

Symbol and Production implementation

The idea is to be able to apply a parametric L-system, a trivial example being something like

$w: A(1)$

$P_0: A(s) \rightarrow F(s) A(s/r)$

where r is an externally defined constant.

The way I dealt with this is something like the following.

- Symbols (o.g. A, F) are essentially user-defined objects, so the user is responsible (for the moment) for constructing a symbol that does what they want.
- User constructed symbols are, of course, restricted, specifically to implement the Symbol trait, which gives any symbol a set of known functions (i.e., an interface).
- The Symbol traits are representation, evaluate, and produce.

• representation: How the symbol is written down in an L-string.

• produce(constants): The set of new Symbol instances this Symbol expands into as an L-string containing it is read/interpreted, based on

a) This symbol's internal state (its parameters), Σ

b) A set of externally defined constants, C

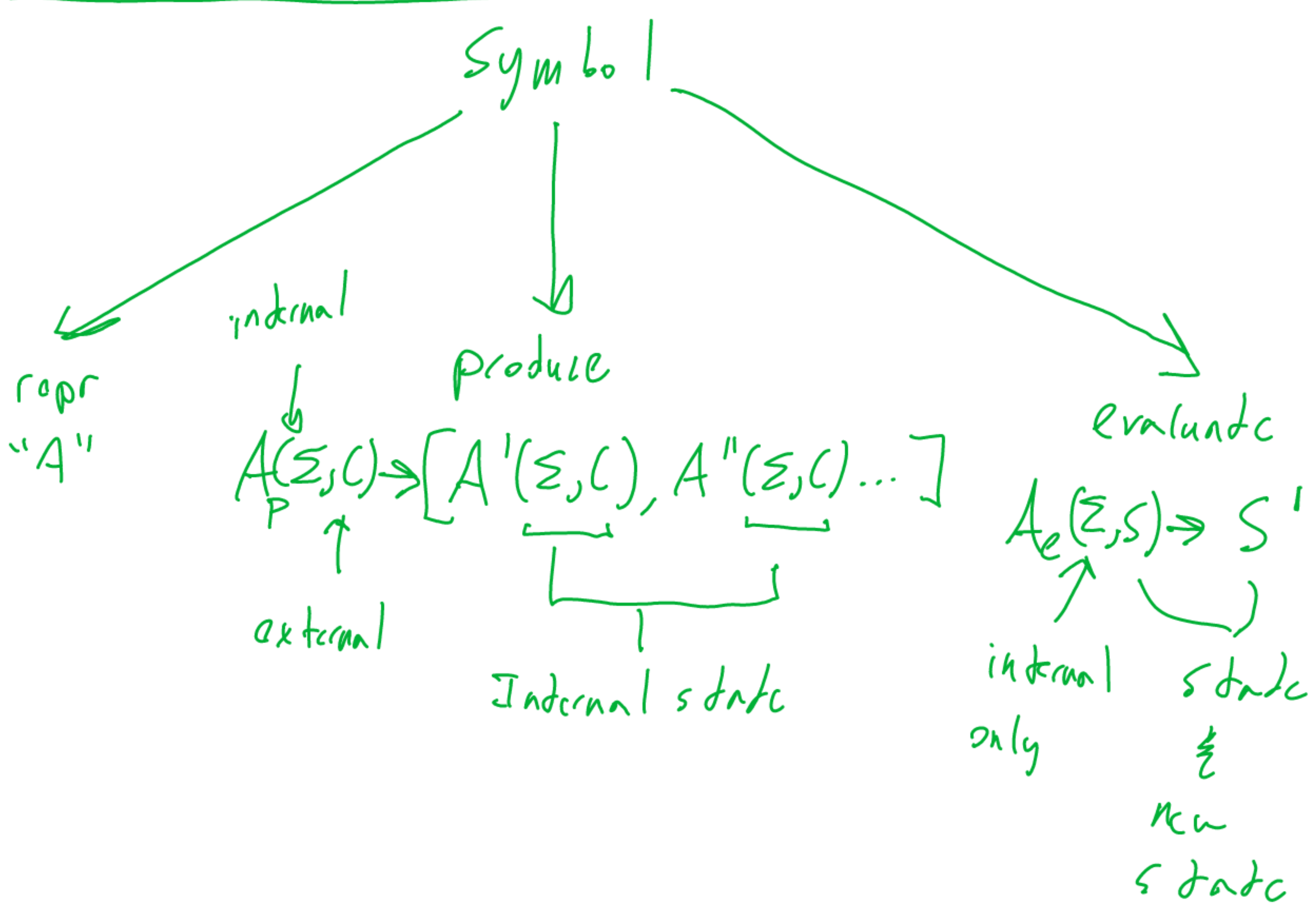
So produce is a function that takes in itself and a set of externally defined constants C and produces a new set of symbol structs with their own, new, internal state

$$f_n \text{ produce } (\$self, \$C) \Rightarrow [S_0, S_1, \dots]$$

• evaluate: How the symbol acts on a state (e.g. move the turtle forward, turn left, etc.) based only on its internal parameters Σ .

So it is a function that takes itself, and a state, and uses its internal state (parameters) to modify the incoming state to produce a new state.

$$f_n \text{ evaluate } (\$self, \$state) \Rightarrow \text{state}$$



For example, let's evaluate
the system

w: $A()$

p_0 : $A(s) \Rightarrow F(s) A(s)$

p_1 : $F(s) \Rightarrow F(s)$ (Implicit)

The first thing to do
is to construct the A & F
symbols

Let $A = A(\overbrace{[s_A]})$

and $F = F(\overbrace{[s_F]})$

such that A and F are
both not much more than
wrappers around a vector expected
to contain the single parameter " s ".

Next, we need to implement the
symbol traits for A and F

$A.\text{representation}(self) = "A([s_A])"$

$A.\text{produce}(self, C) = F([s_A]) A(\overbrace{[s_A/R]})$

(Roughly, $A.\text{produce} \sim A(s)$)

$A.\text{evaluate}(self, S) = \text{"Move } S \text{ forward by } s_A"$

(This is just an example)

$F.\text{representation}(self) = "F([s_F])"$

$F.\text{produce}(self, C) = F([s_F])$

(C is ignored, here)

(Again, roughly $F.\text{produce} \sim F(s)$)

$F.\text{evaluate}(self, S) = \text{"Move } S \text{ forward by } s_F"$

(A and F apply the same instruction
to S).

It's important to note here that
when we write e.g. $A([s])$, we
are constructing a new A symbol
with internal state $s_A = s$.

So now we may interpret/evaluate the system

$\omega: A(1)$

$P_0: A(s) \Rightarrow F(s) A(\frac{s}{R})$

$P_1: F(s) \Rightarrow F(s)$

define: $C = [(R=1.456)]$

We start at ω , and read

$A(1)$ as $A([s_A=1])$, i.e.

construct the symbol A for internal state $s_A=1$.

We then produce $A([s_A=1])$, to get

$$A([s=1])_{\text{produce}}(C) = F([s=1]) A([s=\frac{1}{R=1.456}]) \\ = F([1]) A([\frac{1}{1.456}])$$

which we may produce again, of course, as follows

$$F([1])_{\text{produce}}(C) = F([s=1]) = F([1])$$

$$A([\frac{1}{1.456}])_{\text{produce}}(C) = F([s=\frac{1}{1.456}]) A([\frac{1}{1.456}]) \\ = F([\frac{1}{1.456}]) A([\frac{1}{1.456}])$$

The resultant L-string is the linear combination of these productions, so

$$F([1]) A([\frac{1}{1.456}]) = F([1]) F([\frac{1}{1.456}]) A([\frac{1}{1.456}])$$

which is what we want/expect.

Now, how could we improve this?

- Named parameters? (Internal state, constants)
- optional constants? (e.g. not ignoring them in F , but not passing them in at all)
- ?