



# Algorithmically Generated Plants

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## INTRODUCTION

A brief overview of fractals, L-systems, and how we can generate more realistic plant life.

## FRACTALS

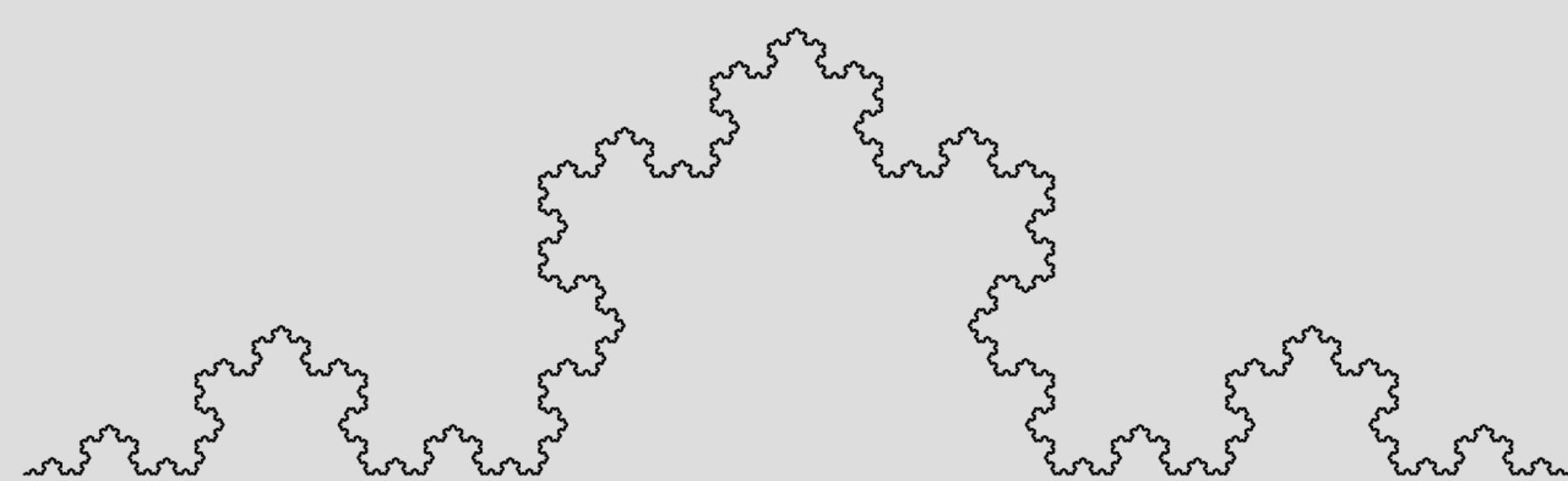
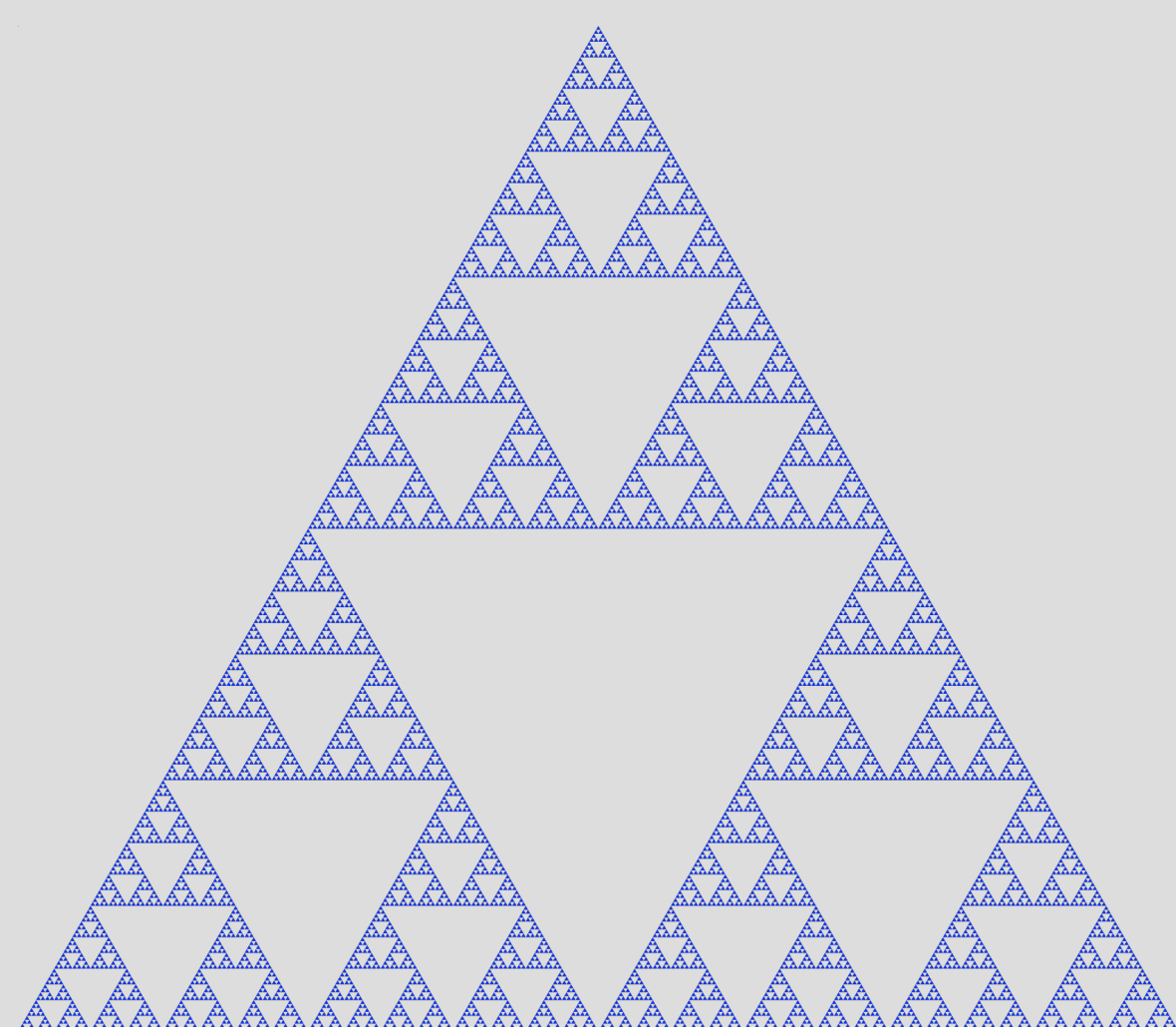
Coined in 1975 by Benoit Mandelbrot.

Fractals are a *self-similar* subset of Euclidean space.

Defined as a rough-edged figure whose dimension is some noninteger.



Fractals more closely relate to natural objects like snowflakes, plants, or the coastline of Britain.



## REFERENCES

1. Przemyslaw Prusinkiewicz, et al. *The Algorithmic Beauty of Plants*. New York, NY Springer New York, 1990.
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3. [https://en.wikipedia.org/wiki/Hilbert\\_curve](https://en.wikipedia.org/wiki/Hilbert_curve)
4. [https://en.wikipedia.org/wiki/Coastline\\_paradox](https://en.wikipedia.org/wiki/Coastline_paradox)
5. [http://www.hiddendimension.com/FractalMath/LSystem\\_Fractals\\_Main.html](http://www.hiddendimension.com/FractalMath/LSystem_Fractals_Main.html)
6. [https://en.wikipedia.org/wiki/Barnsley\\_fern](https://en.wikipedia.org/wiki/Barnsley_fern)
7. [https://en.wikipedia.org/wiki/Affine\\_transformation](https://en.wikipedia.org/wiki/Affine_transformation)

## L-SYSTEMS

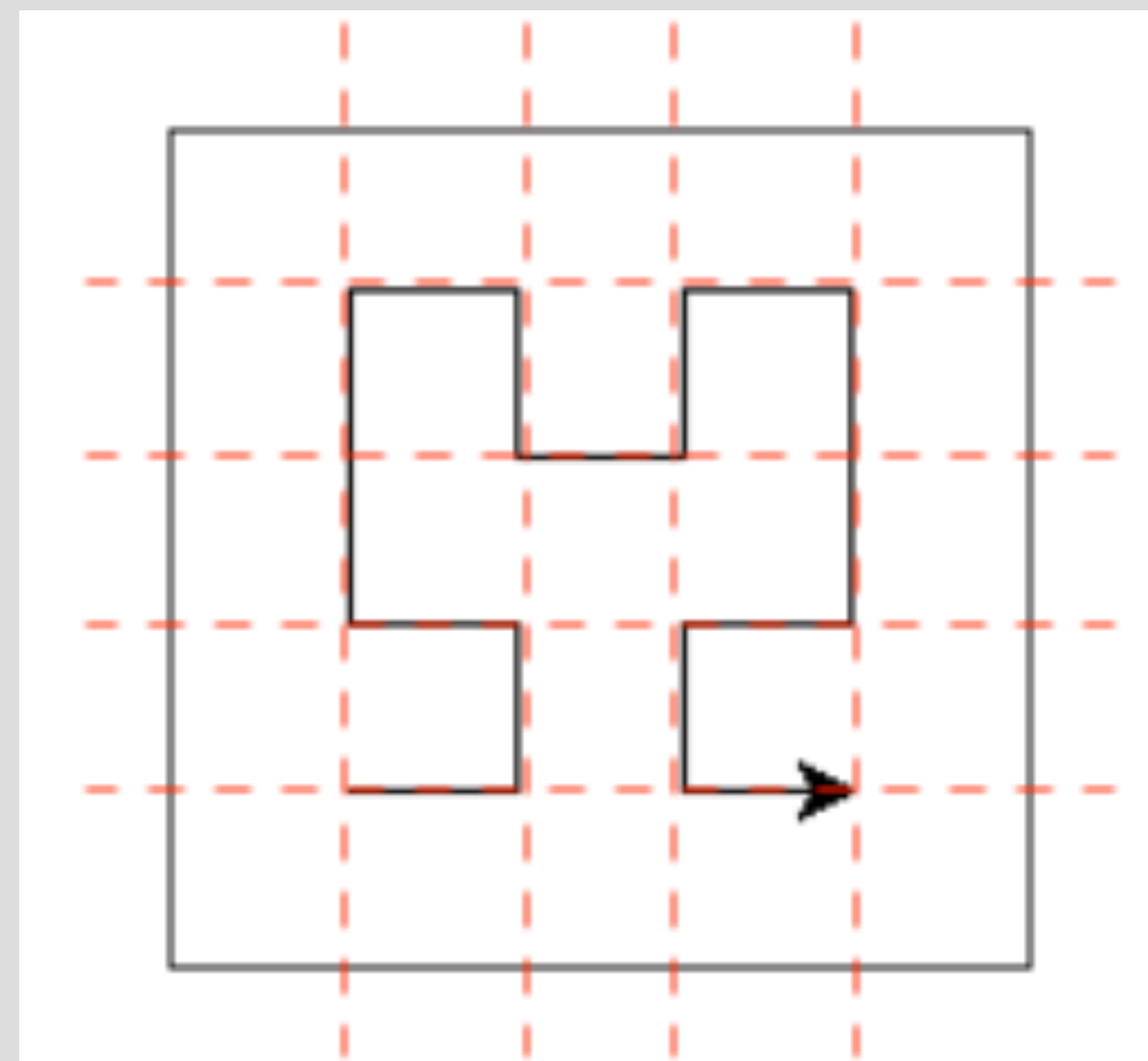


Figure 1. Modified image of a 2nd order Hilbert Curve as interpreted by a Turtle

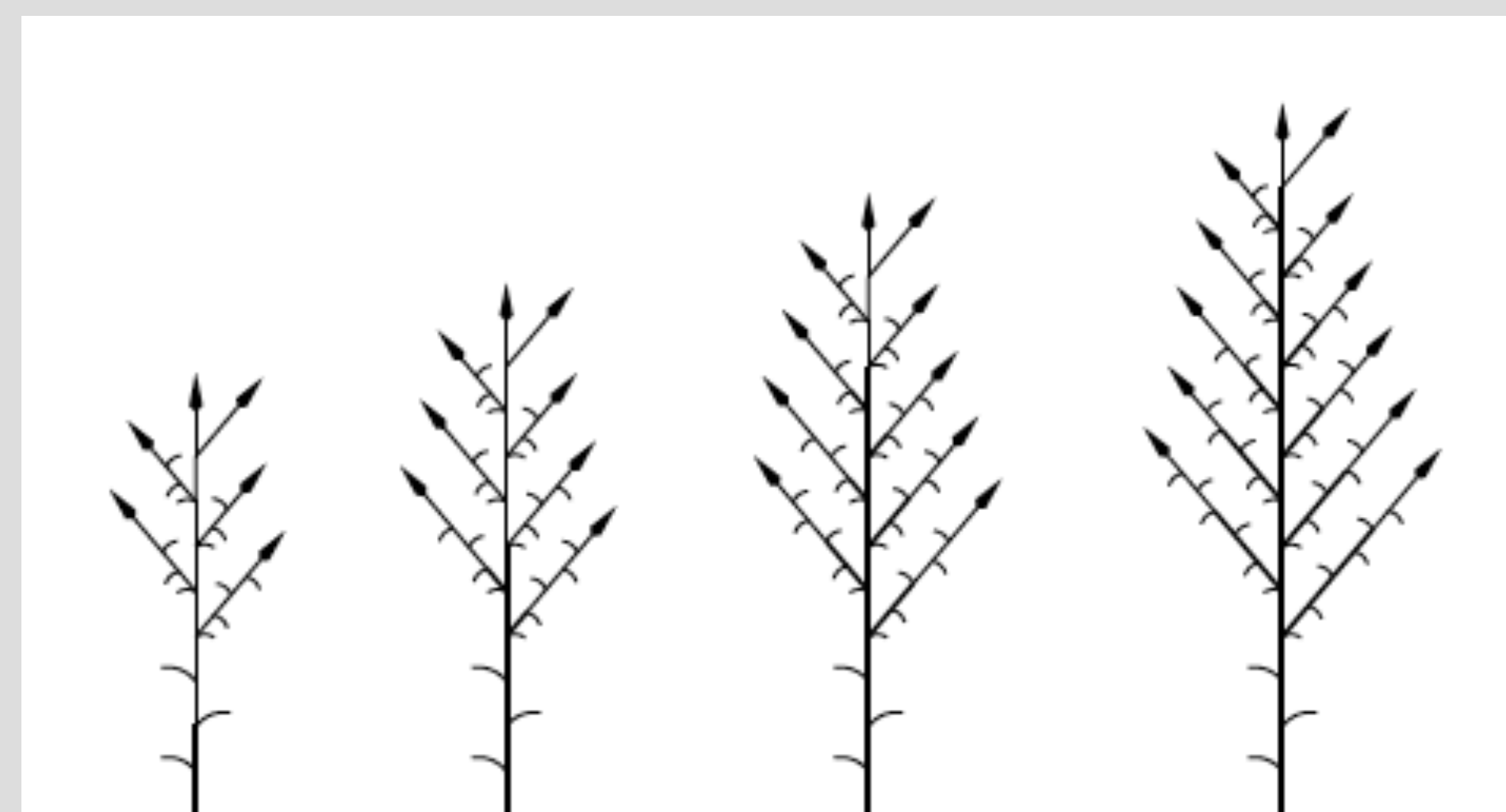
Lindenmeyer Systems, or L-Systems, were developed in 1968 for the explicit purpose of studying plant morphology and development.

A type of formal grammar, L-Systems are comprised of production rules that can be used to generate unique strings or models.

The following is an L-System that generates a Hilbert Curve:

$$\begin{aligned} \omega &: L \\ p_1 &: L \rightarrow +RF - LFL - FR+ \\ p_2 &: R \rightarrow -LF + RFR + FL- \end{aligned}$$

The recursive nature of L-systems allows for *self-similarity*. Whatever is generated will look natural as a result and increasing levels of recursion will result in what looks like growth.



Growth itself is determined by a function which describes the number of symbols in a string in terms of its derivation length.

To prevent artificial regularity, probability is introduced.

Stochastic L-Systems allow the plant more variation and can be used in an evolutionary context by randomizing either the Turtle interpretation or by modifying the L-System and affecting its topology and geometry.

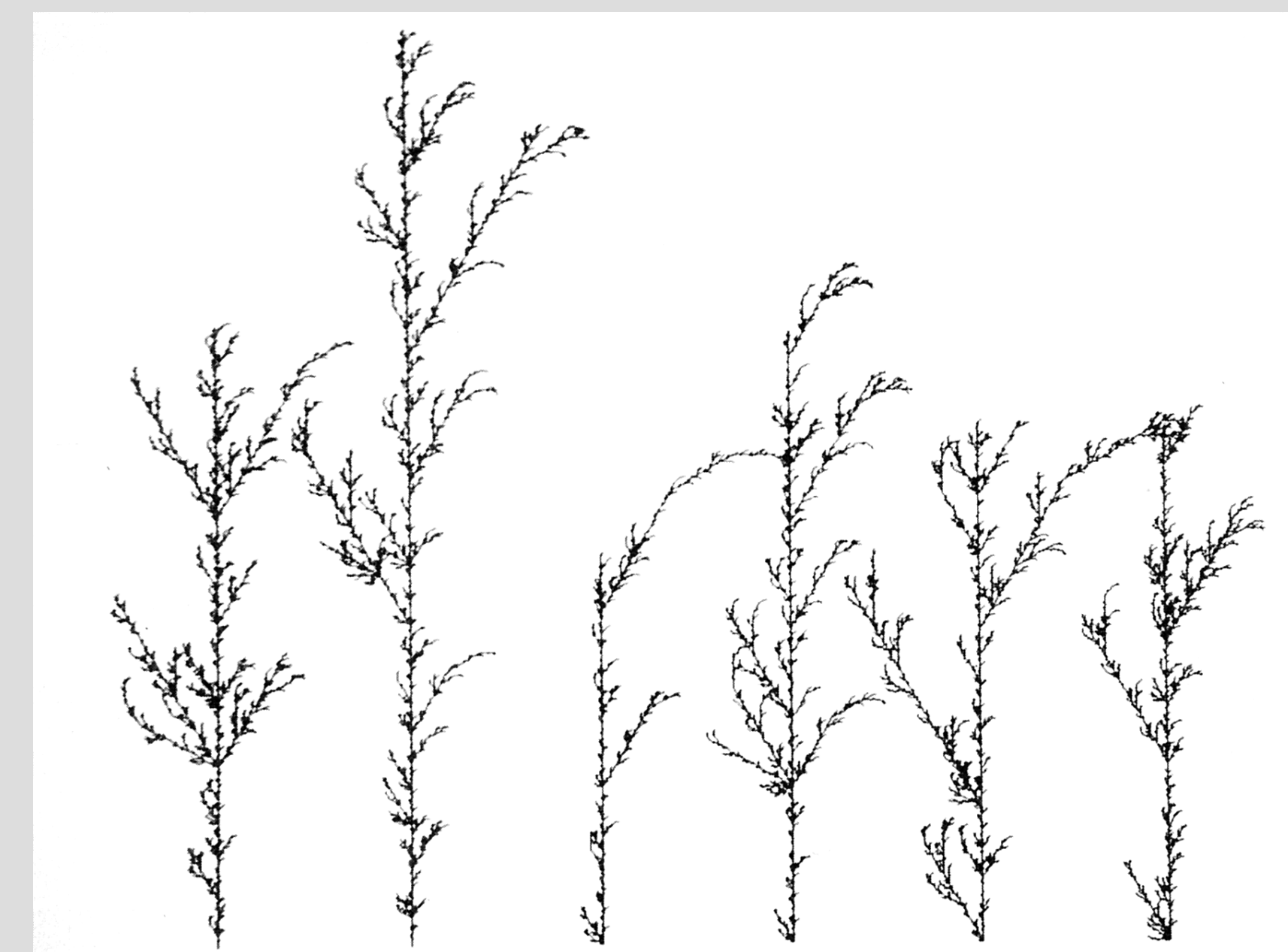


Figure 2. Example of plants generated using Stochastic L-Systems

Context-sensitive L-Systems can be used in order to better simulate a plant's growth as is dependent on its flow of nutrients or hormones.

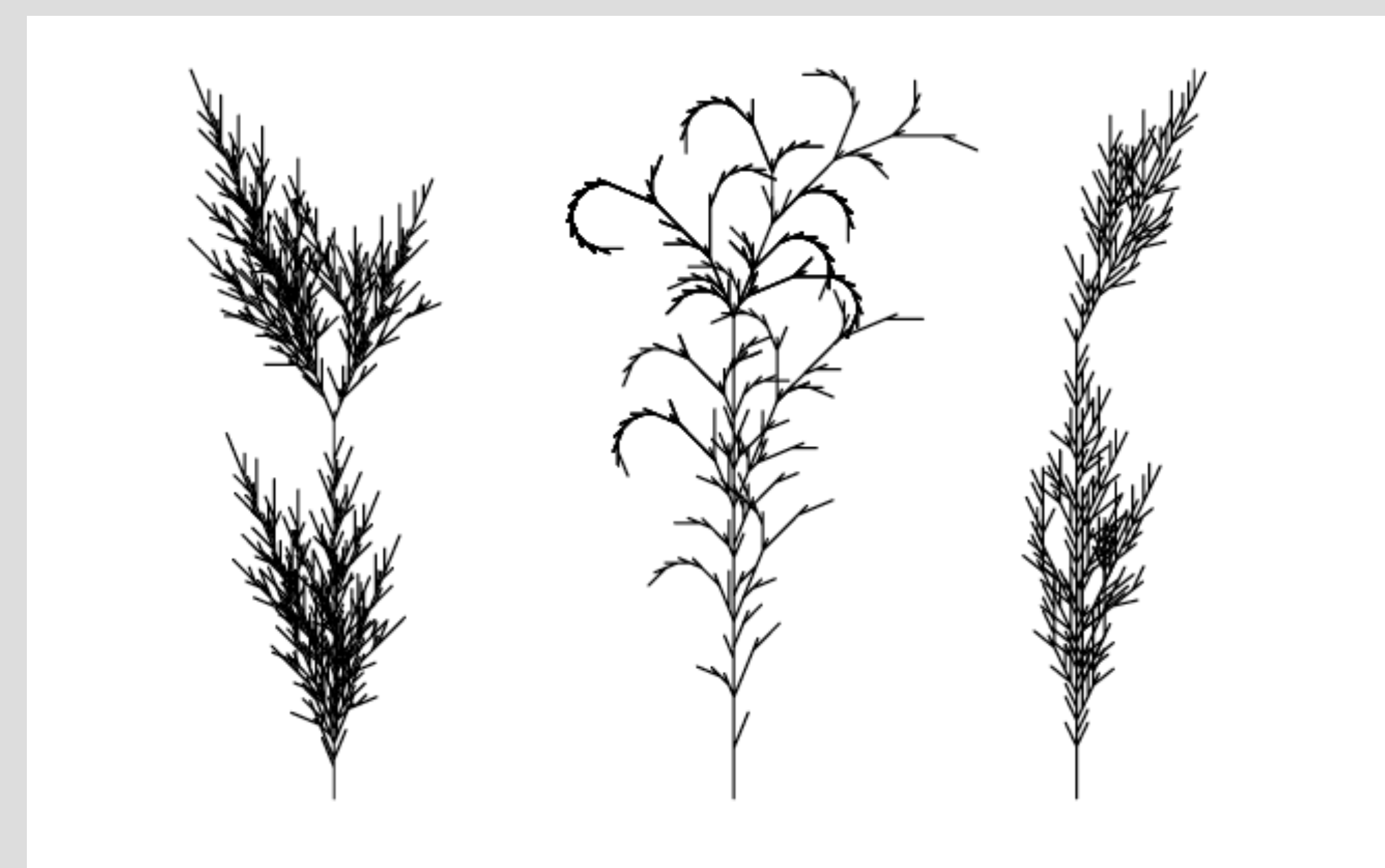


Figure 3. Examples of branching structures

## RESULTS



Figure 4. Development of *Mycelis muralis* taken from Pusinkiewicz & Lindermayer's *The Algorithmic Beauty of Plants* (1990)



Figure 5. Flower field