

MathML without Plugins using VML

By

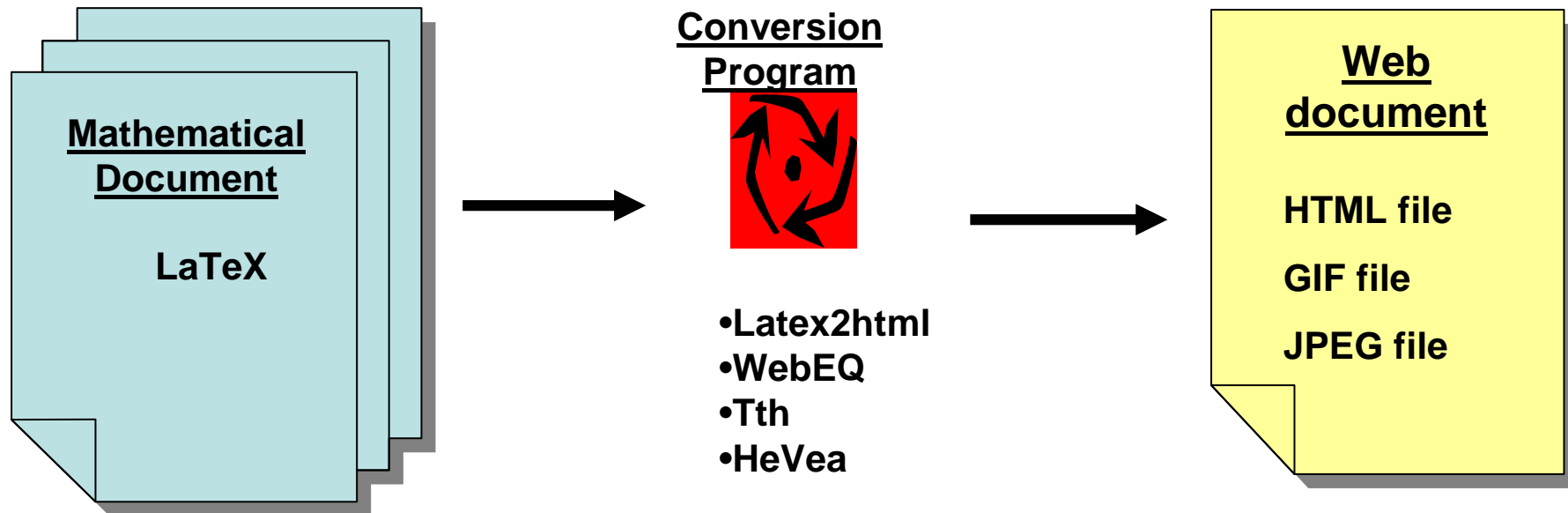
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Outline

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 - Standard way to view math on the Web
 - MathML
 - Vector Graphics
- Project Objective
- Design
- Deployment
- Conclusion

Introduction

- Standard way to view math on the Web



Disadvantages of existing results

- **Graphic file**

- (GIF or JPEG file)**

- Generates big sized file
 - Slow to load
 - Difficult to maintain

GIF FILE
1.71 KB

$$\sqrt{x} + \sqrt{\frac{x}{2}} + \sqrt[3]{\frac{2 + \mu}{\sqrt{x}}}$$

- **HTML**

- Small size
 - Bad quality
 - Bad alignment

HTML

$$\sqrt{x} + \sqrt{\frac{x}{2}} + \sqrt[3]{\frac{2 + \mu}{\sqrt{x}}}$$

MathML

- An XML based mark-up language for displaying math on the Web
- There are ways to convert Latex to MathML
- Only few Web browsers natively support it (Amaya, Mozilla)
- Popular browsers need Plugins to view it

Advantages of Vector Graphic

- Plain text format
- Scalable
- Zoomable
- Searchable and selectable text
- Scripting and animation
- True XML

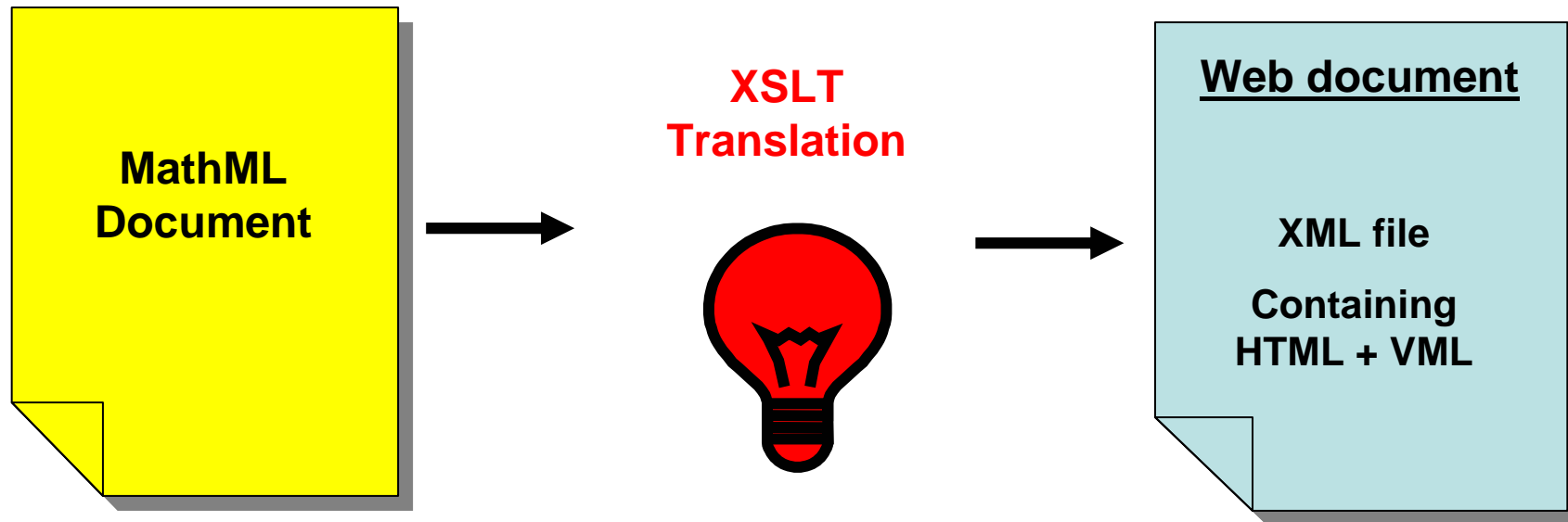
Vector Graphic Markup Language

- VML – Vector graphic Markup Language
 - Natively supported by Internet Explorer
- SVG – Scalable Vector Graphics
 - Standard vector graphic markup language by W3C

Reasons for choosing VML over SVG for this project

- VML can be viewed by Internet Explorer without using any Plugins
- Even though, SVG is an international standard language, it is not yet supported by any of the popular browsers
- VML's capabilities are sufficient to draw mathematical expressions.

Project objective



XSLT

- **eXtensible Stylesheet Language Transformations**
- Convert XML files that contains MathML to XML file containing HTML and VML
- Internet Explorer supports XSLT
- soon will be, available on the majority of desktop browsers

Design

- MathML
 - **Content Markup:** concerned with the semantics of mathematics.
 - **Presentation Markup:** concerned with the rendering of mathematics.
 - EG. $X + Y$

Content Markup

```
<apply>  
  <plus>  
    <ci> X </ci>  
    <ci> Y </ci>  
  </plus>  
</apply>
```

Presentation Markup

```
<mi>X</mi>  
<mo>+</mo>  
<mi>Y</mi>
```

Continued

- This project translates only MathML Presentation Markup.
- Most software application programs generate the MathML in Presentation Markup.
- MathML Content2Presentation Transformation is able to translate content markup expressions into presentation markup expressions automatically.
- Content2Presentation gives a very precise translation.

MathML Presentation Markup

- The presentation elements are divided into two main groups:

- Token elements group

- <mi> Identifier, E.g. X, Y, A, B

- <mo> Operator, E.g.+, -, =, >, <

- <mn> Number, E.g.1, 10, 999.0093

- E.g. A+2

- <mi>A</mi>

- <mo>+</mo>

- <mn>2</mn>

MathML Presentation Markup

- **Layout element group:**

<msub> Subscript, E.g. $a_1 a_2 a_3$

<msqrt> Square root, E.g. $\sqrt{4ac}$

– E.g. Syntax for root element : <mroot> base index </mroot>

<mroot>

<mrow>

<mn>4</mn>

<mi>a</mi>

<mi>c</mi>

</mrow>

<mi>x</mi>

</mroot>

$$\sqrt[x]{4ac}$$

MathML Presentation Mode

Category	Tag	Description
Token Elements:	<code><mi></code>	identifier
	<code><mn></code>	number
	<code><mo></code>	operator, fence, or separator
	<code><mtext></code>	text
	<code><mspace/></code>	space
General Layout:	<code><ms></code>	string literal
	<code><mrow></code>	group any number of sub-expressions
	<code><mfrac></code>	form a fraction from two sub-expressions
	<code><msqrt></code>	form a square root sign
	<code><mroot></code>	form a radical with specified index
	<code><mstyle></code>	style change
	<code><merror></code>	enclose a syntax error message
	<code><mpadded></code>	adjust space around content
	<code><mphantom></code>	make content invisible but preserve its size
	<code><mfenced></code>	surround content with a pair of fences
	<code><mrow></code>	group any number of sub-expressions
	<code><mfrac></code>	form a fraction from two sub-expressions
<code><msqrt></code>	form a square root sign	
Scripts and Limits:	<code><msub></code>	attach a subscript to a base
	<code><msubsup></code>	attach a subscript-superscript pair to a base
	<code><munder></code>	attach an underscript to a base
	<code><mover></code>	attach an overscript to a base
	<code><munderover></code>	attach an underscript-overscript pair to a base
	<code><mmultiscripts></code>	attach prescripts and tensor indices to a base
Tables:	<code><mtable></code>	form a table structure
	<code><mtr></code>	Form a row in a table
	<code><mtd></code>	form a column in a table
	<code><mlabeledtr></code>	form a row with label
	<code><maligngroup/></code>	set group alignment
	<code><malignmark/></code>	set element alignment
Actions:	<code><maction></code>	set HTML actions to a sub-expression

XSLT Structure

- Tree structure
- XPath
 - Enables you to refer to specific sections of XML document
- Weakness of XSLT
 - Did not provide For-loop, find max or min, etc.
 - Difficult to change the value within the same functions

Design Model

- Hierarchy value passing design
- Table design
- Vector graphic design
- MathML design

Example

<math>

<mi>a</mi>
<mo>=</mo>

<msqrt>
<mn>2</mn>
</msqrt>

<mo>-</mo>

<msqrt>
<mrow>
<mn>4</mn>
<mi>a</mi>
<mi>c</mi>

</mrow>
</msqrt>

<mo> + </mo>

<msqrt>
<mrow>
<mi>x</mi>
<mo>+</mo>
<mi>y</mi>
<mo>+</mo>
<mn>5</mn>
<mo>+</mo>
<msqrt>
<mrow>
<mi>a</mi>
<mo>-</mo>
<mi>b</mi>
</mrow>
</msqrt>
</mrow>
</msqrt>

$$a = \sqrt{2} - \sqrt{4ac} + \sqrt{x + y + 5 + \sqrt{a-b}}$$

</math>



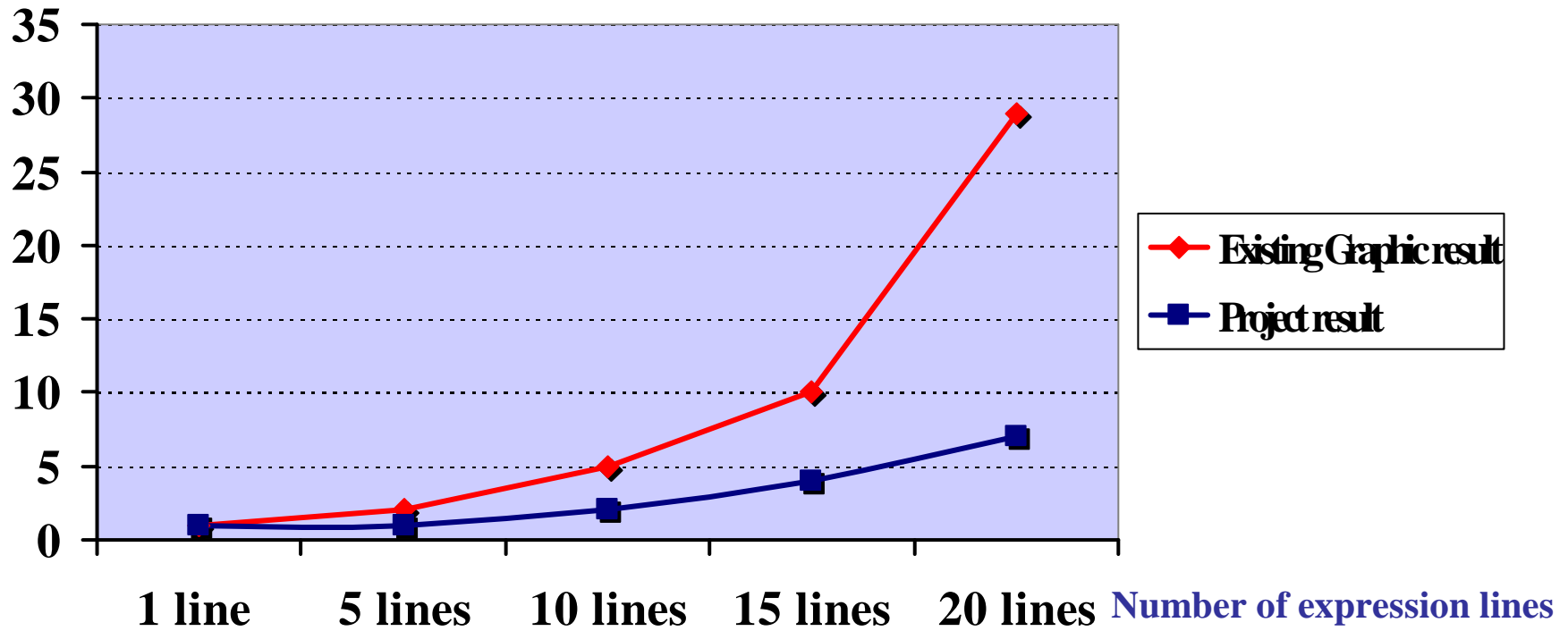
Translation Simulation

$$a = \sqrt{2} - \sqrt{4ac} + \sqrt{x + y + 5} + \sqrt{a - b}$$

Deployment

File size
KB

Result File Size Comparison



Conclusion

- Using this approach, Mathematical expressions can be rendered on the Web without using any type of Plugins.
- Generate much smaller result file than the conventional way that uses image file such as Bitmapped or GIF or JPEG format.
- Better rendering result than those displaying the result using plain HTML.