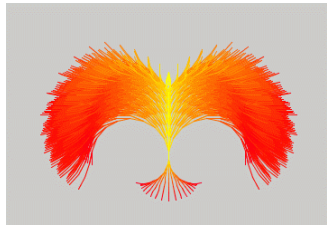


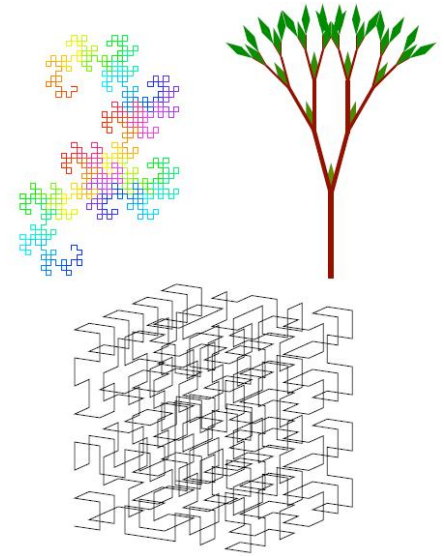
Experimenting with Grammars to Generate L-Systems October 29, 2007

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L-Systems

- Model biological systems and create fractals
- Similar to Chomsky grammars, except all variables are replaced in each step, not just one!
- Successive strings are interpreted as strings of render commands and displayed graphically



English Grammar

- $\langle \text{sentence} \rangle \rightarrow \langle \text{subject} \rangle \langle \text{verb} \rangle \langle \text{direct obj} \rangle$
- $\langle \text{subject} \rangle \rightarrow \langle \text{noun} \rangle \mid \langle \text{article} \rangle \langle \text{noun} \rangle$
- $\langle \text{verb} \rangle \rightarrow \text{hit} \mid \text{ran} \mid \text{ate}$
- $\langle \text{direct obj} \rangle \rightarrow \langle \text{article} \rangle \langle \text{noun} \rangle \mid \langle \text{noun} \rangle$
- $\langle \text{noun} \rangle \rightarrow \text{Fritz} \mid \text{ball}$
- $\langle \text{article} \rangle \rightarrow \text{the} \mid \text{an} \mid \text{a}$

- Variables (shown in $\langle \rangle$) are replaced by right side of arrow

Example: Derive a sentence

- $\langle \text{sentence} \rangle \rightarrow \langle \text{subject} \rangle \langle \text{verb} \rangle \langle \text{direct obj} \rangle$
 $\rightarrow \langle \text{noun} \rangle \langle \text{verb} \rangle \langle \text{direct obj} \rangle$
 $\rightarrow \text{Fritz} \langle \text{verb} \rangle \langle \text{direct obj} \rangle$
 $\rightarrow \text{Fritz hit} \langle \text{direct obj} \rangle$
 $\rightarrow \text{Fritz hit} \langle \text{article} \rangle \langle \text{noun} \rangle$
 $\rightarrow \text{Fritz hit the} \langle \text{noun} \rangle$
 $\rightarrow \text{Fritz hit the ball}$

Parts of an L-System (a type of grammar)

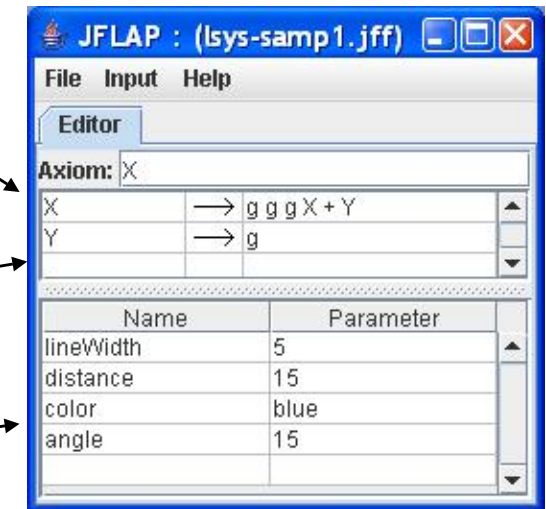
- Defined over an alphabet
- Three parts
 - Axiom (starting place)
 - Replacement rules (replaces all variables at once)
 - Geometric rules (for drawing)
 - g means move forward one unit with pen down
 - f means move forward one unit with pen up
 - + means turn right by the default angle
 - - means turn left by the default angle

Example – lsys-samp1

- Axiom

- Replacement Rules

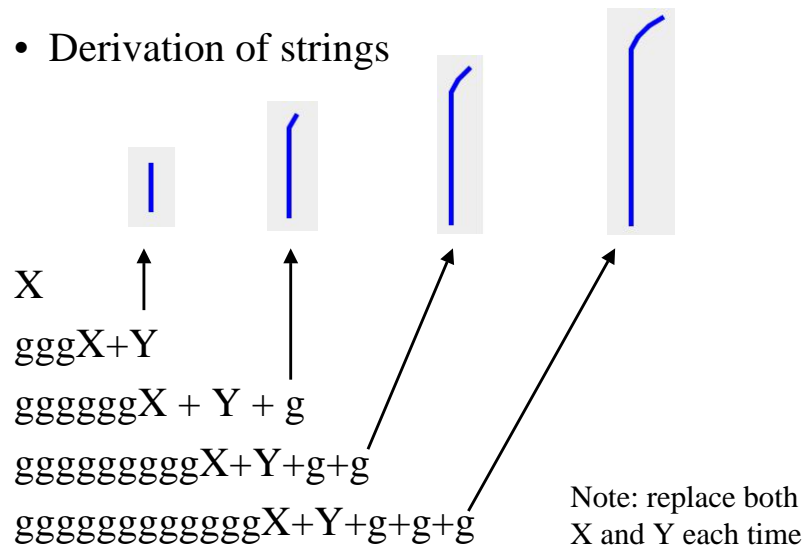
- Geometric Rules



NOTE: Must use spaces as separator between symbols

Example – lsys-samp1(cont)

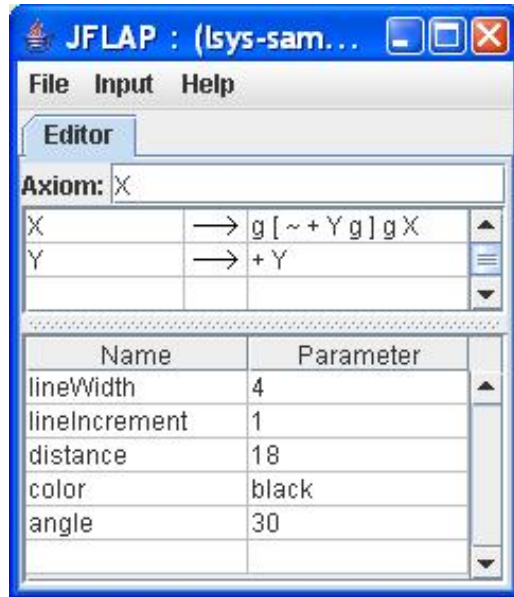
- Derivation of strings



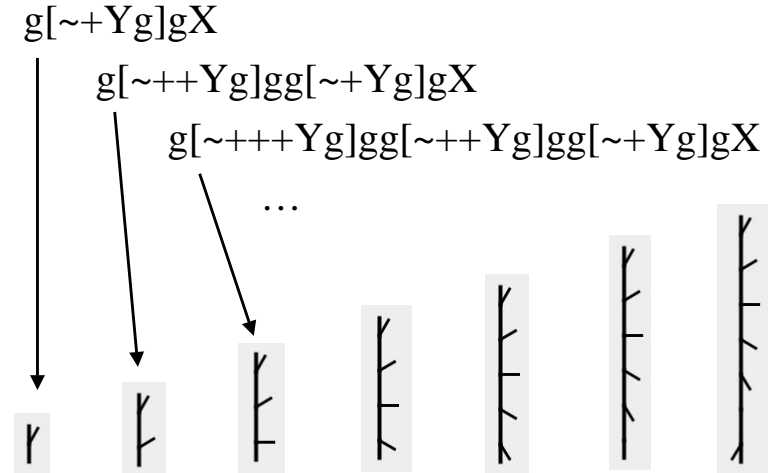
More Geometric rules

- % change direction 180 degrees
- ~ decrement the width of the next lines
- [save in stack current state info
-] recover from stack state info
- { start filled in polygon
- } end filled in polygon

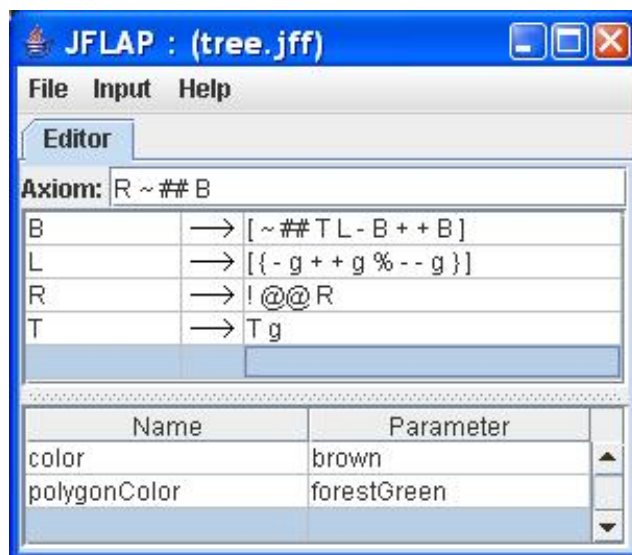
Example – lsys-samp2



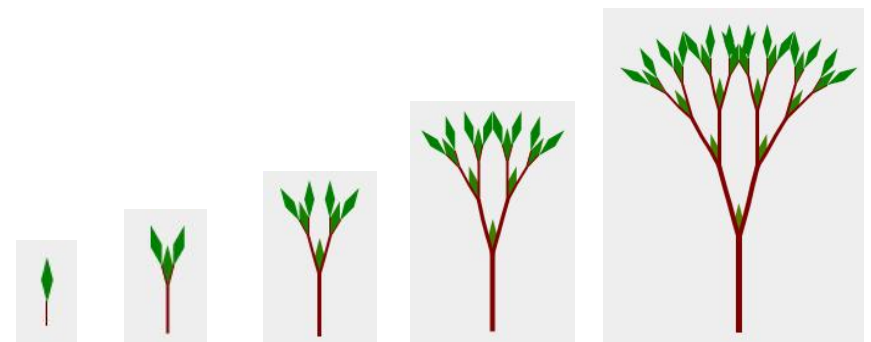
Example – lsys-samp2 (cont)



Example - tree

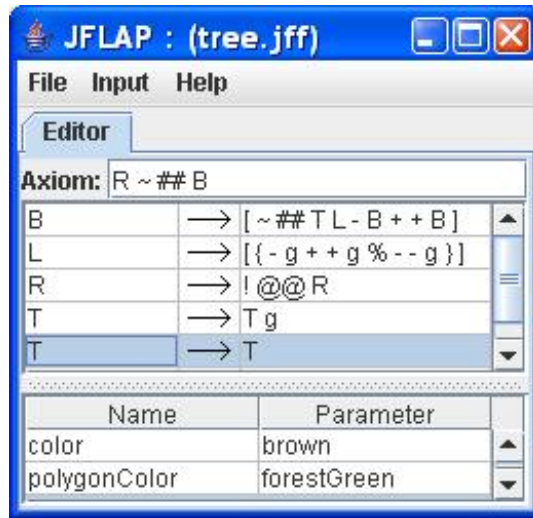


Example – tree rendered



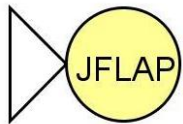
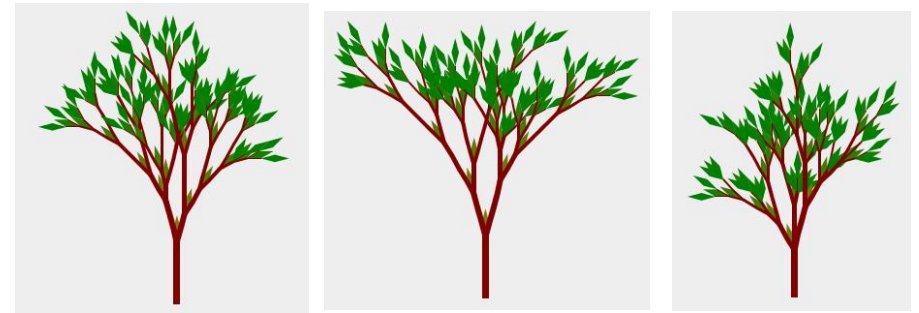
Stochastic Tree

- Add a rule $T \rightarrow T$
- Now there is a choice for T, draw a line or don't



Same Stochastic L-System

- Rendered 3 times, each at 8th derivation

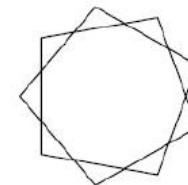


JFLAP

- JFLAP is available for free:
www.jflap.org
- JFLAP was developed by many Duke undergraduates over many years, has many other parts to it for studying theoretical computer science concepts
- JFLAP is downloaded in over 160 countries.
- Duke School of Environment uses L-systems to model pine needles in Duke Forest

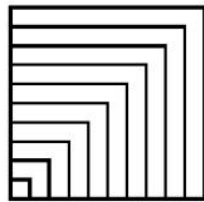
Exercise 1

- Write an L-system for the picture below.
- Symbols needed are: g, + and one variable
- Distance of the line is 100, rendering at 1 draws the first line, each additional render draws another line.



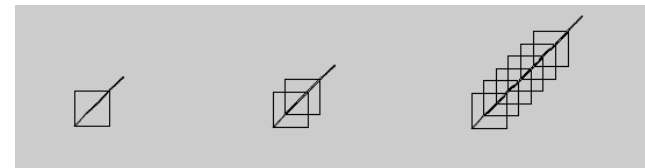
Exercise 2

- Write an L-system for the picture below.
- Symbols may need: g and +
- Distance is set to 10, angle to 90, first rendering draws smallest square, additional render draws next larger square



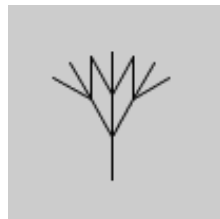
Exercise 3

- Write an L-system for the picture below.
- Symbols may need: g, %, +
- Distance set to 15, angle set to 45, side of square is length 30, first diagonal line is 60
- 1st, 2nd and 6th renderings shown



Exercise 4

- Write an L-system for the picture below (this is a sample tree to focus on branching, don't look at the tree from before).
- Symbols may need: g, +, -, []
- angle set to 30, distance set to 20
- 3rd rendering shown



Exercise 5

- Write an L-system for the picture below.
- Symbols may need: g, +, -, []
- Angle set to 90, distance set to 15
- Shows 1st, 2nd and 3rd renderings

