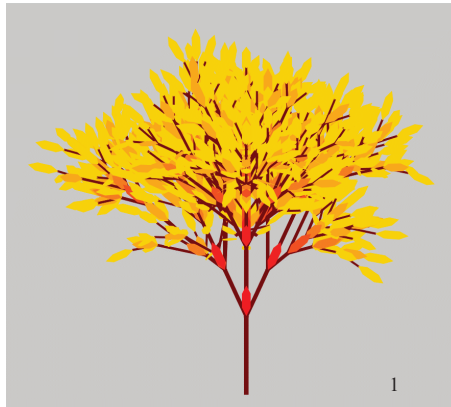
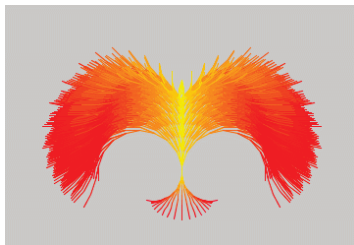


# Experimenting with Grammars to Generate L-Systems – in JFLAP

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Prof. Susan Rodger  
Computer Science Dept



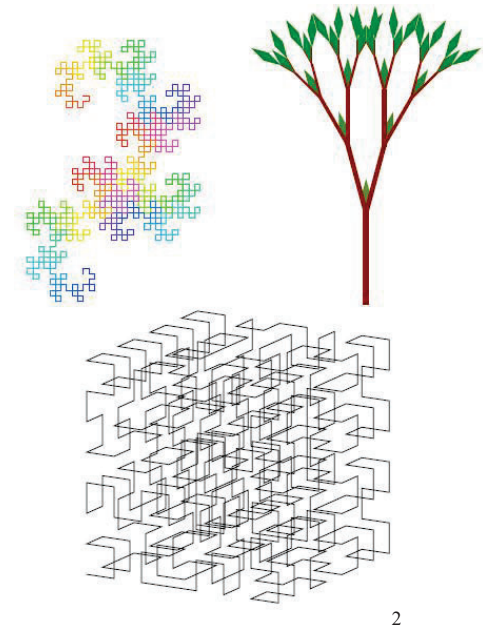
## Parts of an L-System (a type of grammar)

- 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

3

## L-Systems

- Grammatical systems introduced by Lyndenmayer
- 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



## L-System

An L-system is composed of three parts  $(\Sigma, h, w)$

$\Sigma$  finite alphabet set of symbols  
 $h$  rewriting rules each symbol is replaced by string of symbols  
 $w$  axiom starting point

$h$  is finite substitutions,  $h:\Sigma \rightarrow \Sigma^*$ .

4

# $h(w)$

$h(w)$  is computed by replacing every symbol in  $w$  that has a rewrite rule by that rule.

A language  $L$  of an L-system is the word sequence generated by

- $h^0(w) = w$
- $h^1(w) = h(w)$
- $h^2(w) = h(h(w))$
- ...

$$L = \{h^i(w) \mid i \geq 0\}$$

5

**NOTE:** If  $h(a)=bb$  we will write this as a rule

$$a \rightarrow bb$$

6

**Example:**

$\Sigma$  alphabet:  $\{a, b\}$   
h rules:  $a \rightarrow aa$   
 $b \rightarrow ab$   
w axiom:  $ab$

What is the language  $L$  of strings represented by this L-system?

$L =$

7

Drawing a picture of an L-system

Defining an L-system: (3 parts in this order)

- **Axiom definition:** This must be the first line of the file
- **Production rules:** Defines the replacement rules.
- **Geometric rules:** Defines colors, widths, etc.

8

# Graphically represent

Symbols for drawing and moving:

- **g**: draw a line one step in the current direction
- **f**: move forward one step in the current direction

9

# Geometric rules

- + change direction to the right
- - change direction to the left
- % 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

11

# Example: example1

axiom X

X -> g f g X

distance 15

lineWidth 5

color black

L =

What does this draw?

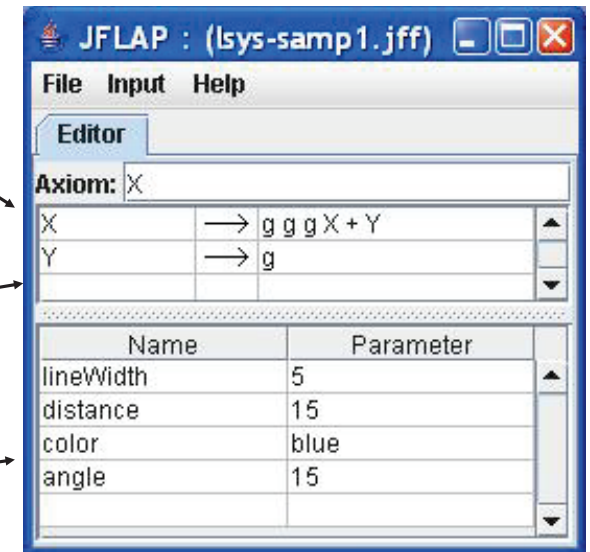
10

# Example – lsys-samp1

• Axiom

• Replacement Rules

• Geometric Rules



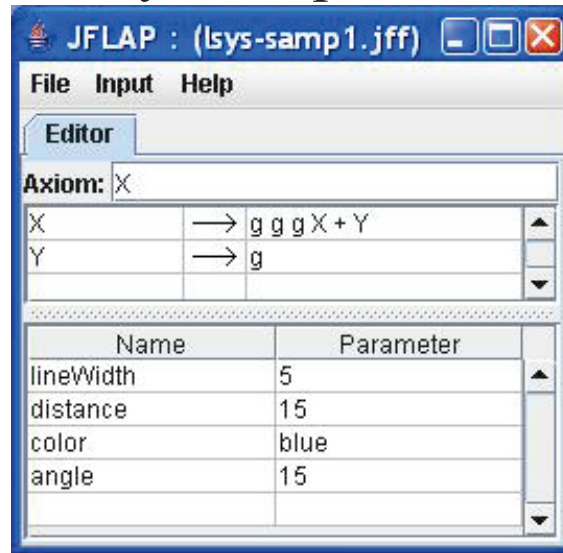
NOTE: Must use spaces as separator between symbols

12

## Example – lsys-samp1

- What are the strings?

$L = \{X,$



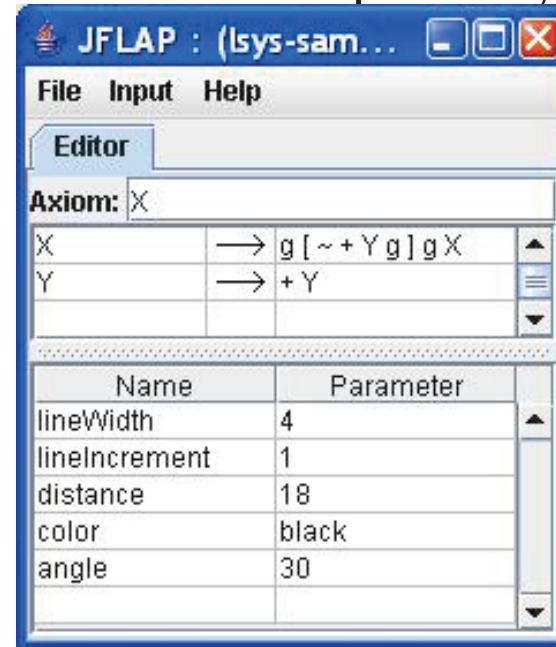
NOTE: Must use spaces as separator between symbols

13

## Example – lsys-samp2

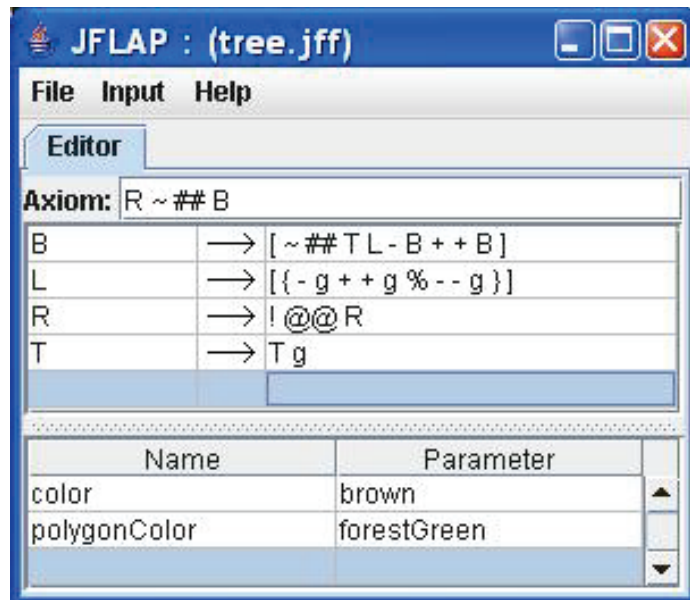
- What are the strings?

$L = \{X,$

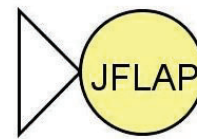


15

## Example - tree



17



JFLAP

- JFLAP is available for free:  
[www.jflap.org](http://www.jflap.org)
- Duke School of Environment uses L-systems to model pine needles in Duke Forest

21