

SFP 2007

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0.1 origins

Pain avoidance, indignation Preparing for a presentation in February, I was struck with the realization: if I'm doing this in my free time, for fun, why force myself to endure the abomination known as OpenOffice?

0.2 svg instead of openoffice

Each layer can be a slide (picture of inkscape with xml editor open)

0.3 bullets in svg is a drag

```
"This could be better"

SVG is XML, and I have a hammer!

(Here I knew that I had a problem to work on.)
```

0.4 simple slides language

```
<slides>
  <slide>
    <title>Hi.</title>
    <para>Hello<br/>world</para>
  </slide>
</slides>
```

0.5 example in sxml

```
(slides
  (slide
   (title "Hi.")
   (para "Hello" (br) "world")))
```

0.6 try rewrite with pre-post-order

Table-driven rewrite of S-expressions

Great stuff

Kicks XSLT in the pants

Try pre-post-order to transform some simple slides vocab to SVG

0.7 pre-post-order: slides->html

0.8 slides as html

0.9 slides as svg

0.10 pre-post-order: slides->svg

```
(tspan (@ (x "96") (y "216")) "Hello")
(tspan (@ (x "96") (y "280")) "world")
?
(Here I knew I had an interesting problem.)
```

0.11 the problem

Rendering a declarative document into SVG is a context-sensitive transformation Post-order transformation is context-insensitive

0.12 multithreadedness

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post-order can be expressed in terms of the multithreaded foldt
```

0.13 layout is a single-threaded

Need new combinator in terms of foldts: monadic layout seed

0.14 macro expansion for xml

pre-post-order can also do pre-order rewrites of the tree Need ability to modify tree being traversed

0.15 solution: foldts*

0.16 multi-valued seeds painful

Writing foldts* handlers painful

Need automatic destructuring of seed

Solution: multi-valued fold

• Idea taken from scsh

0.17 foldts*-values

Analogous to fold-values:

0.18 foldts*-values

A general traversal combinator

Handlers convenient to write, easy destructuring of multi-valued seed Efficient

0.19 pre-post-order for svg layout?

The svg problem: deriving domain-specific combinators on top of foldts*-values foldts not terribly nice to program directly "fold-layout"

0.20 building on foldts*-values

- Decide the format for the seeds
- Implement fdown, fup, fhere

0.21 fold-layout seed format

- return value
- some representation of "layout"
- hierarchical params
- current bindings table
- "post-handler"

0.22 fold-layout bindings example

```
'((slide
    (pre-layout . ,slide-pre-layout)
    (post . ,slide-post))
    (header
        (post . ,header-post))
    (cartouche
        (pre-layout . ,cartouche-pre-layout)
        (post . ,cartouche-post))
    (p
        (post . ,p-post))
        (*text* . ,text-handler))
```

0.23 fold-layout: implementing fdown

0.24 fold-layout: implementing fup

0.25 fold-layout: implementing fhere

0.26 conclusions (1/2)

- foldts underlies (all?) XML transformations
- foldts* is like foldts, but allows macro transformation
 - foldts*-values is a convenient foldts*

0.27 conclusions (2/2)

- When you need foldts, you generally want a domain-specific combinator built on foldts.
 - It is possible to "derive" such combinators methodically
- fold-layout is such a combinator
 - Graphics layout with functional programming

0.28 questions?

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Thanks for listening!

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