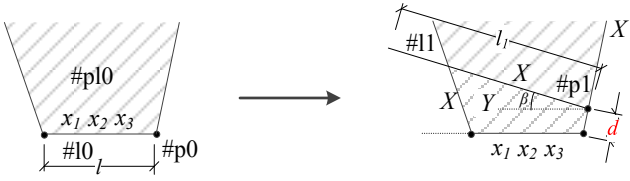
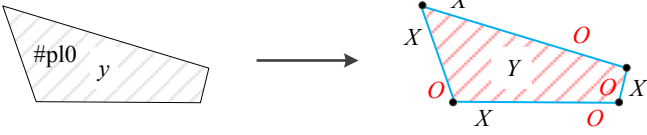
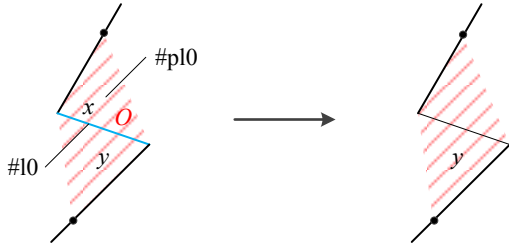
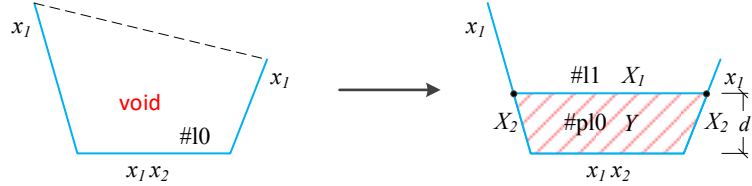
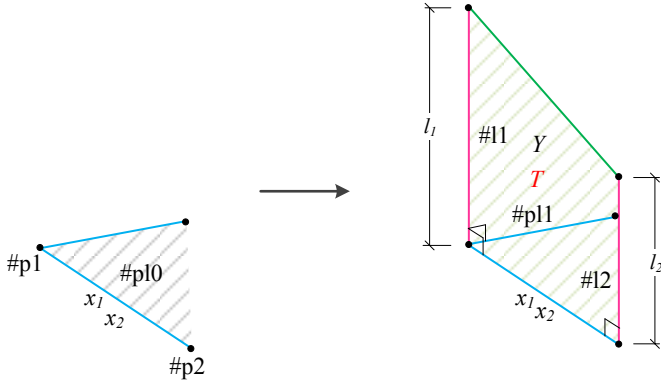
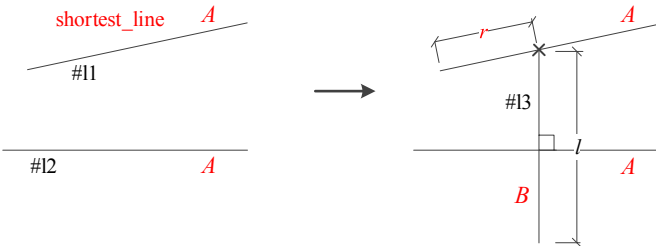


Example rule:

Method Description Tag Distance Length Angle	EH-5a	 <p> $x_3 = "l0"$ $X = "T"$ $Y = "Temp"$ </p> <p> $d \in (0.2 * l, 0.5 * l)$ $\beta = \text{angle}(\text{orientation.v}, \text{initialVectors.v})$ $l_l = l0$ orientation: $\{ (name? = lsD.x1, v, a) \} \rightarrow \{ (name, v, a) \}$ initialVectors: $\{ (index? = lsD.x2, v) \} \rightarrow \{ (index, v) \}$ $:: \{ \text{assignment.min_area} < \#p10.\text{area} \}$ assignment: $\{ (index, name, min_area, max_area, leng, layer? = lsD.x2, fa, fb, overhead, ad) \} \rightarrow \{ (index, name, min_area, max_area, leng, layer, fa, fb, overhead, ad) \}$ </p>
Description Label Tag	SG-1a	 <p> $y = "Temp"$ $X = \text{assignment.index}$ $Y = \text{assignment.name}$ </p> <p> assignment: $\{ (index, name, min_area, max_area? > 0, leng, layer, fa, fb, overhead, ad) \} \rightarrow \{ (index, name, min_area - \#p10.\text{area} * (fa + fb), max_area - \#p10.\text{area} * (fa + fb), leng, layer, fa, fb, overhead, ad) \}$ </p>
Description Label Tag Embeds	SG-7a	 <p> $x = \text{assignment.index}$ $y = \text{assignment.name}$ $\text{embeds}\{(\#p10, \#l0)\}$ assignment: $\{ (index, name, min_area, max_area, leng, layer, fa, fb, overhead, ad) \} \rightarrow \{ (index, name, min_area, max_area, leng, layer, fa, fb, overhead, ad) \}$ </p>

Description Label Tag Void Distance	WHL-1a	 <p> $x_1 = "l0"$ $x_2 = "tr".i? > 0$ </p> <p> $d = \text{platform.wid} / 2$ $::\text{void} (\text{lineSeg-A2D})$ segmentCount: $\{ 't' \} \rightarrow \{ 't+1' \}$ platform: $\{ (name? = "bp", count? > 0, \text{len}, \text{wid}, \text{layer}, \text{ad_type}, \text{ad_count}) \}$ $\rightarrow \{ (name, count - 0.5, \text{len}, \text{wid}, \text{layer}, \text{ad_type}, \text{ad_count}) \}$ WHsegments: $\emptyset \rightarrow \{ ("WH".\text{segmentCount}.t, "bp", \#pl0.\text{area}, 0, 0) \}$ </p> <p> $X_1 = "bp"$ $X_2 = "WH".\text{segmentCount}.t$ $Y = "WH".\text{segmentCount}.t$ </p>
Description Label Tag Normal	FR-1	 <p> $x_1 = "l0"$ </p> <p> $l_1 = \text{ptHeight}.h1$ (normal directive) $l_2 = \text{ptHeight}.h2$ (normal directive) </p> <p> ptHeight: $\{ (index1? = "l0", \text{coordinate1}? = \#p1.\text{value}, h1? \geq h2), (index2? = "l0", \text{coordinate2}? = \#p2.\text{value}, h2) \} \rightarrow \{ (index1, \text{coordinate1}, h1), (index2, \text{coordinate2}, h2) \}$ </p> <p> orientation: $\{ (name? = \text{lsD}.x2, v, a, \text{min_wwr}, \text{max_wwr}) \} \rightarrow \{ (name, v, a, \text{min_wwr}, \text{max_wwr}) \}$ </p> <p> WWR: $\{ (name? = \text{lsD}.x2, f_area, g_area) \} \rightarrow \{ (name, f_area + \#pl1.\text{area}, g_area) \}$ </p> <p> $Y = \text{orientation.name}$ </p>
Label Tag Shortest_line Point_on_line Angle Length	DiY-4	 <p> $r \in (0.3, 0.7)$ $l = 10$ </p>