# Interactive and Real-Time Typesetting for **Demonstration and Experimentation** $\sim$ TUG 2023 $\sim$

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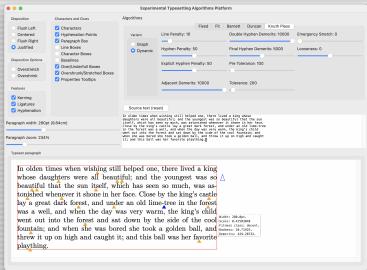
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#### **⊖ ⊖ ⊝** Context

- Digital Typesetting: a fascinating domain
  - Strong focus on beauty and aesthetics
  - ► Full of interesting technical challenges
- Motivation (double)
  - ► General interest for the application domain
  - Need to strengthen an existing lecture on typesetting
- Requirements (double): experimentation / demonstration platform
  - real-time
  - interactive
- State of the Art: none
  - WYSIWYG tools are of varying quality
  - ► T<sub>E</sub>X is not *really* interactive
  - Neither have easily accessible internals (production systems)
- Conclusion: DIY!

# \varTheta 🖯 🖯 Demonstration (video & coffee breaks 🬜





# **⊖ ⊖ ⊖ Software Engineering**

### The benefits of being multi-paradigm: concision

|             | LoC                            |
|-------------|--------------------------------|
| GUI         | 800                            |
| Hyphenation | 150                            |
| Lineup      | 500                            |
| Algorithms  | 150 – 450                      |
| Knuth-Plass | 700 (total for the 2 variants) |





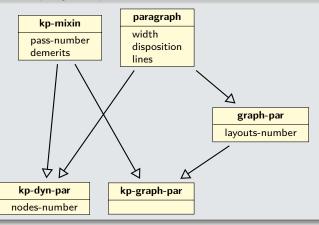






## **⊕ ⊖ ⊙ Object-Orientation**

### Inheritance & polymorphism: code reuse









### **9 9 9 Functional**

### Higher-order functions: parametrization

```
:: Duncan
(make-graph lineup width) ;; default behavior
;; Knuth-Plass graph variant
(make-graph lineup width
  :next-boundaries #'kp-next-boundaries ;; KP-specific function...
  :threshold pre-tolerance)
                                         ;; ... with specific arguments
```

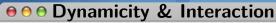




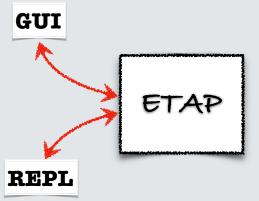






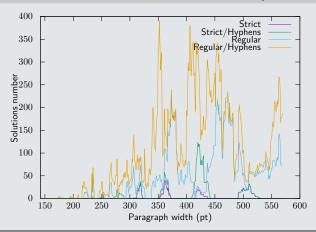


Real-time reflexive access to the running program



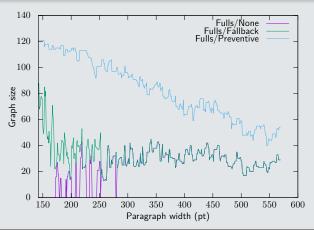
# **66** Graph-based Example #1

### How many solutions per paragraph width? (20 LoC)



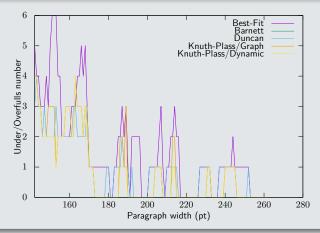
# **⊖** ⊖ Graph-based Example #2

### What about the graph sizes? (20 LoC)



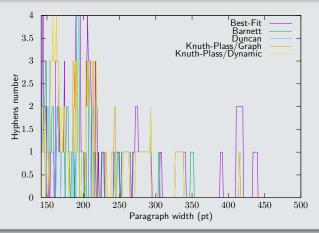
# **⊕ ⊕ ⊕** Comparative Example #1

### How many fulls? (10 LoC)



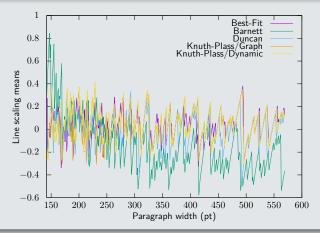
# **⊕ ⊕ ⊕** Comparative Example #2

### How many hyphens? (6 LoC)



# **⊕** ⊕ Comparative Example #3

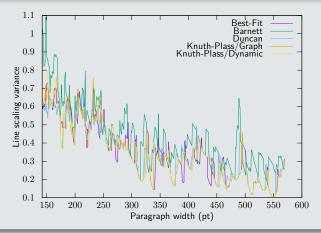
### What about the average scaling? (8 LoC)



**Future Work** 

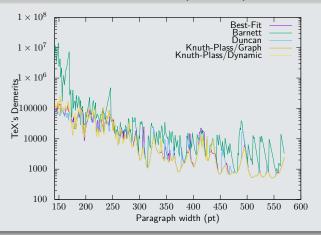
# **⊖ ⊖ ⊖** Comparative Example #4

### And the scaling variance? (14 LoC)



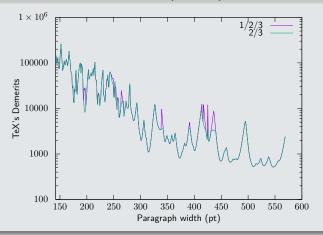
# **● ● Comparative Example #5**

### TEX's view on the competition? (14 LoC)



# **⊖ ⊖ ⊖** Comparative Example #6

### With or without pre-tolerance (1 LoC)



**Future Work** 

### **⊖ ⊖ ⊝ Future Work**

#### Bibliography

- Study more litterature
- ► HELP! Barnett / Duncan original papers wanted!

#### Research

- Rivers detection
- Revisit Knuth-Plass
- New algorithms
- **...**

#### Development

- ► Tighter GUI / Internals integration
- **.**..
- Many other things!

Thank you!