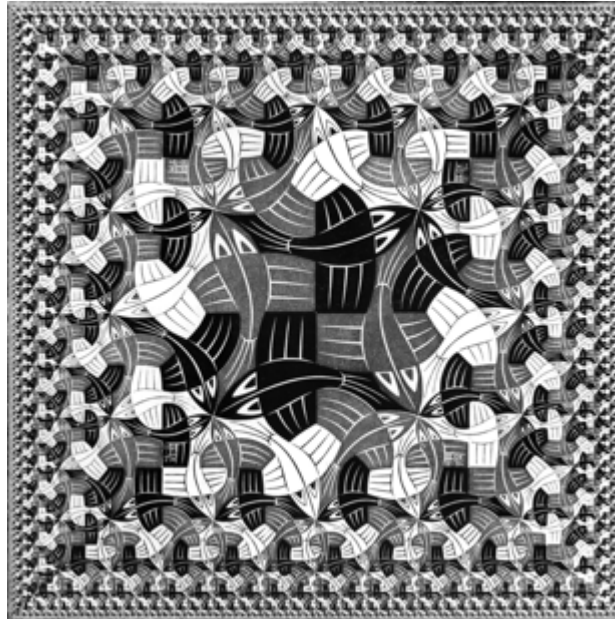


# Functional geometry

## Picture combinators & recursive fish

Einar W. Høst



Peter Henderson  
Functional geometry (1982, 2002)



## Inspiration for this talk



## SICP videos

### 3A: Henderson Escher Example

COURSE HOME

SYLLABUS

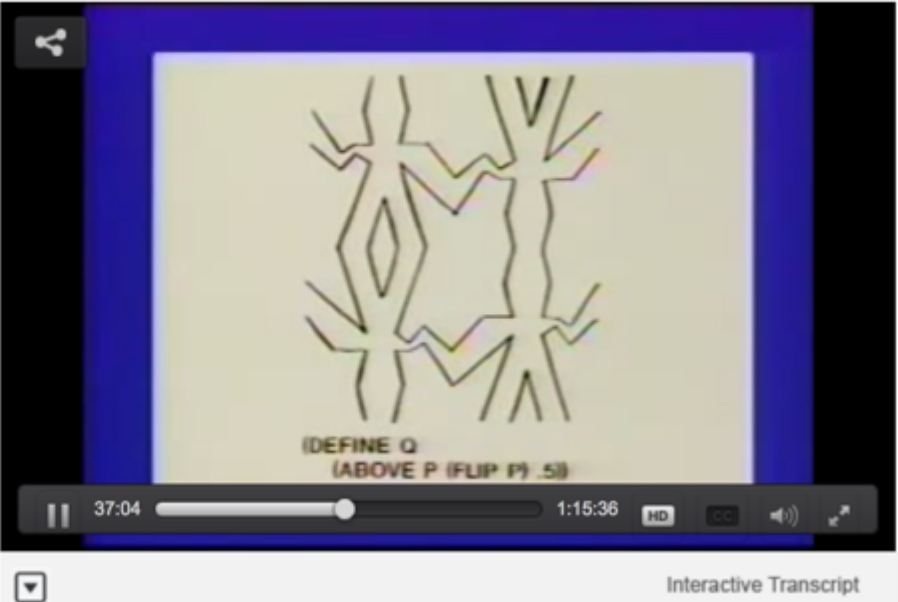
CALENDAR

READINGS

LECTURE NOTES

**VIDEO LECTURES** <

RECITATIONS



37:04 1:15:36 HD

Interactive Transcript

F# inside

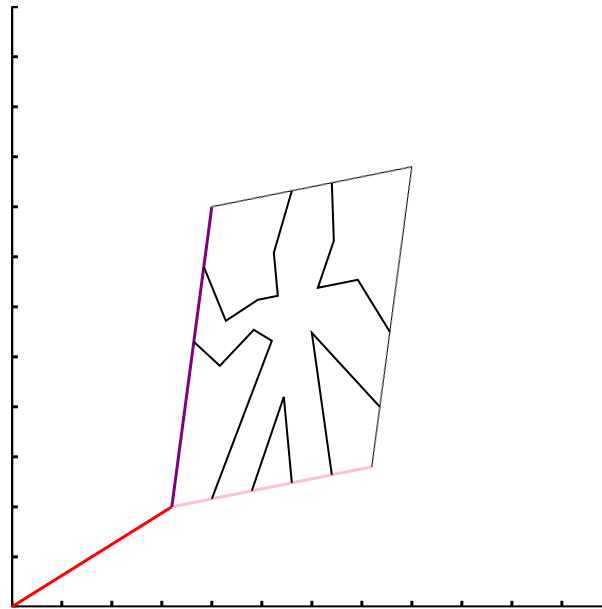
safe

# abstraction



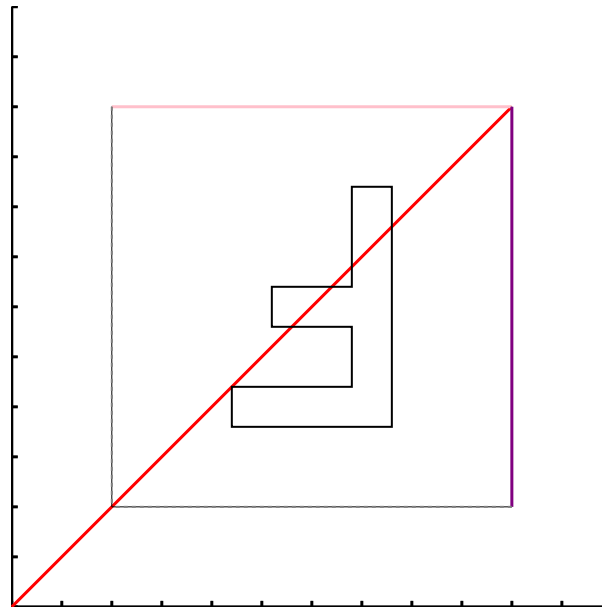
# picture

type Picture = Box -> Rendering



# turn

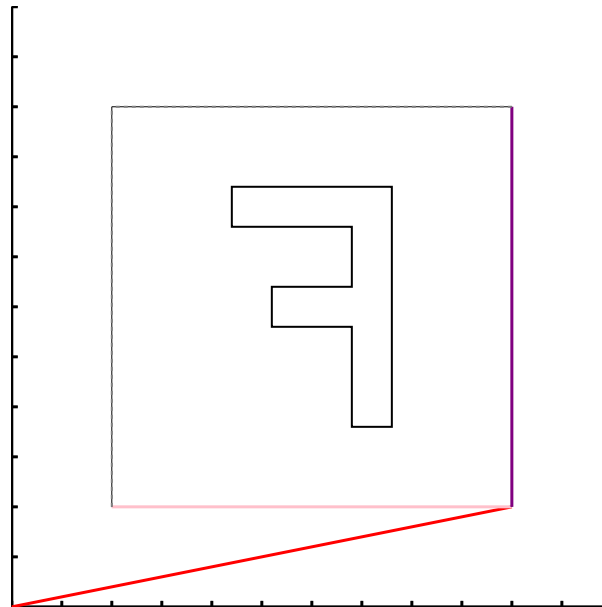
$$(a', b', c') = (a + b, c, -b)$$





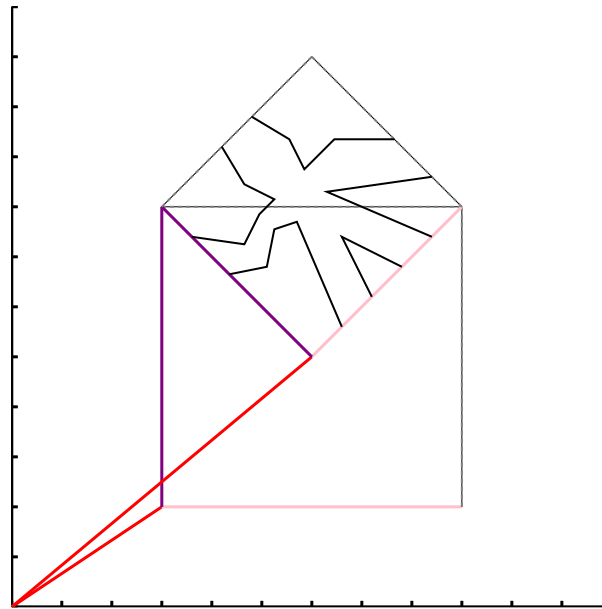
# flip

$$(a', b', c') = (a + b, -b, c)$$



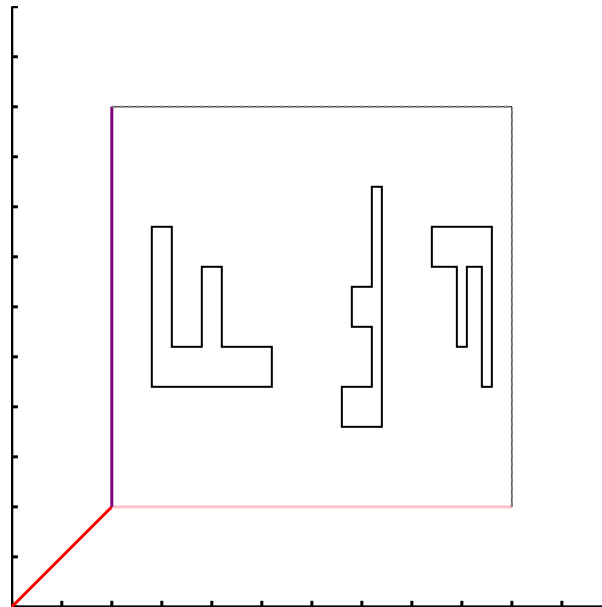
# toss

$$(a', b', c') = (a + (b + c) / 2, (b + c) / 2, (c - b) / 2)$$



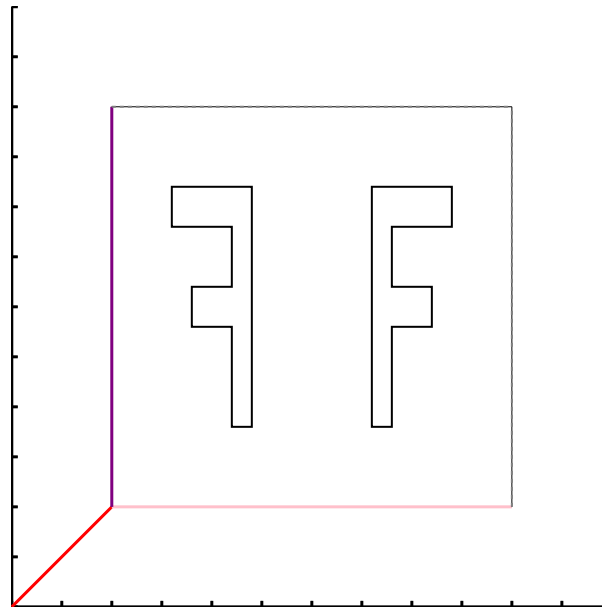
# above

put first picture above second picture



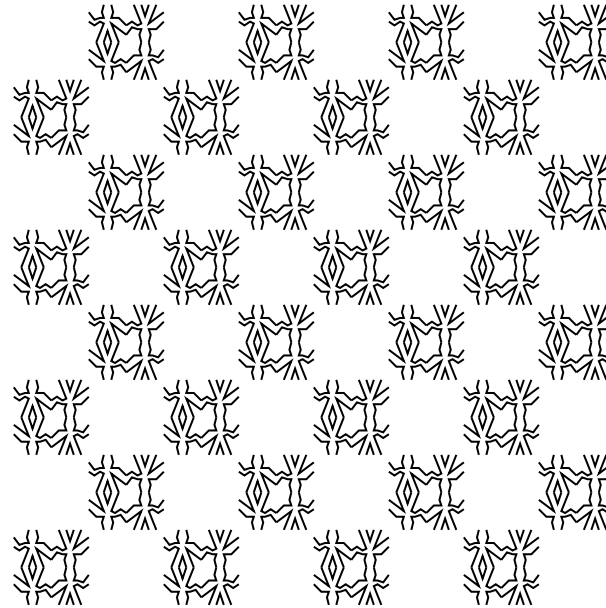
# beside

put first picture to the left of second picture



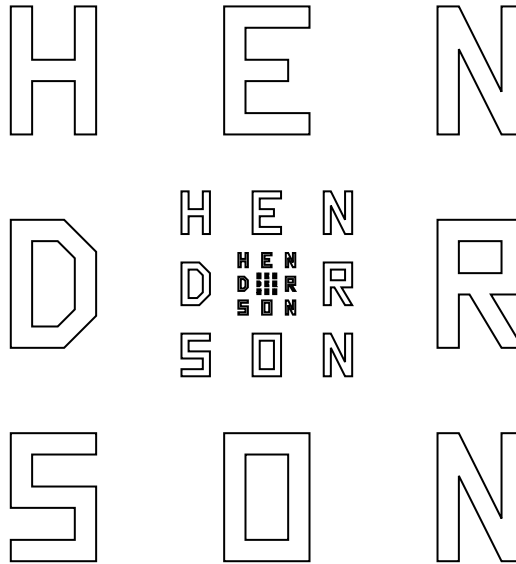
# quartet

create a quartet of four pictures



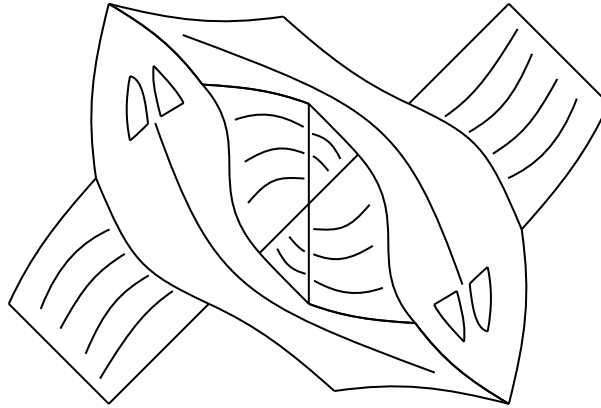
# nonet

create a nonet of nine pictures



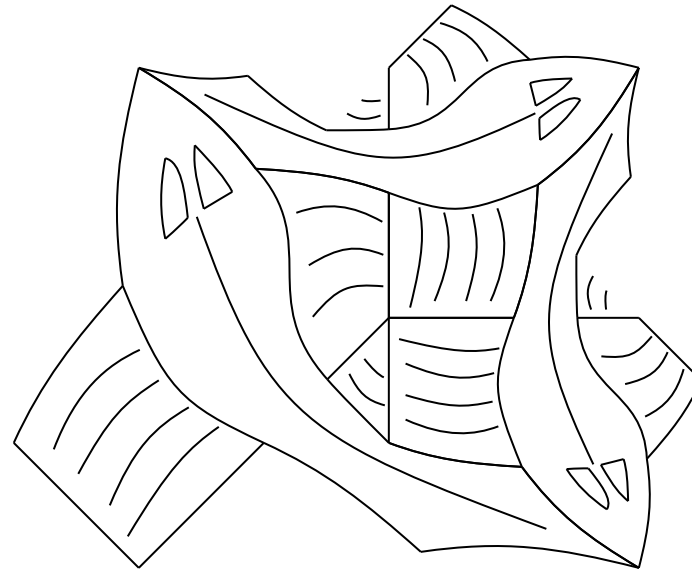
# over

overlay two pictures inside the same box



# ttile

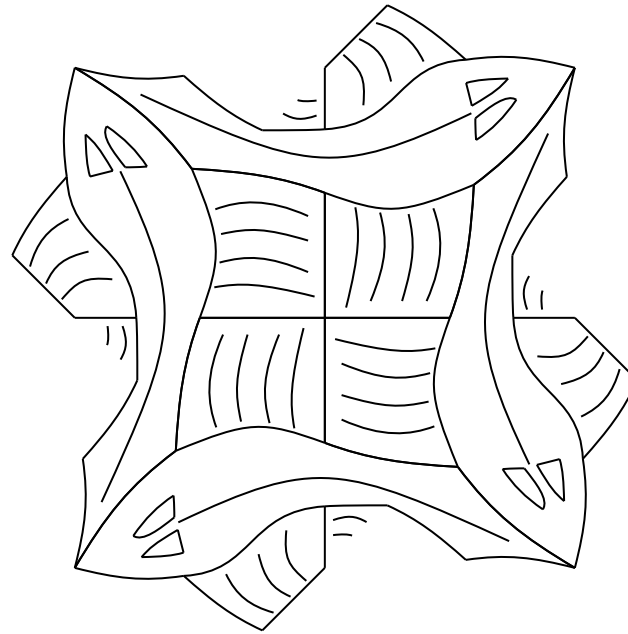
create the t-tile in square limit



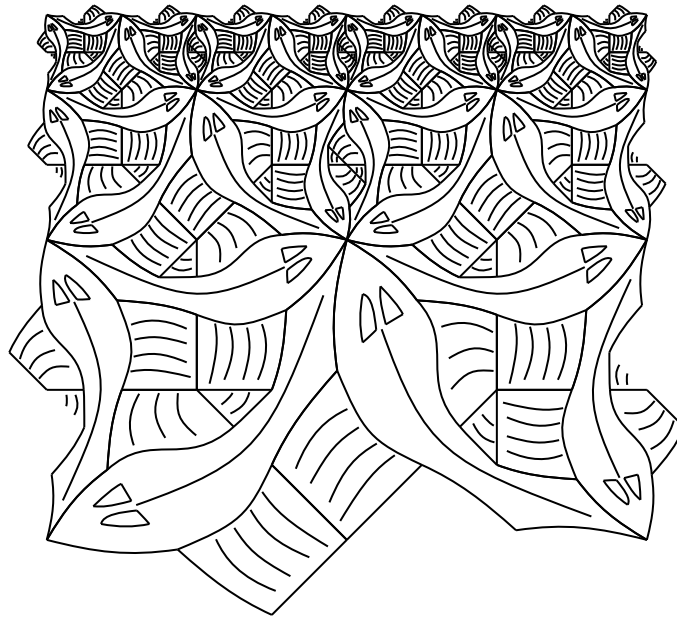


# utile

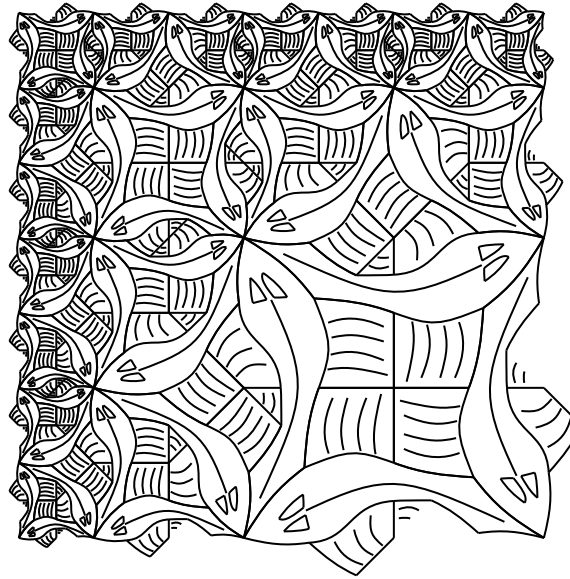
create the u-tile in square limit



side

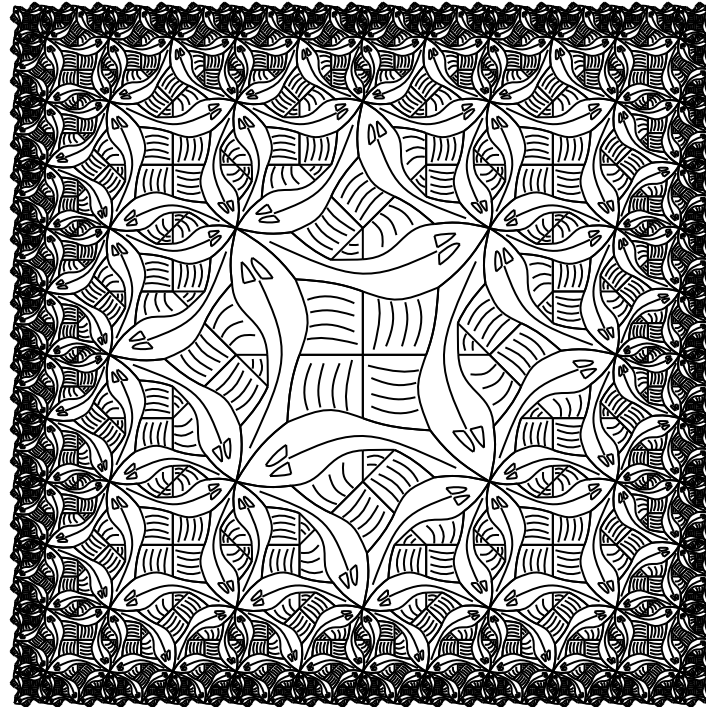


corner



# square limit

Henderson's replica of square limit



hue



# square limit

