



Functional Geometry

Peter Henderson

Department of Electronics and Computer Science

University of Southampton

Southampton, SO17 1BJ, UK

p.henderson@ecs.soton.ac.uk

<http://www.ecs.soton.ac.uk/~ph>



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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.

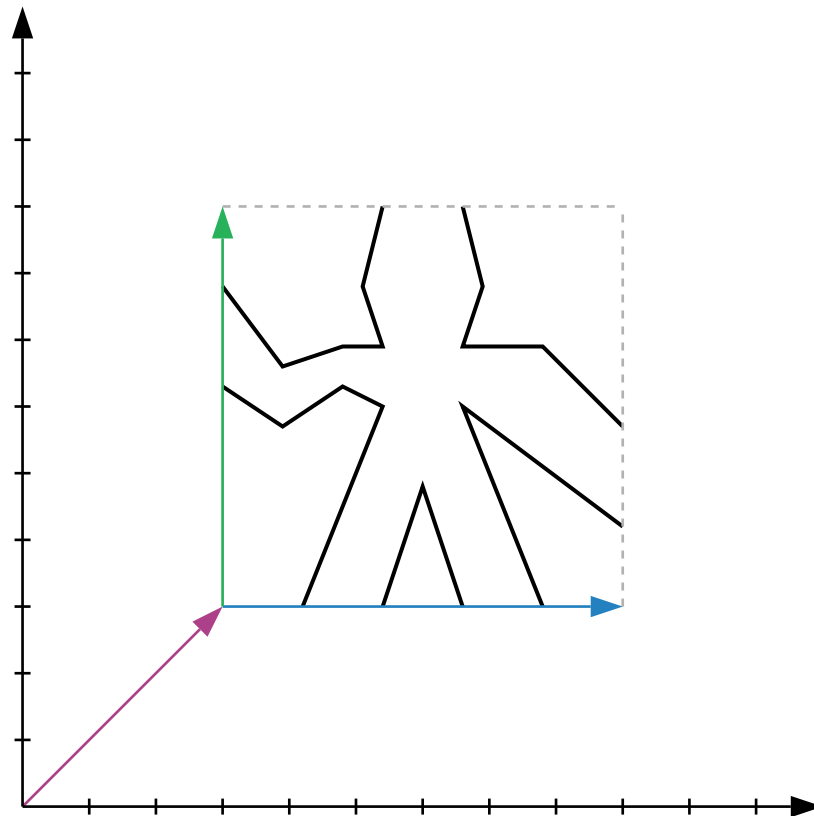
A **picture** is an example
of a **complex object** that
can be described in terms
of its **parts**.

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.

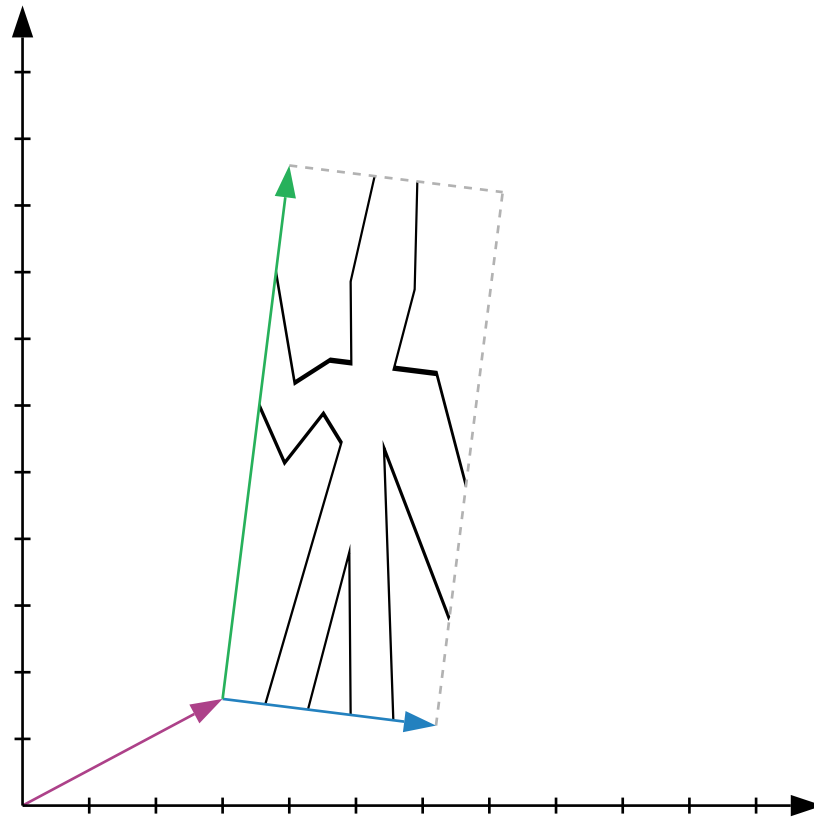
```
type Box = { a : Vector  
             b : Vector  
             c : Vector }
```

```
type Picture = Box -> Rendering
```

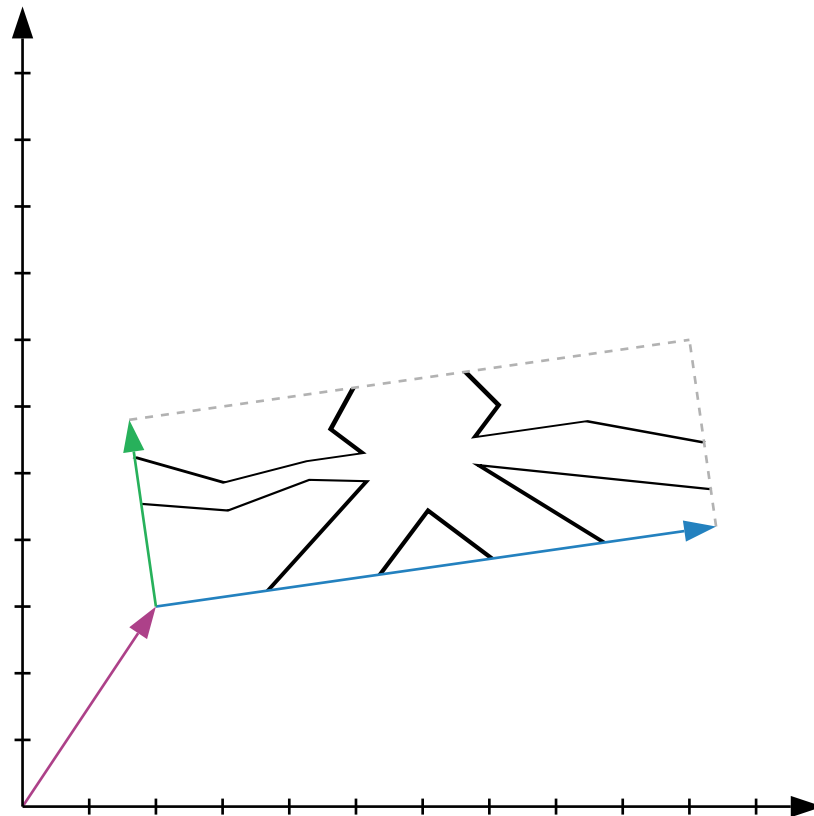
george



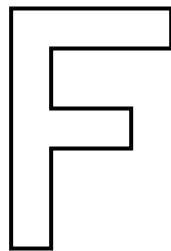
also george



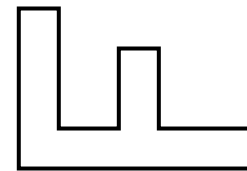
still george



turn



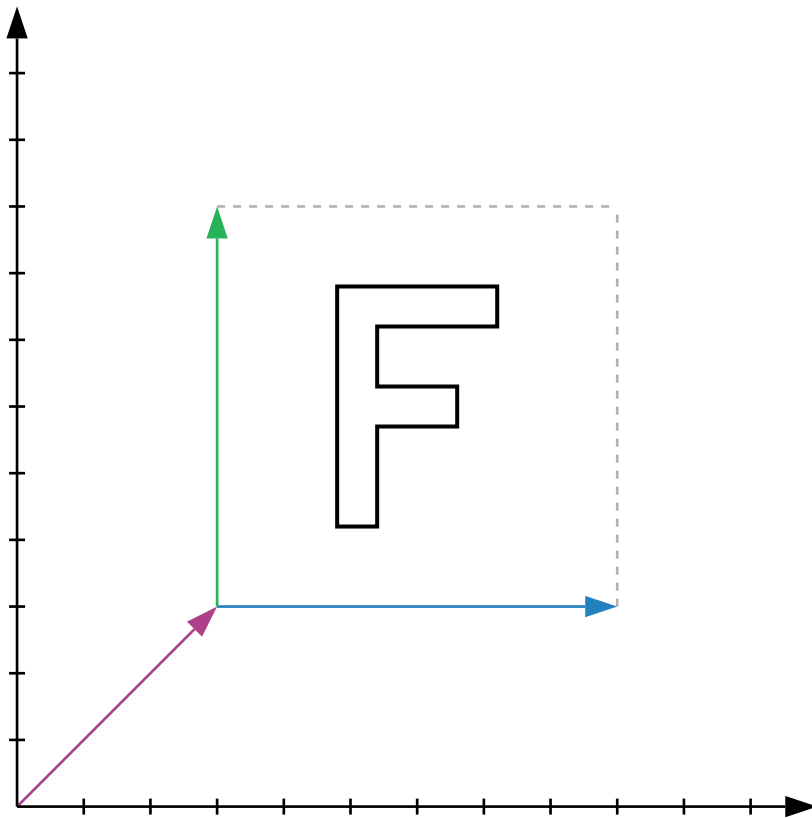
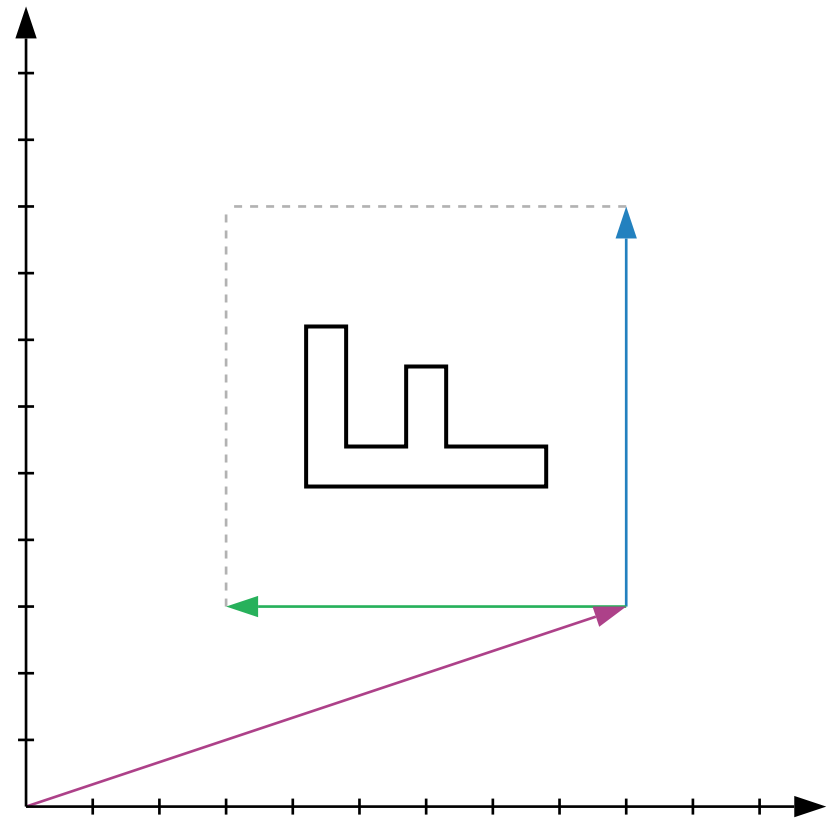
=>



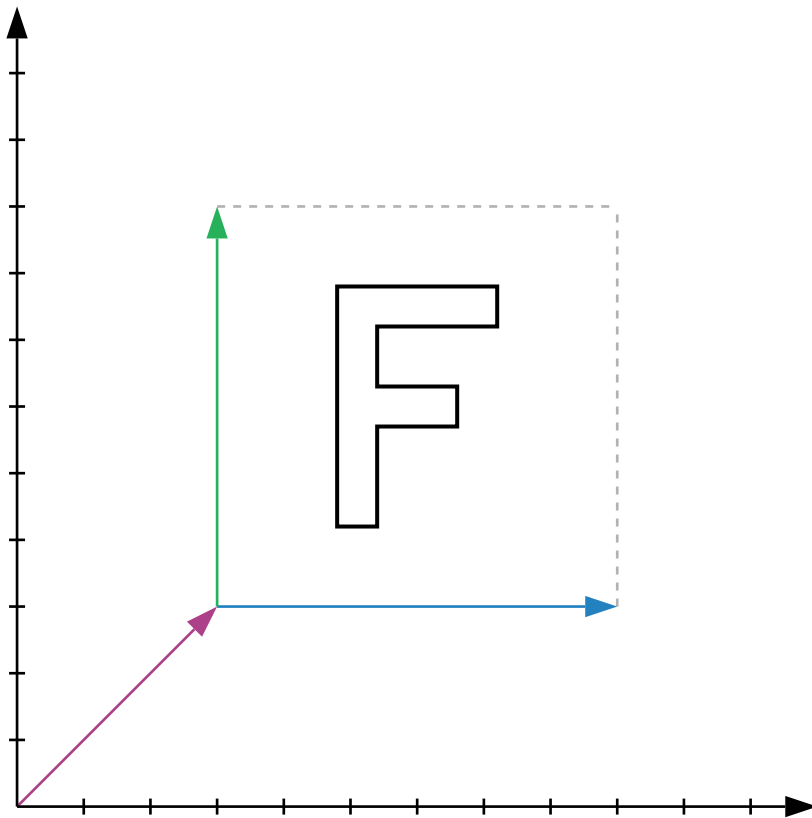
```
turnBox : Box -> Box
turnBox { a, b, c } = { a = add a b
                        , b = c
                        , c = neg b }
```

```
turn : Picture -> Picture
turn p = turnBox >> p
```

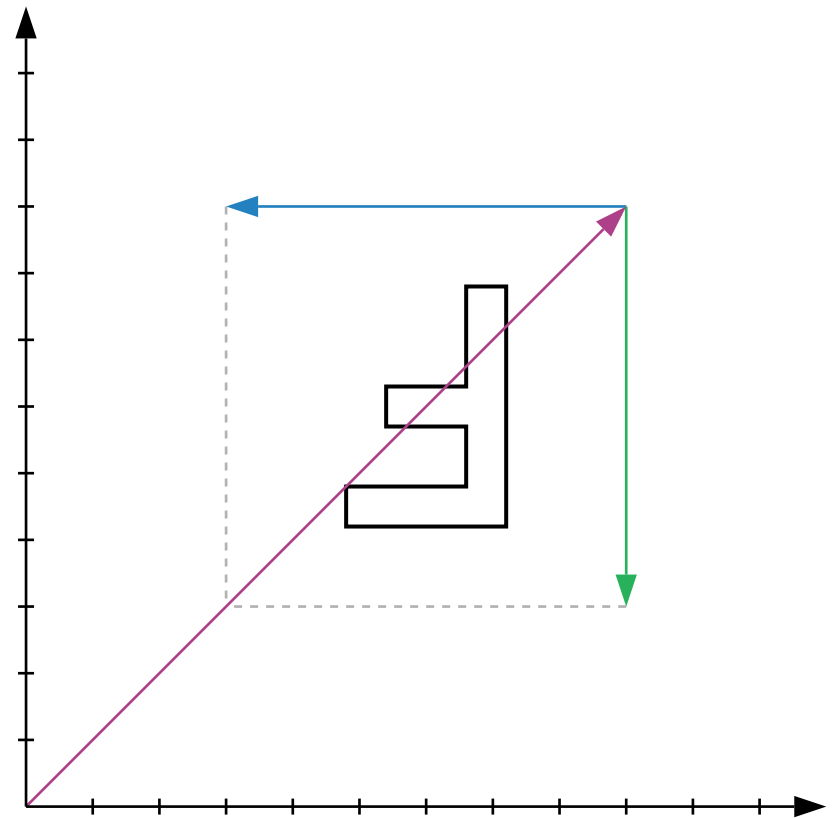
turn

 \Rightarrow 

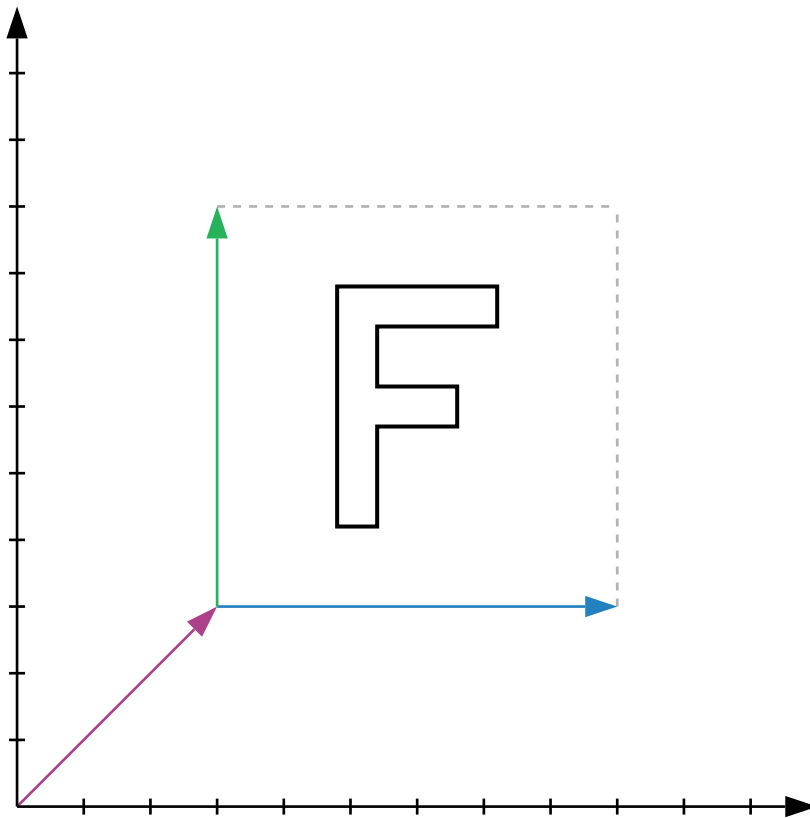
turn >> turn



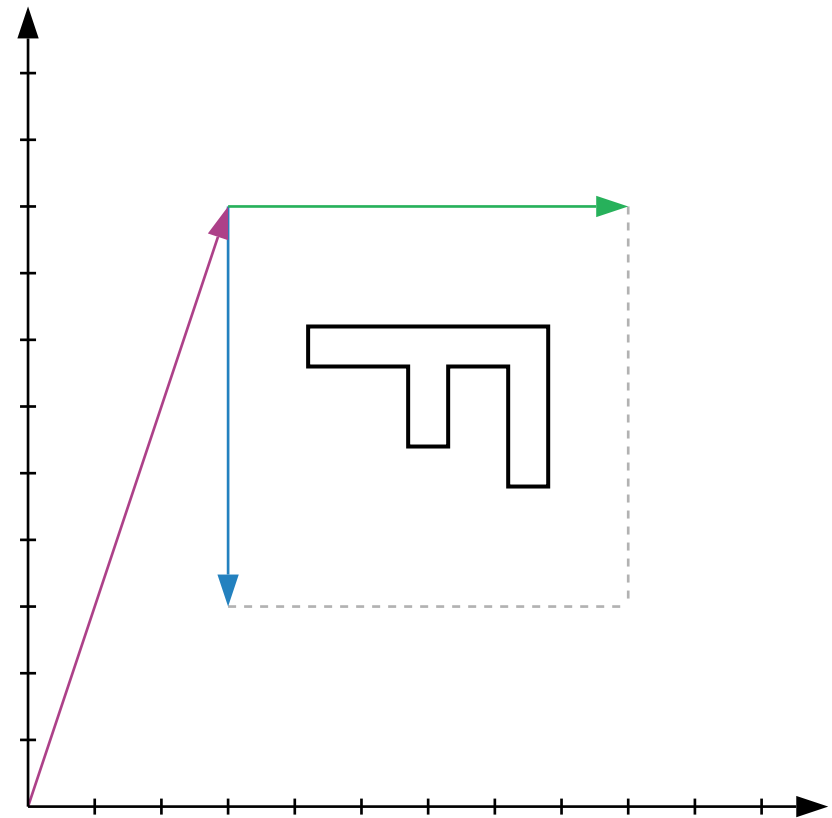
=>



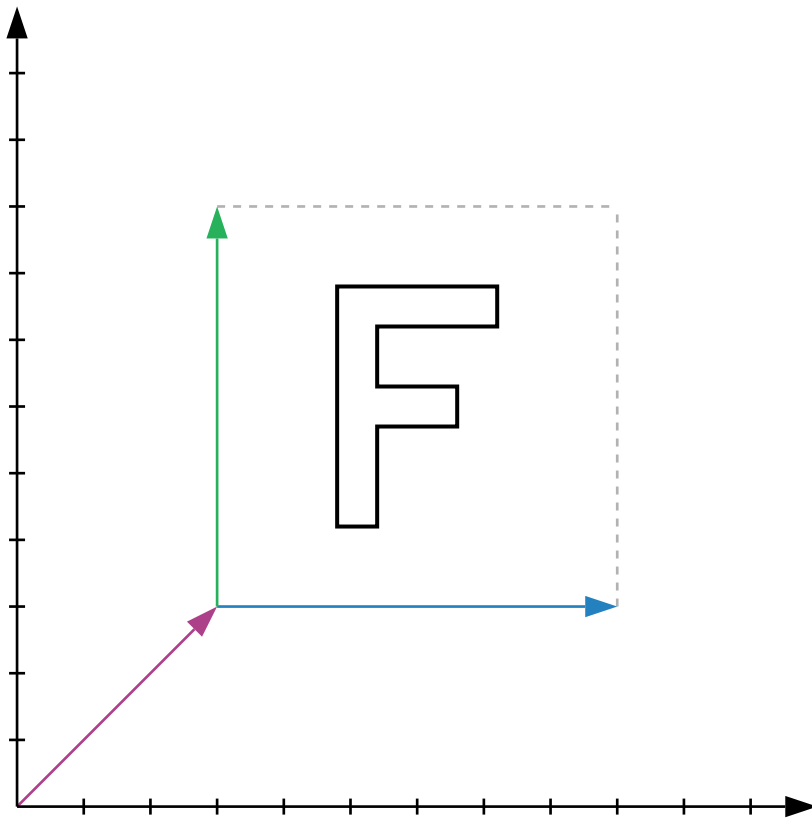
turn >> turn >> turn



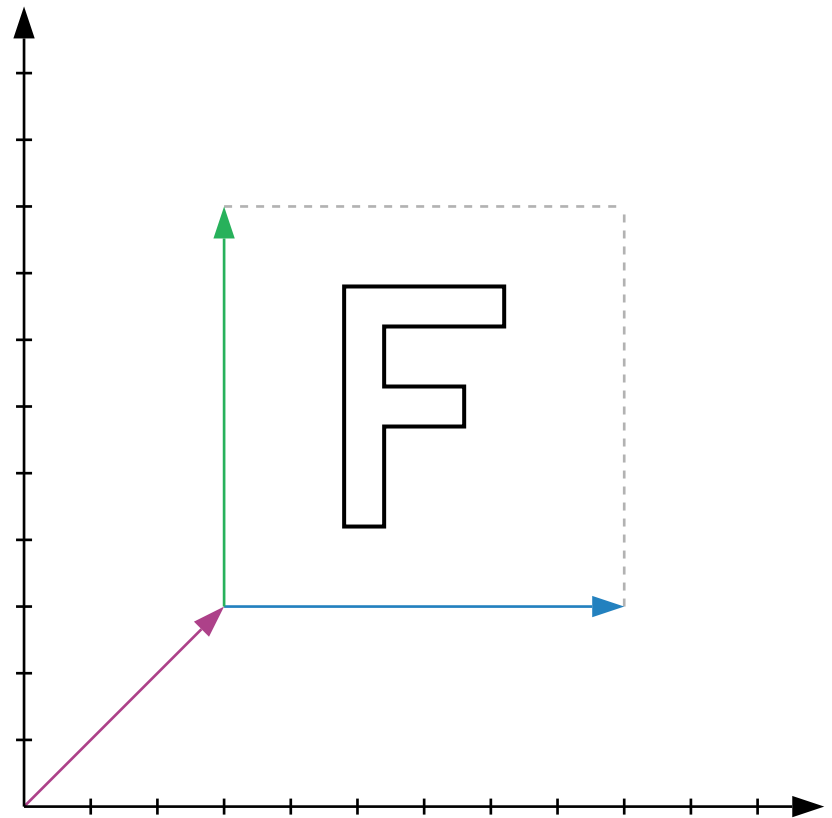
=>



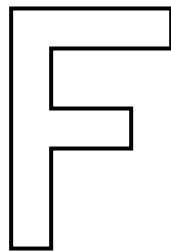
turn >> turn >> turn >> turn



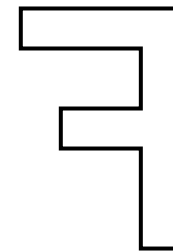
=>



flip



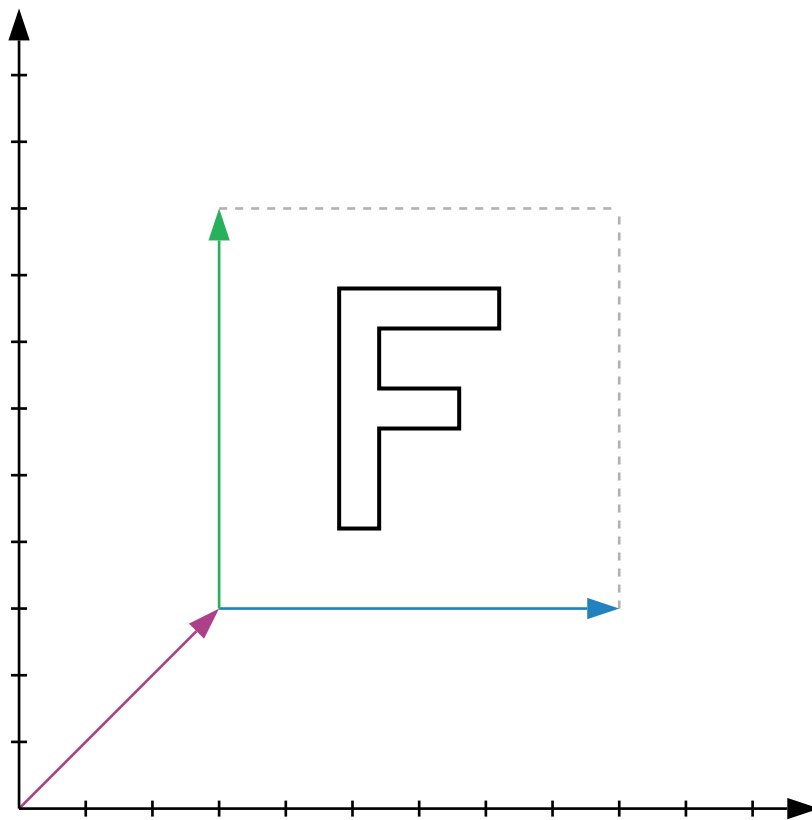
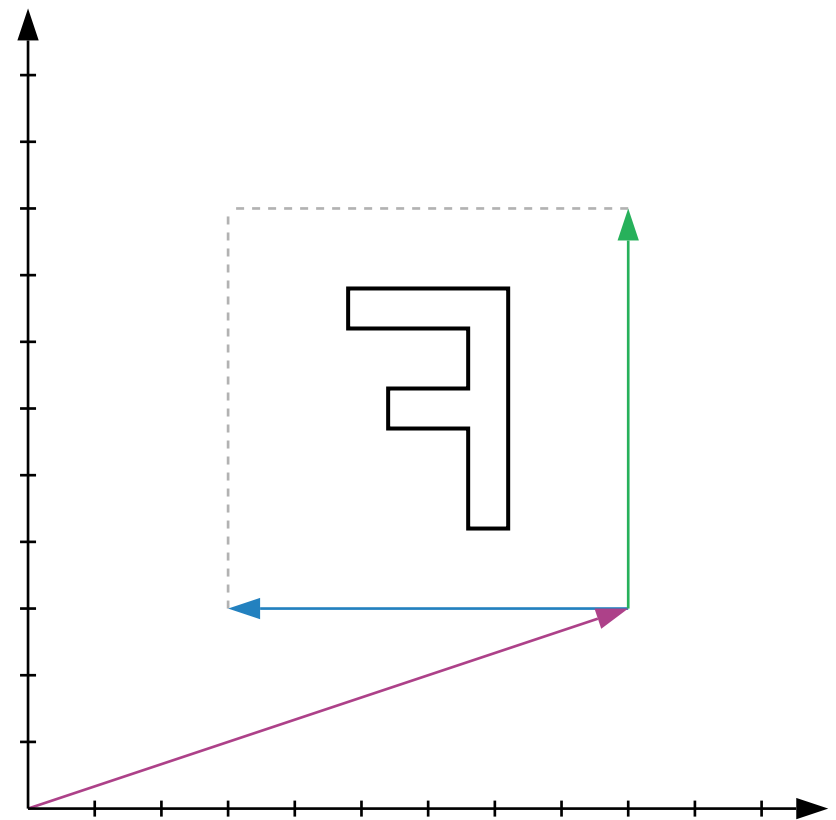
=>



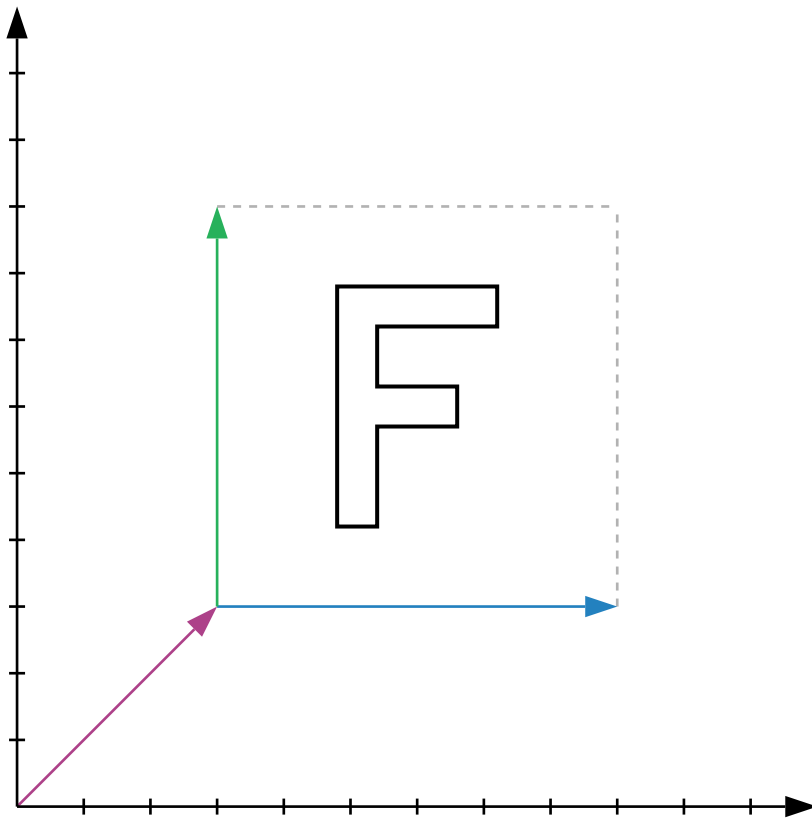
```
flipBox : Box -> Box
flipBox { a, b, c } = { a = add a b
                        , b = neg b
                        , c = neg c }
```

```
flip : Picture -> Picture
flip p = flipBox >> p
```

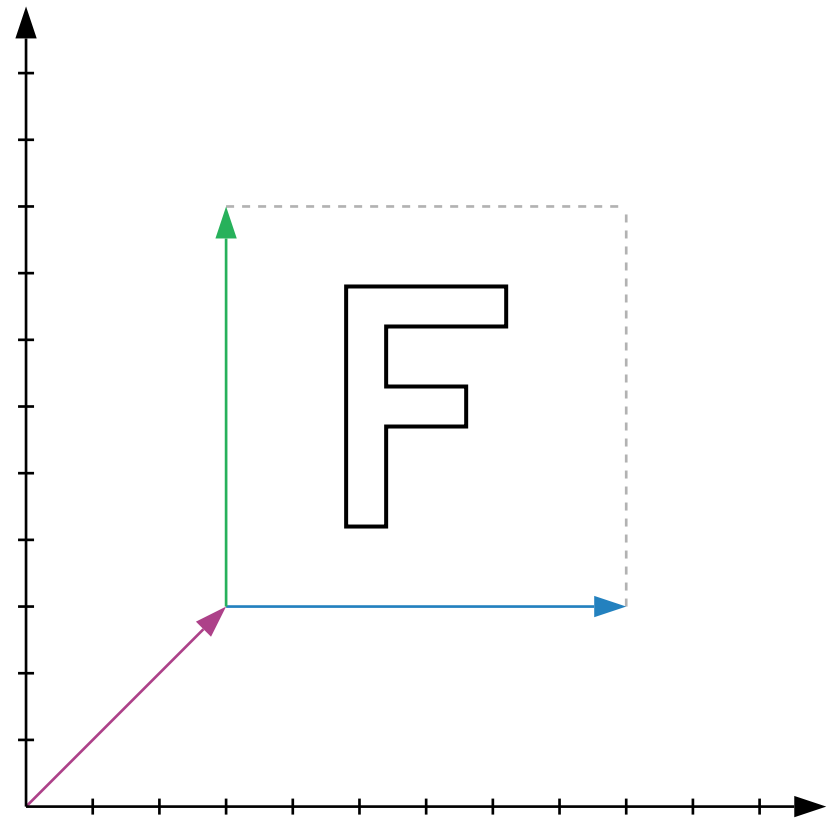

flip

 \Rightarrow 

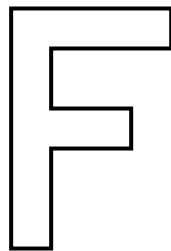
flip >> flip



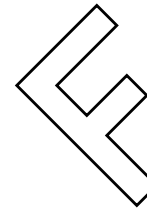
=>



toss



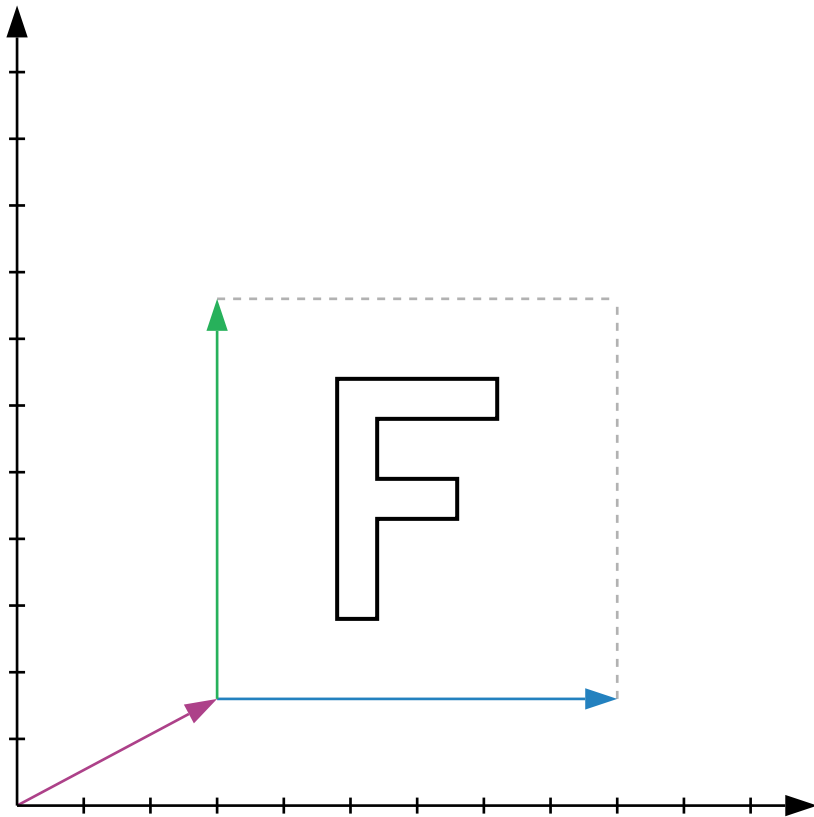
=>



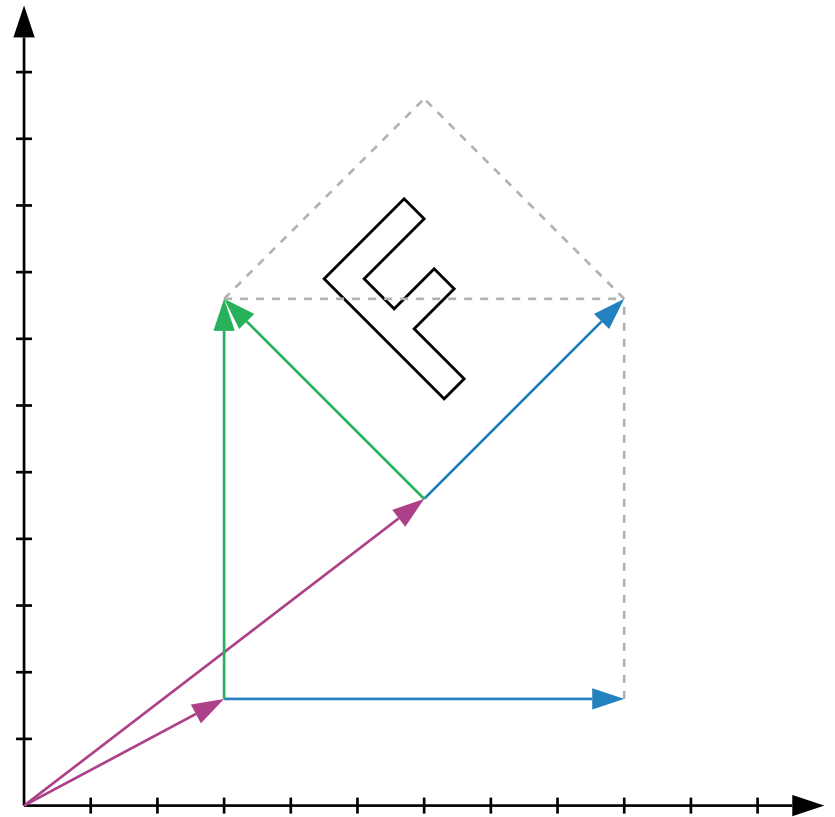
```
tossBox : Box -> Box
tossBox { a, b, c } =
  { a = add a (scale 0.5 (add b c))
    , b = scale 0.5 (add b c)
    , c = scale 0.5 (sub c b) }
```

```
toss : Picture -> Picture
toss p = tossBox >> p
```

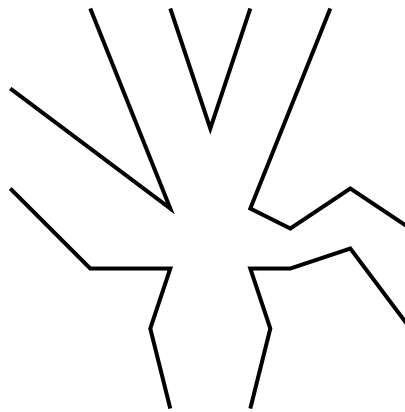
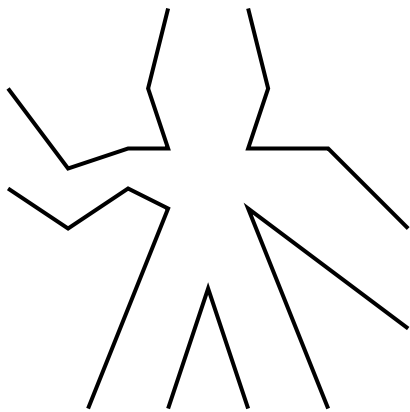
toss



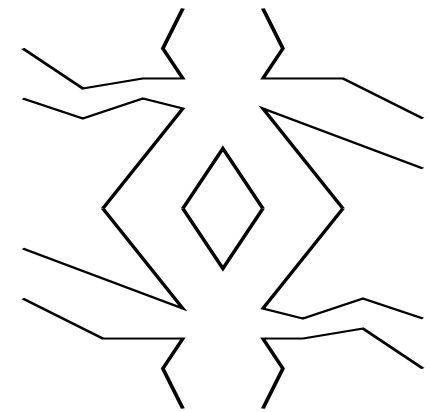
=>



above george ((turn >> turn) george)



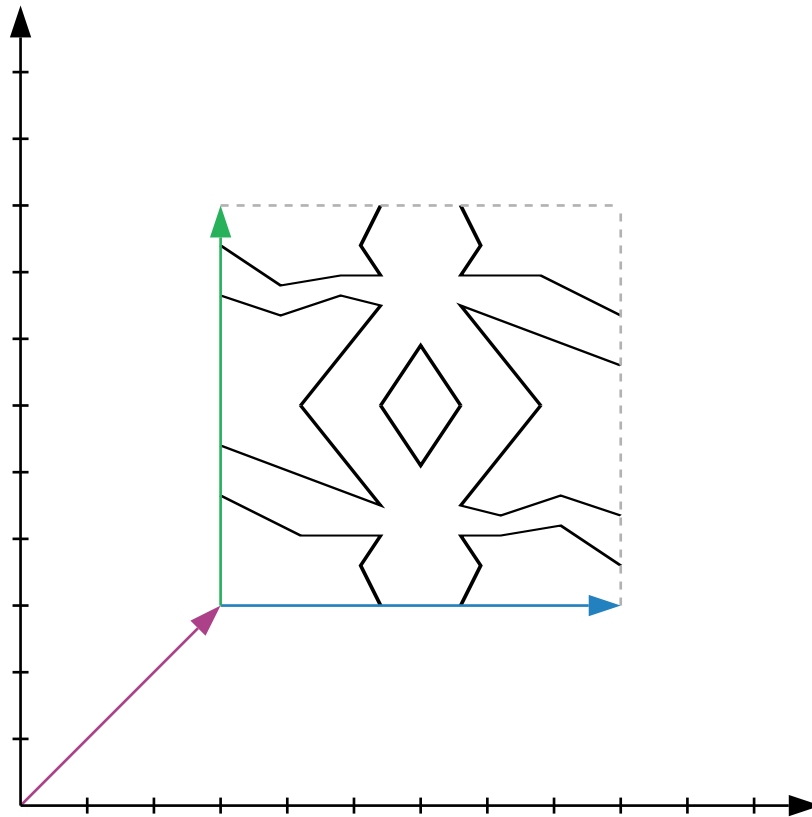
=>



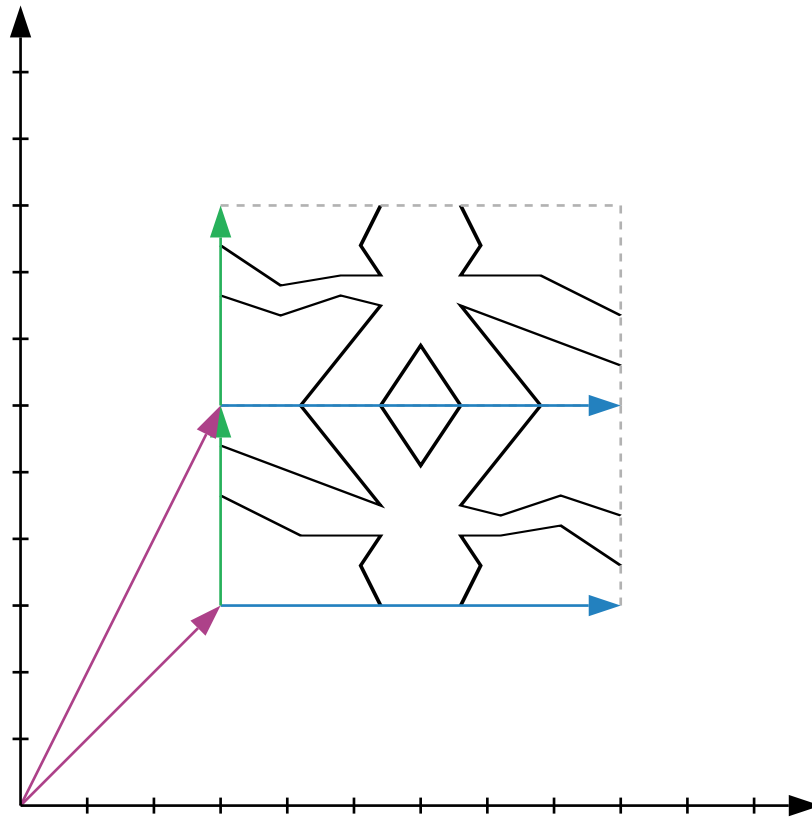
```
aboveRatio : Int -> Int -> Pic -> Pic -> Pic
aboveRatio m n p1 p2 =
    \box ->
        let
            f = m / (m + n)
            (b1, b2) = splitVertically f box
        in
            (p1 b1) ++ (p2 b2)

above : Pic -> Pic -> Pic
above p1 p2 = aboveRatio 1 1
```

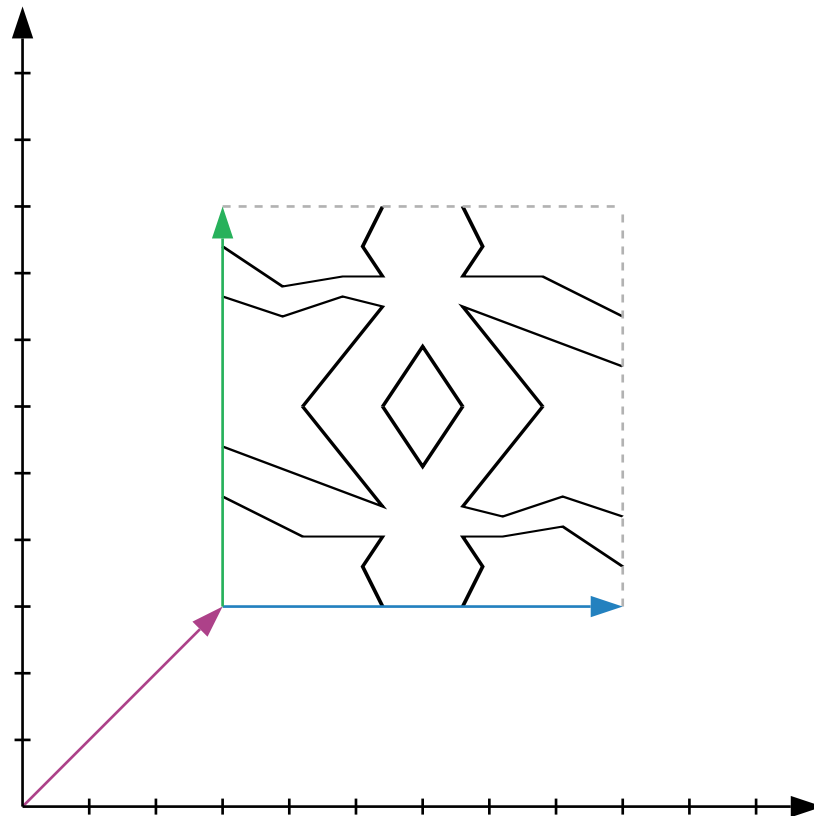
above george ((turn >> turn) george)



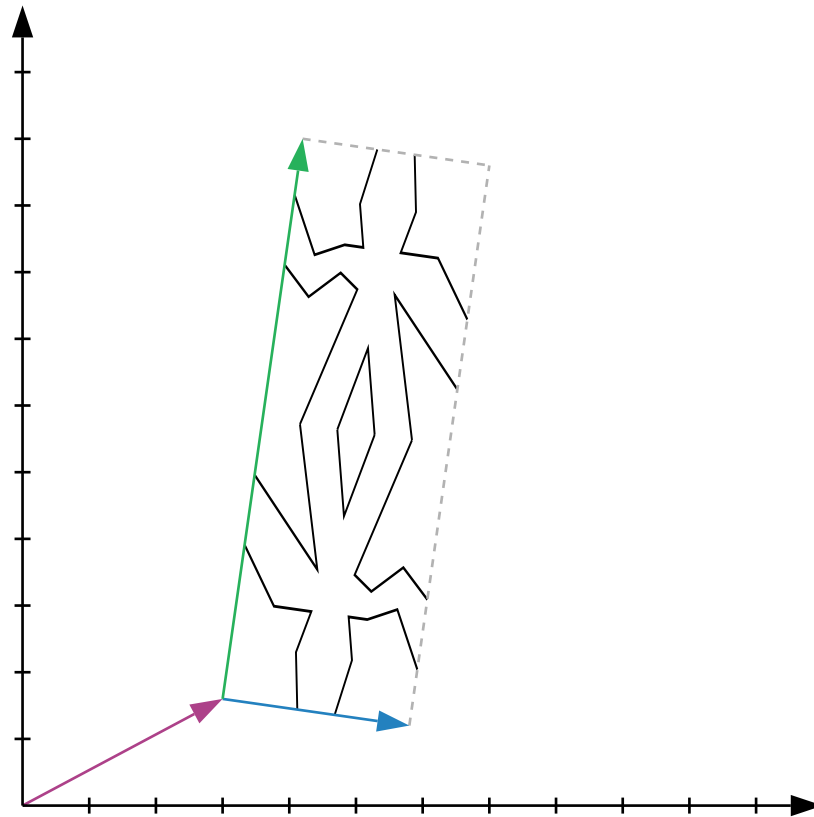
above george ((turn >> turn) george)



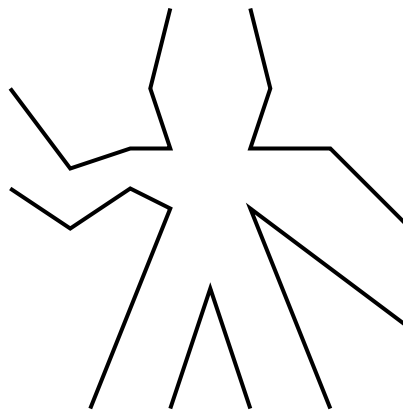
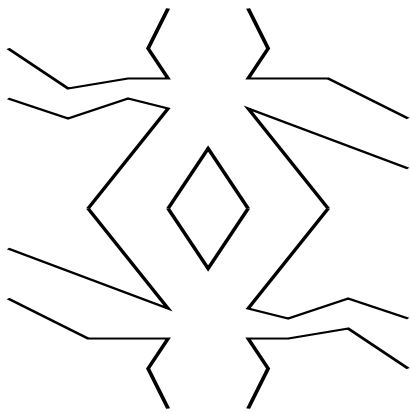
mirrorgeorge



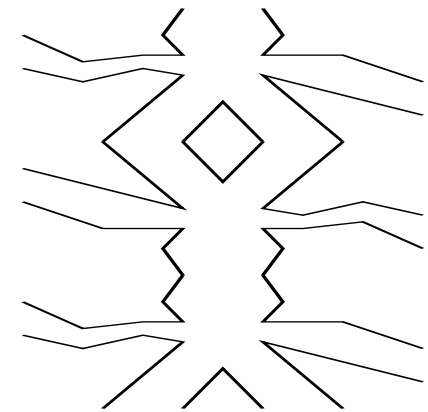
mirrorgeorge



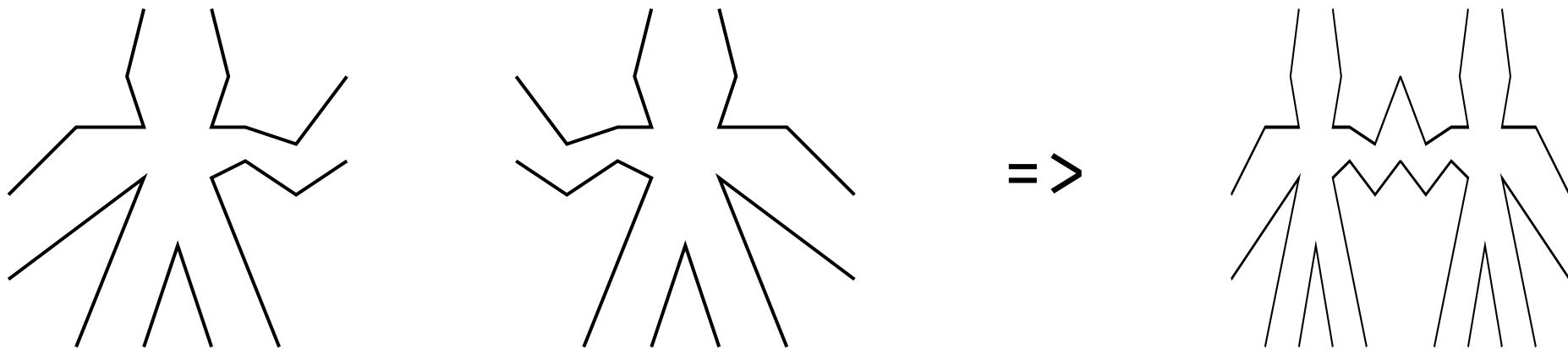
aboveRatio 2 1 mirrorgeorge george



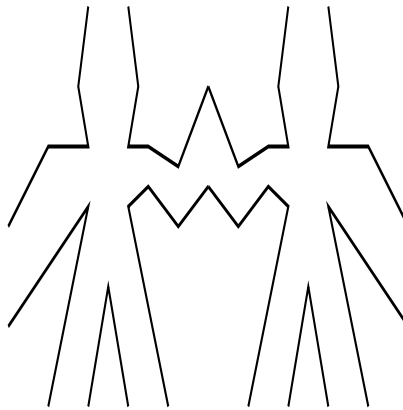
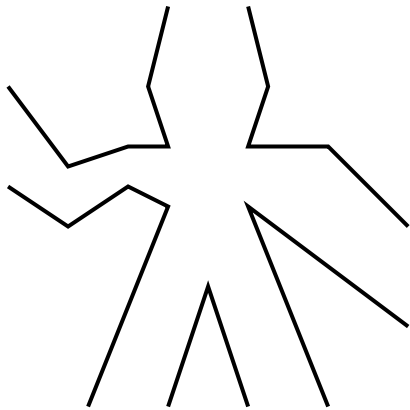
=>



beside (flip george) george



besideRatio 1 2 george twingeorge



=>

