

## Functional Geometry

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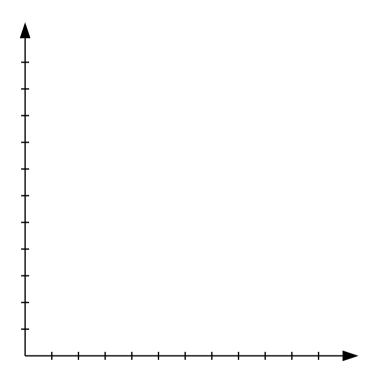
**Abstract.** An algebra of pictures is described that is sufficiently powerful to denote the structure of a well-known Escher woodcut, Square Limit. A decomposition of the picture that is reasonably faithful to Escher's original design is given. This illustrates how a suitably chosen algebraic specification can be both a clear description and a practical implementation method. It also allows us to address some of the criteria that make a good algebraic description.

**Keywords:** Functional programming, graphics, geometry, algebraic style, architecture, specification.

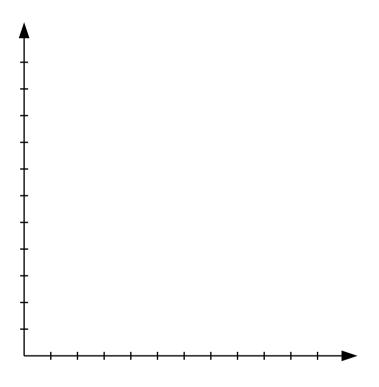
A picture is an example of a complex object that can be described in terms of its parts.

Let us define a picture as a function which takes three arguments, each being two-space vectors and returns a set of graphical objects to be rendered on the output device.

george



also george



still george

