



Grammatical Picture Generation: A Tree-Based Approach (Texts in Theoretical Computer Science. An EATCS Series)

Frank Drewes

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Pictures are important in every day life as well as in art, engineering, and most branches of the natural and social sciences. About three decades ago, the observation that simple geometric processes often yield very complex geometric objects (i.e., pictures) gave rise to new branches of mathematics whose purpose was to study such processes and the resulting pictures: fractal geometry, dynamic systems, and chaos theory. More or less in parallel with this development, the increasing availability of computer desktop systems and other graphical output devices made computer scientists think about formal systems to describe sets of pictures. This led to the development of various types of picture-generating devices. This book is about such picture generators, including some of the most basic devices studied in fractal geometry. In the computer science literature, the first devices for picture generation were proposed in the late 1960s and early 1970s, most notably the array grammars of Rosenfeld, Siromoney, and others, and the shape grammars of Gips and Stiny. About a decade later, picture generators based on string grammars were proposed, using either the chain-code interpretation of Freeman or the turtle geometry known from the Logo programming language. Each of these lines of research has been continued ever since, and various other approaches have been proposed.

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