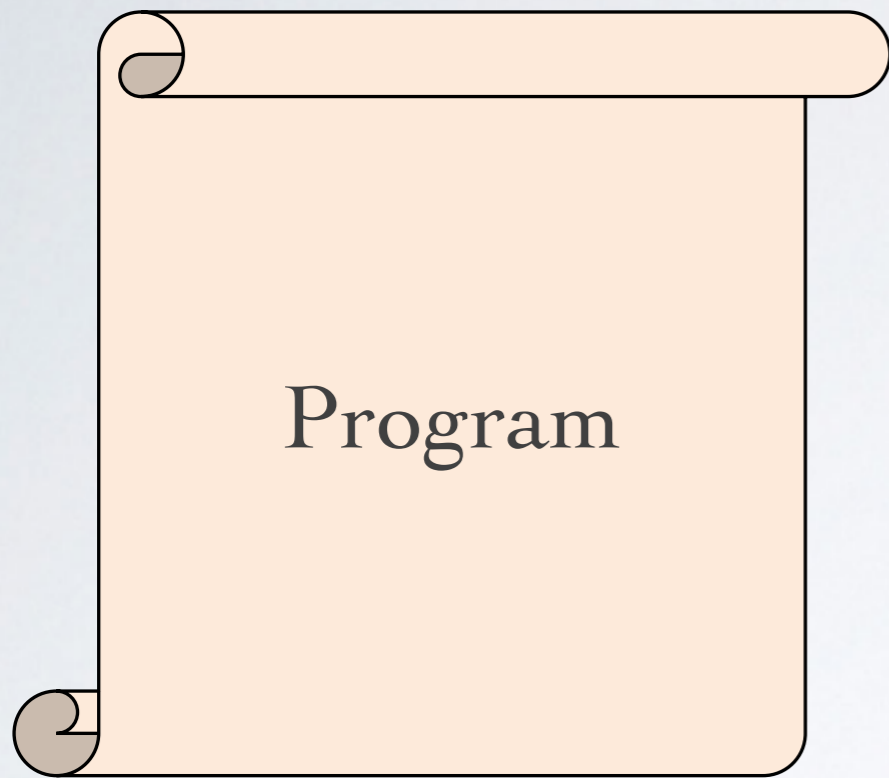
General

Domain-specific



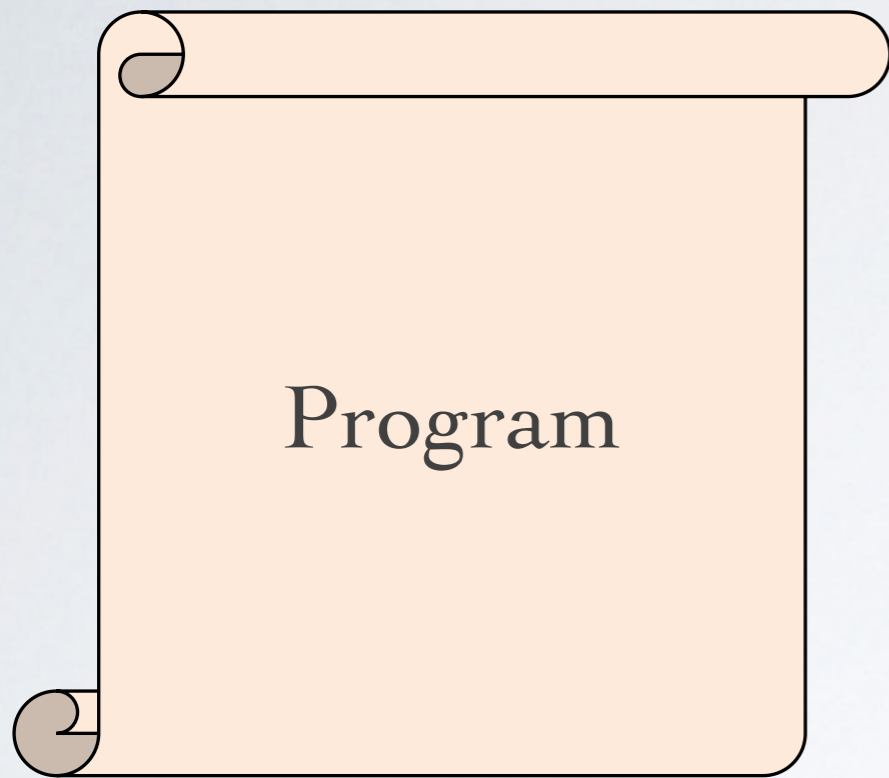
General

Domain-specific



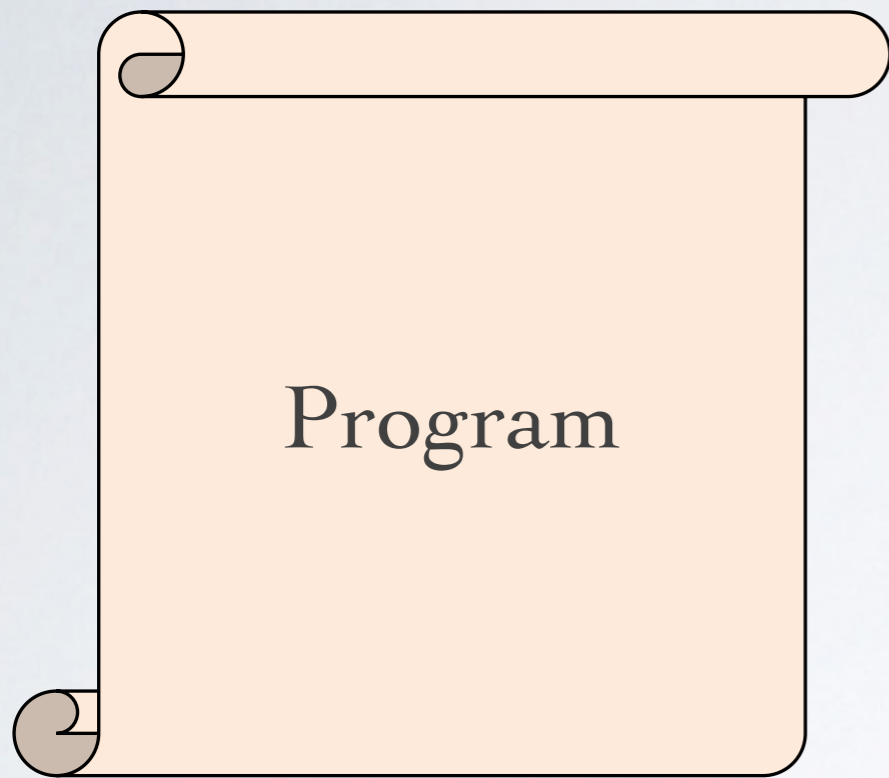
General

Domain-specific



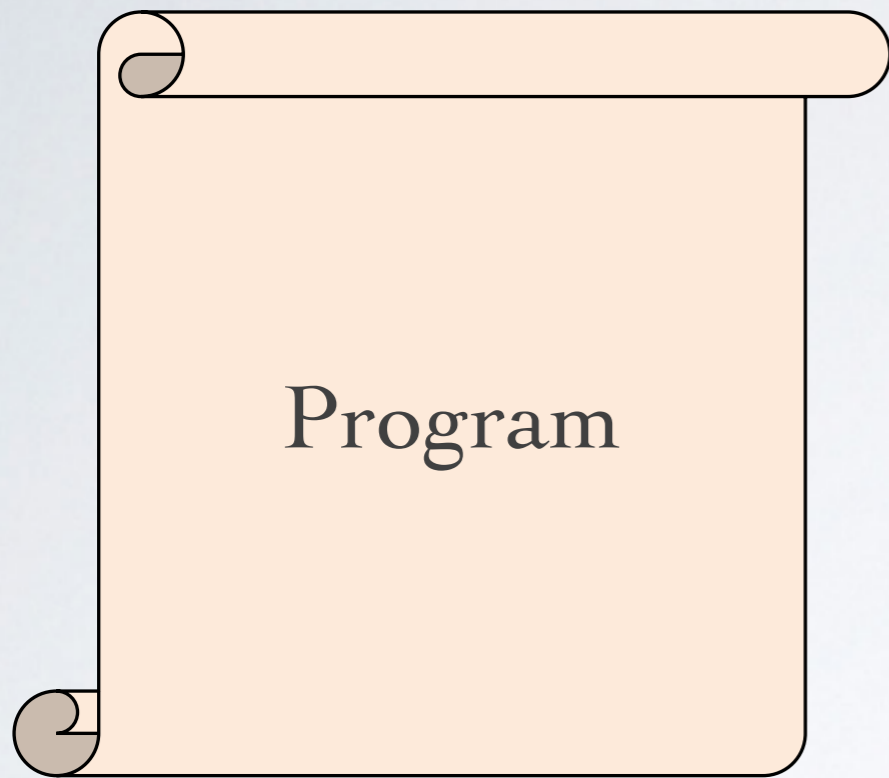
General

Domain-specific



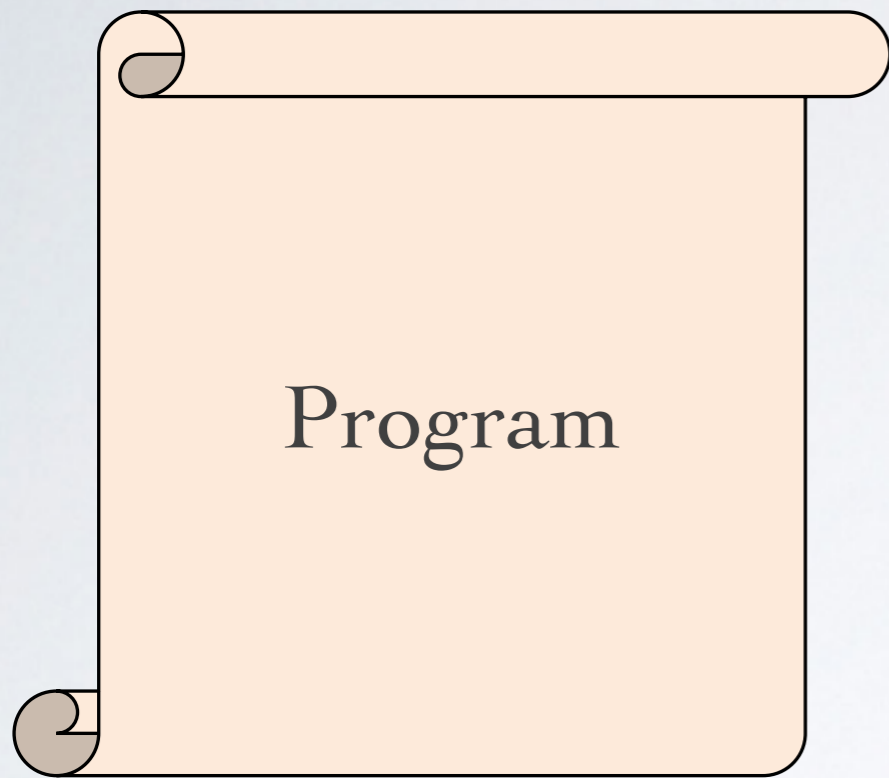
General

Domain-specific



General

Domain-specific



General

Domain-specific

Related Work

Related Work

DM + Code

DDV
Apparatus

Related Work

DM + Code

DDV
Apparatus

**Programming
by Example**

Chimera
Metamouse
Mondrian

Related Work

DM + Code

DDV
Apparatus

Programming by Example

Chimera
Metamouse
Mondrian

Domain Apps

Parametric CAD
Procedural modeling

Related Work

DM + Code

DDV
Apparatus

Programming by Example

Chimera
Metamouse
Mondrian

Domain Apps

Parametric CAD
Procedural modeling

Constraint Oriented Systems

Sketchpad
ThingLab
Juno-2

Related Work

DM + Code

DDV
Apparatus

Programming by Example

Chimera
Metamouse
Mondrian

Domain Apps

Parametric CAD
Procedural modeling

Constraint Oriented Systems

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ThingLab
Juno-2

Code + DM

Wang et al.
Live PBE
McDirmid's Demos
Sketch-n-Sketch

Our Approach

Start with *general-purpose* language

add D.M. features.

Goal:

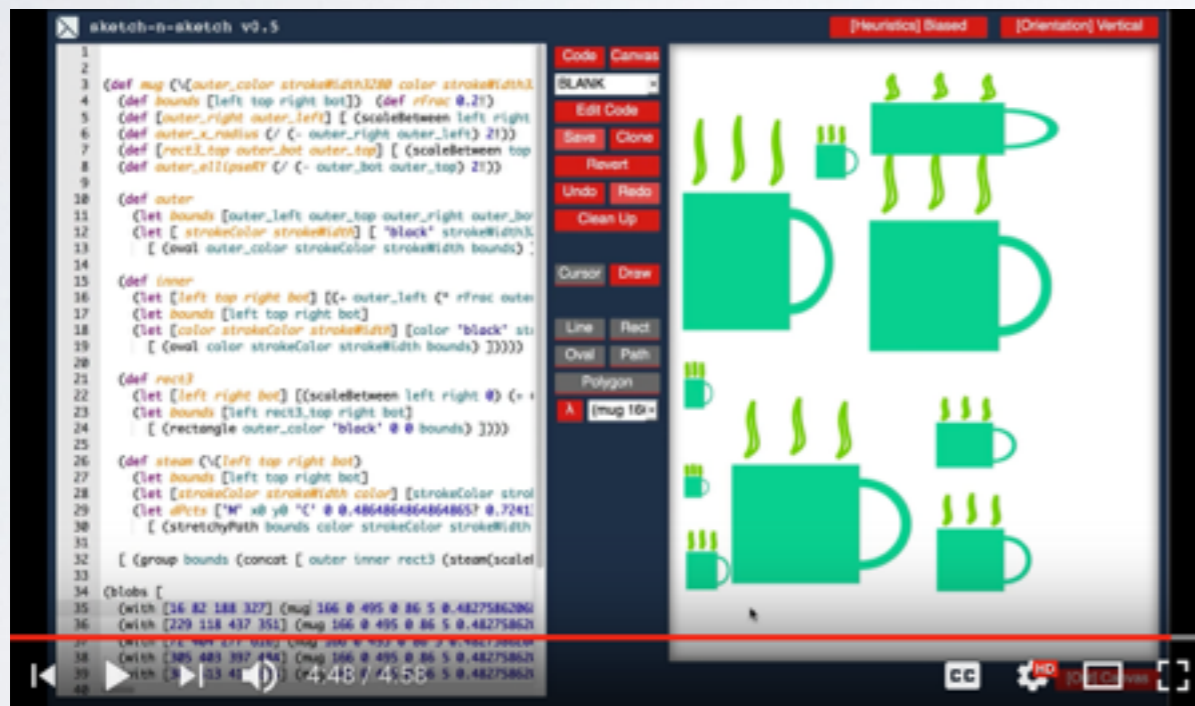
Less Keyboard,

More Mouse.



Sketch-n-Sketch

<https://ravichugh.github.io/sketch-n-sketch>

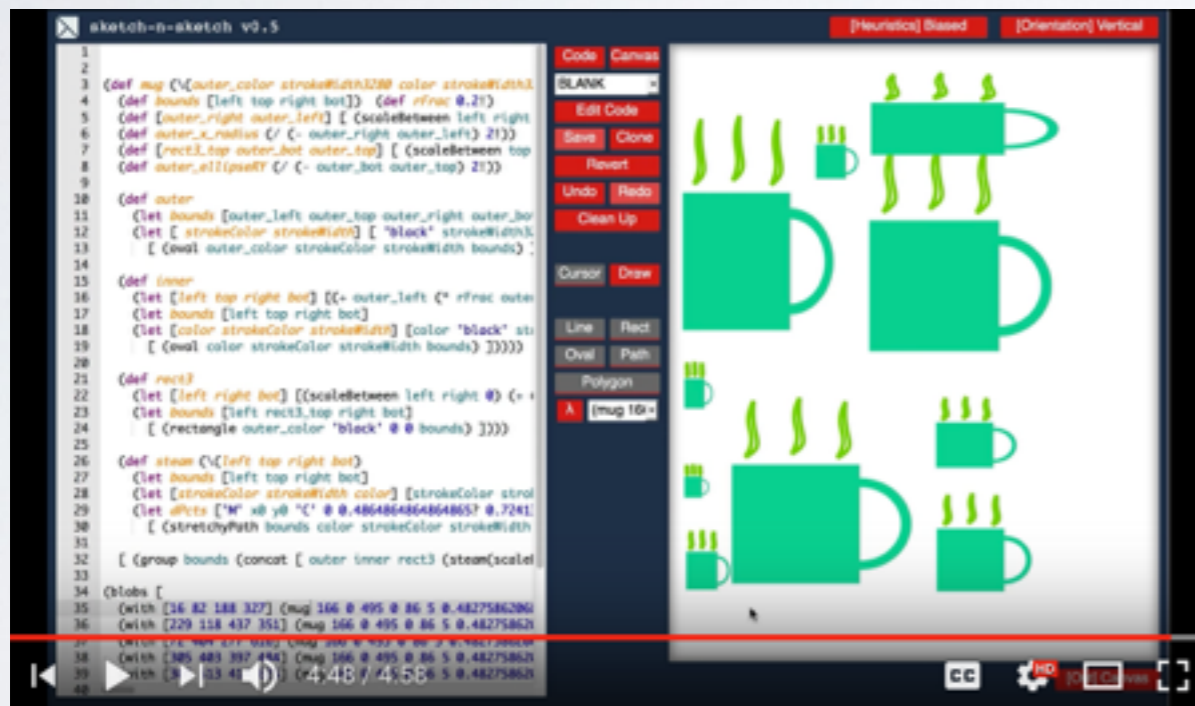


Demos on YouTube



Sketch-n-Sketch

<https://ravichugh.github.io/sketch-n-sketch>



Demos on YouTube

Just google “sketch n sketch”

Thank you!

Extra Slides

Traces

Traces

let a = 3 in

Traces

let a = 3 in

let b = 5 in

Traces

let a = 3 in

let b = 5 in

a + b

Traces

let a = 3 in

let b = 5 in

a + b



Traces

let a = 3 in

let b = 5 in

a + b

⇓

8

Traces

let a = 3^a in

let b = 5 in

a + b

⇓

8

Traces

let a = 3^a in

let b = 5^b in

a + b

⇓

8

Traces

let $a = 3^a$ in

let $b = 5^b$ in

$a + b$



8^{a+b}