

Generating Readable Diagrammatic Proofs



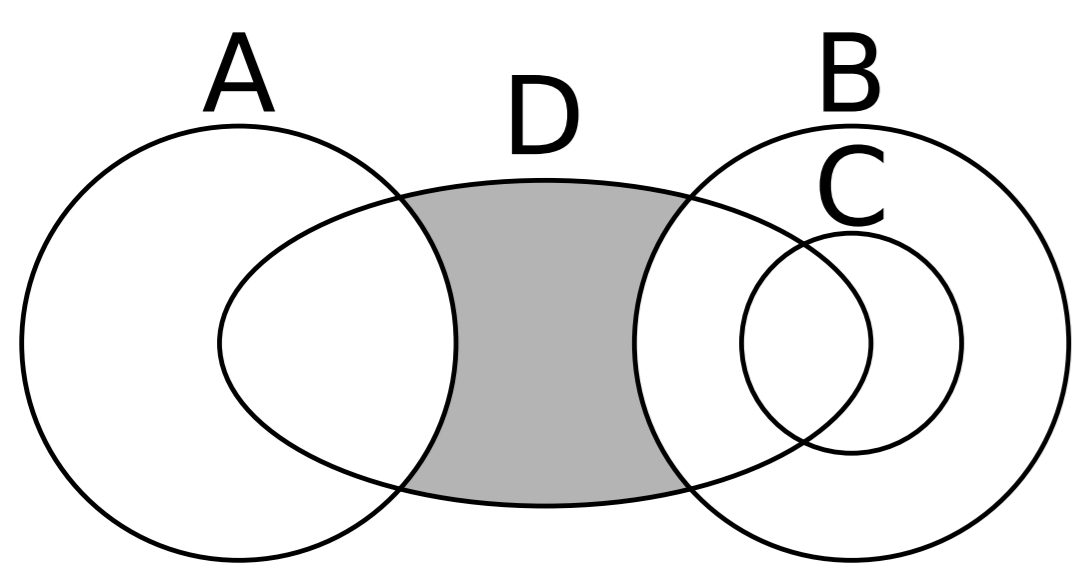
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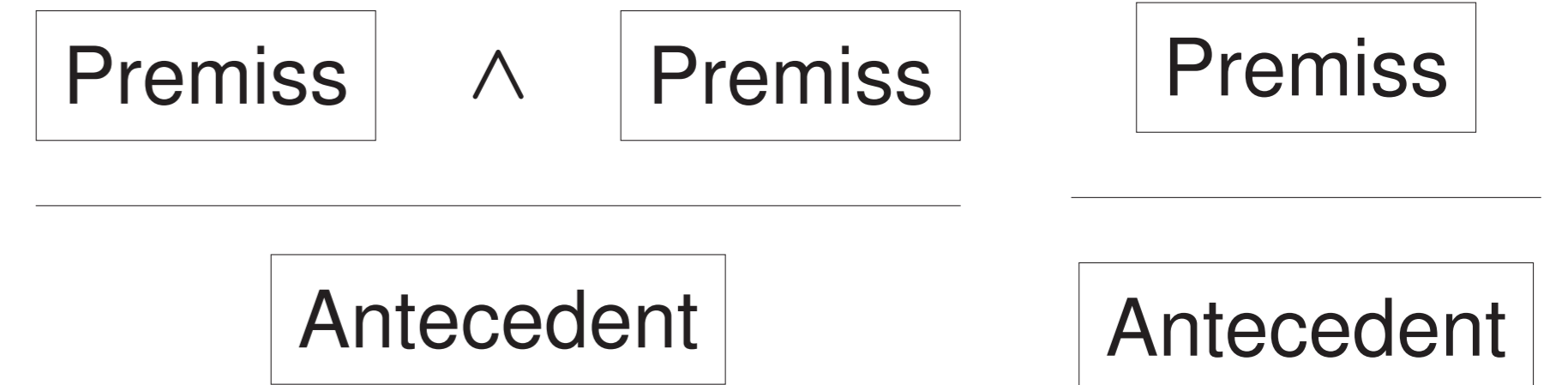
Formal Euler Diagrams



- ▶ Define set-theoretic properties visually
- ▶ Curves: sets
- ▶ Topology: relations between sets
- ▶ Shading: emptiness
- ▶ May be composed with Boolean operators

Proof Rules

- ▶ Transfer information between diagrams
- ▶ Change topology within a diagram
- ▶ Proven to be correct
- ▶ Premises imply antecedent
- ▶ Can be applied to elements within compound diagram



Proving Theorems with Euler Diagrams

Assumptions

Type of Rules

Application of proof rules

Amount of Clutter

Length

Conclusion

Which of these proofs is more readable?

Strategies

- ▶ Identify conditions for easier understanding of rule applications
- ▶ Empirical study examining user errors while identifying rules
- ▶ Derive different strategies from study
 - ▶ Equalise sets of zones?
 - ▶ Minimise length?
- ▶ Heuristics for different user preferences
- ▶ Implementation within Speedith [1]
- ▶ User guidance for readable proofs
- ▶ Automated heuristical proof search

The diagram illustrates a proof process starting from assumptions (three circles A, B, C with shaded region D) and applying various rules like 'Copy Contour', 'Remove Conjunct', 'Introduce Shaded Zone', 'Copy Shading', 'Erase Contour', and 'Remove Shaded Zone'. It shows how different sequences of rules lead to different levels of clutter and length, ultimately reaching a conclusion (two separate circles D and C). A central question asks which proof is more readable, and a 'Strategies' box provides guidelines for improving readability.

[1] Matej Urbas, Mateja Jamnik, Gem Stapleton, and Jean Flower.

Speedith: A diagrammatic reasoner for spider diagrams.

In *Diagrammatic Representation and Inference*, pages 163–177. Springer, 2012.