

# μTalk

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pdfsplit  
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A bit of Lua code, the `\clip` macro and `leptonica` extensions are the ingredients for this recipe to cook a `pdfsplit` macro that take a pdf and try to split into parts as the `\vsplit` does with `\vboxes`.

## 1 Slice a pdf

Let's start with a bit of Lua code:

```
\startluacode
document.lscarlo = document.lscarlo or {}
function document.lscarlo.LuaSliceIt(Fig,H,W,L,FigOpt)
  local H = math.floor(string.gsub(H,"pt","")*2^16)
  local W = math.floor(string.gsub(W,"pt","")*2^16)
  local L = math.floor(string.gsub(L,"pt","")*2^16)
  local vh = 0
  local step = L
  local h = step
  local S = ""
  local FigOpt = FigOpt or ""
  while vh <= H do
    S =string.format("{\\clip[voffset=\\%dsp,
                      width=\\%dsp,
                      height=\\%dsp]
                      {\\externalfigure[\\%s][\\%s]}}
                      \\par\\nointerlineskip\\blank[1sp]",
                      vh,W,h,Fig,FigOpt)
    tex.sprint(tex.ctxcatcodes,S)
    vh = vh + step
  end
  if math.mod(H,step) > 0 then
    vh = vh - step + math.mod(H,step)
    S =string.format("{\\clip[voffset=\\%dsp,
                      width=\\%dsp,
                      height=\\%dsp]
                      {\\externalfigure[\\%s][\\%s]}}
                      \\par\\nointerlineskip\\blank[1sp]",
                      vh,W,math.mod(H,step),Fig,FigOpt)
    tex.sprint(tex.ctxcatcodes,S)
  end
end
end
\stopluacode
```

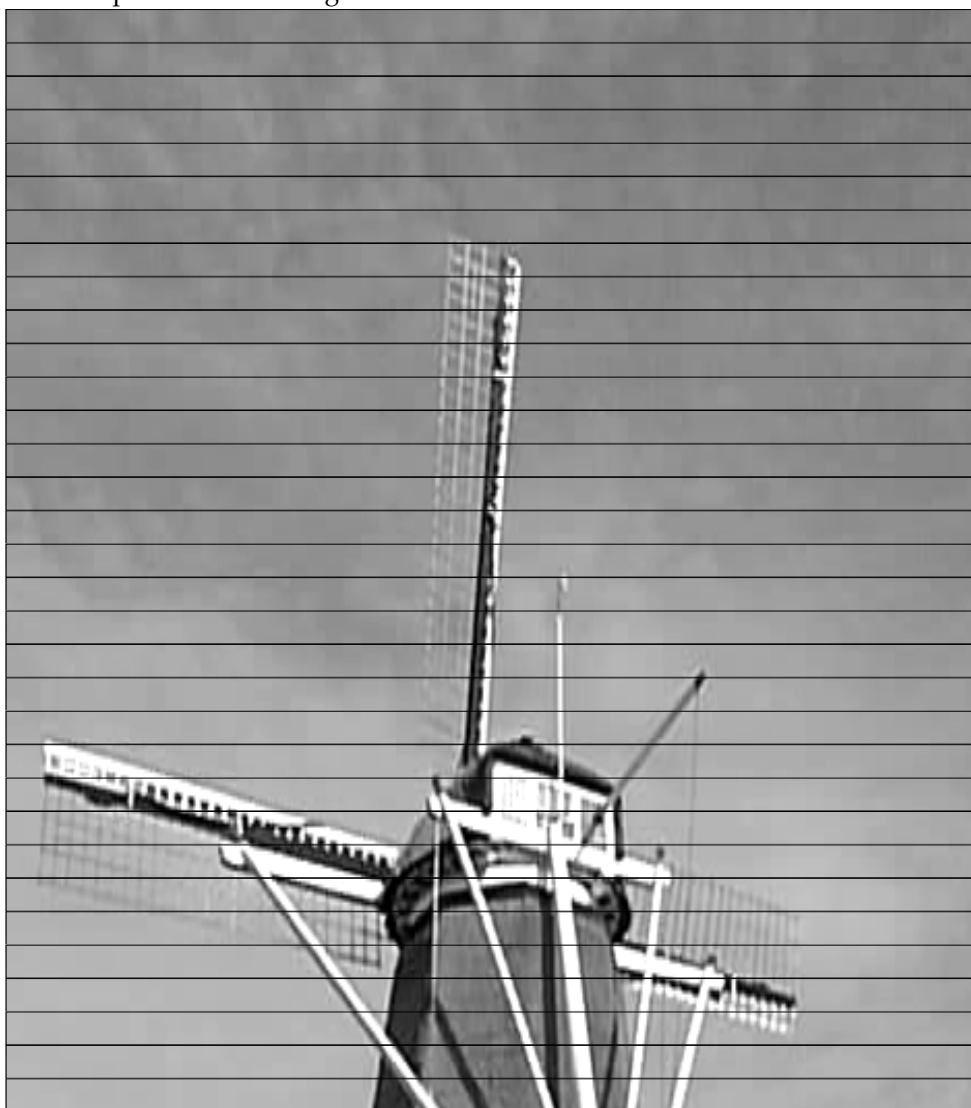
`document.lscarlo.LuaSliceIt` takes a pdf and “slices it” with slices of height `L`.

```

\bgroup
\newdimen\Hfig \newdimen\Wfig
\setbox1000=\hbox{\externalfigure[mill.png] [width=\textwidth,
                                             height=1.3\textheight]}
\Wfig=\wd1000 \Hfig=\dimexpr\ht1000+\dp1000\relax%
\ctxlua{document.lscarso.LuaSliceIt("mill.png", "\the\Hfig",
                                     "\the\Wfig", "\the\dimexpr 1.0\lineheight\relax",
                                     "width=\textwidth,height=1.3\textheight")}
\egroup

```

It's not a problem with images:





But uniform slicing is wrong with text:

$$\sum_{k=0}^{10} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$$

$$\sum_{k=0}^{100} \frac{1}{x+1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$$

$$\sum_{k=0}^{150} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$$

$$\sum_{k=0}^{30} \frac{-1^k}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$$

$$\sum_{k=0}^{300} \frac{-1^k}{2x+1} = 3.144914903558851799204586212$$

$$\sum_{k=0}^{3000} \frac{-1^k}{2x+1} = 3.141925875839790151274200075$$

$$\sum_{k=0}^{30000} \frac{-1^k}{2x+1} = 3.141625985812043238153993692$$

$$\sum_{k=0}^{300000} \frac{-1^k}{2x+1} = 3.141595986912015488462612519$$

$\sum_{x=0}^1 2x + 1$	
$4 \sum_{x=0}^{300000} \frac{-1^x}{2x + 1} = 3.141592986923015460712643380$	

We can enumerate each slice, and observe that it depends only on the given step: with `step = 1.0\lineheight` we have

$\sum_{x=0}^{10} \frac{1}{x + 1} = \frac{83711}{27720} = 3.019877344877344877344877345$	001
$\sum_{x=0}^{100} \frac{1}{x + 1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$	002
$\sum_{x=0}^{150} \frac{1}{x + 1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$	003
$\sum_{x=0}^{30} \frac{-1^x}{2x + 1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	004
$4 \sum_{x=0}^{300} \frac{-1^x}{2x + 1} = 3.144914903558851799204586212$	005
$4 \sum_{x=0}^{3000} \frac{-1^x}{2x + 1} = 3.1441925875839798151271288875$	006
$4 \sum_{x=0}^{30000} \frac{-1^x}{2x + 1} = 3.141625985812043238153993692$	007
$4 \sum_{x=0}^{300000} \frac{-1^x}{2x + 1} = 3.141595986912015488462612519$	008
$4 \sum_{x=0}^{3000000} \frac{-1^x}{2x + 1} = 3.141592986923015460712643380$	009
	010
	011
	012
	013
	014
	015
	016
	017
	018
	019
	020

It's now clear that 002, 004, 006... are good break points while 001, 003, 005... must be avoided: if we collect all good break points we can then subdivide the pdf into the right `\vboxes`. These break points depend on `lineheight`, but we can choose another step, let's say 2mm, so that slices are independent from the body font:

```
\bgroup
\newdimen\Hfig \newdimen\Wfig
\setbox1000=\hbox{\externalfigure[pari_example.pdf] [width=\textwidth]}
\Wfig=\wd1000 \Hfig=\dimexpr\ht1000+\dp1000\relax%
\ctlua{document.lscarso.LuaSliceItNR("\the\Hfig",
"\the\Wfig", "\the\dimexpr 2mm\relax",
"width=\textwidth")}
\egroup
```

$\sum_{x=0}^{10} \frac{1}{x + 1} = \frac{83711}{27720} = 3.019877344877344877344877345$	001
$\sum_{x=0}^{100} \frac{1}{x + 1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$	002
$\sum_{x=0}^{150} \frac{1}{x + 1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$	003
$\sum_{x=0}^{30} \frac{-1^x}{2x + 1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	004
$4 \sum_{x=0}^{300} \frac{-1^x}{2x + 1} = 3.144914903558851799204586212$	005
$4 \sum_{x=0}^{3000} \frac{-1^x}{2x + 1} = 3.1441925875839798151271288875$	006
$4 \sum_{x=0}^{30000} \frac{-1^x}{2x + 1} = 3.141625985812043238153993692$	007
$4 \sum_{x=0}^{300000} \frac{-1^x}{2x + 1} = 3.141595986912015488462612519$	008
$4 \sum_{x=0}^{3000000} \frac{-1^x}{2x + 1} = 3.141592986923015460712643380$	009
	010

$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$	011
$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000}$	012
$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000}$	013
$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000}$	014
$\sum_{x=0}^{30} \frac{1}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	015
$\sum_{x=0}^{30} \frac{1}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	016
$\sum_{x=0}^{30} \frac{1}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	017
$\sum_{x=0}^{30} \frac{1}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	018
$\sum_{x=0}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$	019
$\sum_{x=0}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$	020
$\sum_{x=0}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$	021
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	022
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	023
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	024
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	025
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	026
$\sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	027
$\sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	028
$\sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	029
$\sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	030
$\sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	031
$\sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	032
$\sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	033
$\sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	034
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	035
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	036
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	037
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	038
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	039
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	040
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	041
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	042

We group together slices 1, 5, 9, 13, 14, 18, 22, 26, 31, 35, 39:

$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$	001
$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$	005
$\sum_{x=0}^{100} \frac{1}{x+1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$	009
$\sum_{x=0}^{150} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$	013
$\sum_{x=0}^{150} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000}$	014
$\sum_{x=0}^{30} \frac{-1^x}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	018
$\sum_{x=0}^{30} \frac{-1^x}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	022
$\sum_{x=0}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$	026
$\sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	031
$\sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	035
$\sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	039
$\sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	042

Now slicing works well:

$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$	001
$\sum_{x=0}^{10} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$	005
$\sum_{x=0}^{100} \frac{1}{x+1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$	009
$\sum_{x=0}^{150} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$	013
$\sum_{x=0}^{150} \frac{1}{x+1} = \frac{4195569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000}$	014
$\sum_{x=0}^{30} \frac{-1^x}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$	018

$4 \sum_{x=0}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$	022
$4 \sum_{x=0}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$	026
$4 \sum_{x=0}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$	031
$4 \sum_{x=0}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$	035
$4 \sum_{x=0}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$	039
	042

```

\bggroup
\newdimen\Hfig \newdimen\Wfig
\setbox1000=\hbox{\externalfigure[pari_example.pdf] [width=\textwidth]}
\Wfig=\wd1000 \Hfig=\dimexpr\ht1000+\dp1000\relax%
\startluacode
document.lscarlo.GoodPoints = {1,5,9,13,14,18,22,26,31,35,39}
\stoptluacode
\ctxlua{document.lscarlo.LuaSliceItAndCollect("pari_example.pdf",
      "\the\Hfig", "\the\Wfig", "\the\dimexpr 2mm\relax",
      "width=\textwidth", "")}
\egroup

function document.lscarlo.LuaSliceItAndCollect(Fig,H,W,L,FigOpt)
  local H = math.floor(string.gsub(H,"pt","")*2^16)
  local W = math.floor(string.gsub(W,"pt","")*2^16)
  local L = math.floor(string.gsub(L,"pt","")*2^16)
  local vh = 0
  local step = L
  local h = step
  local S = ""
  local FigOpt = FigOpt or ""
  local NR = 0
  local Payload = "{\ruledhbox{\clip[voffset=\%dsp,width=\%dsp,height=\%dsp]
{\externalfigure[\%s][\%s]}\llap{\tfx\%03d}}
\par\nointerlineskip\blank[1sp]"
  local GoodPoint = document.lscarlo.GoodPoints or {}
  local j = 1
  local Vboxes = {}
  local prevvh = 0
  while vh < H do
    NR =NR +1
    vh = vh + step
    if GoodPoint[j] == NR then
      Vboxes[#Vboxes+1] = {from=prevvh,to=vh,mark=NR}
      --tex.sprint(tex.ctxcatcodes,(" ,prevvh, ", ,vh, ") ")
    end
  end
end

```

```

        prevvh = vh
        j = j + 1
    end
end
if math.mod(H,step) == 0 then H = H + 1  end
if math.mod(H,step) > 0 then
    NR = NR + 1
    vh = vh - step + math.mod(H,step)
    Vboxes[#Vboxes+1] = {from=prevvh,to=vh,mark=NR}
end
Payload = "\\ruledvbox{\\hbox{\\clip[voffset=\\%dsp,width=\\%dsp,height=\\%dsp]
{\\externalfigure[\\%s][\\%s]}\\llap{\\tfx\\%03d}}}}
\\par\\nointerlineskip\\blank[1sp]"
for i,v in ipairs(Vboxes) do
    S =string.format(Payload,v.from,W,v.to-v.from,Fig,FigOpt,v.mark)
    tex.sprint(tex.ctxcatcodes,S)
end
end

```

It's now rather trivial to modify this macro to build a `\vbox` to be used with `\vsplit`.



## 2 Leptonica

Leptonica (<http://www.leptonica.com>) is a pedagogically-oriented open source site containing software that is useful for image processing and image analysis applications. It's not difficult to build a binding for Lua with SWIG. To use Leptonica we must first convert the pdf in a black and white bitmap with

```
pdftoppm -mono -r 72 -f 1 -l 1 pari_example.pdf pari_example
```

(this saves page 1 in `pari_example-000001.pbm` with a resolution of 72dpi). Then we scan the bitmap with `lept_get_breaks` searching for a white row and we store the  $y$  coordinates in `GoodPoints`. In the end `LuaCollect` builds the appropriate `vboxes`.

```
\bgroup
\newdimen\Hfig \newdimen\Wfig
\setbox1000=\hbox{\externalfigure[pari_example.pdf][width=\textwidth]}
\Wfig=\wd1000\relax\Hfig=\dimexpr\ht1000+\dp1000\relax%
\executesystemcommand{pdftoppm -mono -r 72 -f 1 -l 1 pari_example.pdf
pari_example}
\ctxlua{document.lscarlo.GoodPoints =
    document.lscarlo.lept_get_breaks("pari_example-000001.pbm",72)}
\ctxlua{document.lscarlo.LuaCollect("pari_example.pdf",
    "\the\Hfig","\the\Wfig",[[width=\textwidth]])}
\egroup
```

Let's see what happens:

$\sum_{x=1}^{100} \frac{1}{x+1} = \frac{83711}{27720} = 3.019877344877344877344877345$
$\sum_{x=1}^{1000} \frac{1}{x+1} = \frac{1463919079240743966268954674710929768361083}{281670315928038407744716588098661706369472} = 5.197278507738630161795216686$
$\sum_{x=1}^{1500} \frac{1}{x+1} = \frac{419569667676135811153969815137073234944561746732919339914337201927}{749502901196827228266820481792118993292919127408542808267329424000} = 5.597803105200170187965715973$
$4 \sum_{x=1}^{30} \frac{-1^x}{2x+1} = \frac{58630135791001973169852284}{18472920064106597929865025} = 3.173842337190749408690224140$
$4 \sum_{x=1}^{300} \frac{-1^x}{2x+1} = 3.144914903558851799204586212$
$4 \sum_{x=1}^{3000} \frac{-1^x}{2x+1} = 3.141925875839790151271200075$
$4 \sum_{x=1}^{30000} \frac{-1^x}{2x+1} = 3.141625985812043238153993692$
$4 \sum_{x=1}^{300000} \frac{-1^x}{2x+1} = 3.141595986912015488462612519$
$4 \sum_{x=1}^{3000000} \frac{-1^x}{2x+1} = 3.141592986923015460712643380$

A good breakpoint is marked with an horizontal rule: a black stripe means that good points are very tight there.

```

require("leptonica")
function document.lscarso.lua_pixGetPixel(pixs,x,y)
    local scratch = 0
    local res = ''
    scratch = leptonica.uti_getref_l_uint32()
    if (leptonica.pixGetPixel(pixs,x,y,scratch) == 0) then
        res = leptonica.uti_valref_l_uint32(scratch)
    else
        print("! Error on ",x,y)
        res = ''
    end
    return res
end

function document.lscarso.lept_get_breaks(filename,res)
    -- os.execute([[pdftoppm -mono filename]])
    local mainName = filename
    local pixs = leptonica.pixRead(mainName)
    local lua_pixGetPixel = document.lscarso.lua_pixGetPixel
    local GoodPoint = {} -- document.lscarso.GoodPoints or {}
    if pixs then
        local w = leptonica.pixGetWidth(pixs)
        local h = leptonica.pixGetHeight(pixs)
        local d = leptonica.pixGetDepth(pixs)
        local out = ''
        local bit
        local storey = true
        local go
        GoodPoint[1] = 0
        for y=0,h-1 do
            out = ''
            storey = true
            for x=0,w-1 do
                bit = lua_pixGetPixel(pixs,x,y)
                if bit == 1 then
                    storey = false
                    break
                end
            end
            end
            if storey and (math.floor(0.5+ (y/res) *72.27*2^16)
                ~= GoodPoint[#GoodPoint]) then

```

```

        GoodPoint[#GoodPoint +1] = math.floor(0.5+ (y/res)
*72.27*2^16)
        end
        storey = true
    end
    GoodPoint[#GoodPoint +1] = math.floor(0.5+ (h/res) *72.27*2^16)
else
    tex.sprint("ERROR")
end
return GoodPoint
end

function document.lscarlo.LuaCollect(Fig,H,W,FigOpt)
local H = math.floor(string.gsub(H,"pt","")*2^16)
local W = math.floor(string.gsub(W,"pt","")*2^16)
local vh = 0
local h = step
local S = ""
local FigOpt = FigOpt or ""
local NR = 0
local Payload = ""
local GoodPoint = document.lscarlo.GoodPoints or {}
local j = 1
local Vboxes = {}
local prevvh = 0
local truey = GoodPoint[#GoodPoint]
local y_ratio = H / truey
for i,v in ipairs(GoodPoint) do
    if GoodPoint[i+1] == nil then
        break
    end
    NR = NR +1
    Vboxes[#Vboxes+1] = {from=v,to=GoodPoint[i+1],mark=NR}
end
Payload = "\\ruledvbox{\\hbox{\\clip[voffset=\\%dsp,width=\\%dsp,height=\\%dsp]
{\\externalfigure[\\%s][\\%s]}}\\par\\nointerlineskip\\blank[1sp]"
for i,v in ipairs(Vboxes) do
    S =string.format(Payload,y_ratio*v.from,W,y_ratio*(v.to-v.from),Fig,FigOpt)
    tex.sprint(tex.ctxcatcodes,S)
end
end
end
end

```

### 3 MuPDF

We can replace the `pdftoppm` call by building a Lua binding to MuPDF, “a light-weight PDF viewer and toolkit written in portable C” (<http://www.mupdf.com>). Sumatra ([http://en.wikipedia.org/wiki/Sumatra\\_PDF](http://en.wikipedia.org/wiki/Sumatra_PDF)) is a fast pdfviewer based on MuPDF.

Despite MuPDF is a well written library and there are several examples that explain how to use it, it's not easy to write a converter.

What follow is only a part of an almost literal translation into Lua of the C program `pdfdraw.c` and even so the debugging is difficult.

```
function drawpbm(pagenum)
    local xref = pdfdraw.targetpdf.xref
    local drawrotate = pdfdraw.drawrotate
    local drawzoom = pdfdraw.drawzoom
    local drawbands = pdfdraw.drawbands
    local drawpattern= pdfdraw.drawpattern
    drawloadpage(pagenum)
    local drawpage = pdfdraw.drawpage
    local drawcache = pdfdraw.drawcache
    local bbox,w,h, bh
    local pix
    local fd,name
    name = pdfdraw.outname
    local ctm = mupdf.fz_identity()
    ctm = mupdf.fz_concat(ctm, mupdf.fz_translate(0, - drawpage.mediabox.y1))
    ctm = mupdf.fz_concat(ctm, mupdf.fz_scale(drawzoom, - drawzoom))
    ctm = mupdf.fz_concat(ctm, mupdf.fz_rotate(drawrotate + drawpage.rotate))
    bbox = mupdf.fz_roundrect(mupdf.fz_transformrect(ctm, drawpage.mediabox))
    w = bbox.x1 - bbox.x0;
    h = bbox.y1 - bbox.y0;
    bh = h / drawbands;
    if NotNil(drawpattern) then
        fd = io.open(name,'wb')
        if (fd == nil) then
            die(fz_throw("ioerror: could not create raster file '%s'", name));
        end
        fd:write(string.format("P4\n%d %d\n", w, h));
    end
    pix = mupdf.fz_newpixmap(mupdf.pdf_devicergb, bbox.x0, bbox.y0, w, bh)
    mupdf.fz_clearpixmap(pix, 0xFF);
    for b = 0, drawbands-1 do
        local dev, error
        dev = mupdf.fz_newdrawdevice(drawcache, pix)
```

```

error = mupdf.pdf_runcontentstream(dev, ctm, xref, drawpage.resources, drawpage.contents)
if (error>0) then
  die(fz_rethrow(error, "cannot draw page %d in PDF file '%s'", pagenum, basename))
end
mupdf.fz_freedevice(dev)
if NotNil(drawpattern) then
  for y = 0, pix.h -1 do
    local column = y * pix.w * 4
    local dst = {}
    local bit = 0
    local r = 0
    for x = 0, pix.w-1 do
      local v = (1+(mupdf.uti_samples_arr_getitem(pix.samples,(x * 4 + 1) +
column)))*77
      v = v + (1+(mupdf.uti_samples_arr_getitem(pix.samples,(x * 4 + 2) + column)))*150
      v = v + (1+(mupdf.uti_samples_arr_getitem(pix.samples,(x * 4 + 3) + column)))*28
      v = math.floor(v/256)
      local d = 1
      if v > 200 then d = 0 end
      r = r + (d*2^(7-bit))
      bit = bit +1
      if bit == 8 then
        bit = 0
        dst[#dst+1] = string.char(r)
        r = 0
      end
    end
    if bit > 0 then
      dst[#dst+1] = string.char(r)
    end
    fd:write(table.concat(dst))
  end
end
pix.y = pix.y + bh;
if (pix.y + pix.h > bbox.y1) then
  pix.h = bbox.y1 - pix.y;
end
end
mupdf.fz_droppixmap(pix)
if NotNil(drawpattern) then
  fd:close()
end
drawfreepage()
print()
end

```

The complete binding is truly more difficult to debug: even if SWIG does an excellent work, it's necessary to manage the details of implementation of the library. In this case `pdftopbm` does already an excellent work, it's well tested, stable and ready to use; the call of an external program is not so expensive compared to a plugin.

## 4 Conclusion

Lua code is much nearer to plain standard Lua: ConTeXt offers some shortcuts that is better to learn. For example `math.floor(string.gsub("10pt", "pt", "")*2^16)` can be replaced by `string.todimen("10pt")` and possibly other things related to print.

The algorithm that finds a good breakpoint is rather simple: for example there are some unwanted good breakpoints between a  $\Sigma$  and its subscript. This leads to break an object that should not be broken even if it has some white rows inside. A practical solution is to consider a line with thickness greater than 1 pixel (but it's better to use metric dimensions).

These ideas are also valid for scanned text but then we must take care of noise (and Leptonica can help a lot here).

Finally, it's better to consider carefully the opportunity of a binding. As shown with MuPDFD, sometimes the traditional way is still the best way.





## About $\mu$ Talk

$\mu$ Talk is a short and technical paper that shows some unusual, hopefully useful, ideas following the schema “figure  $\rightarrow$  code”. The main topic is always typographic programming in ConT $\text{\E}$ Xt & Lua.

