CSE P505, Spring 2006, Logo Description (for Assignment 2)

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The BNF definition of Logo syntax is:

\[ e ::= \text{home} | \text{forward } f | \text{turn } f | \text{for } i \text{ lst} \]
\[ \text{lst} ::= [] | e::\text{lst} \]

where \( f \) is a floating-point number and \( i \) is an integer. Note a for-loop executes a fixed number of times and its body is a list of “moves”. A Logo program is a \( \text{lst} \), i.e., a list of moves.

Informally, the semantics of a move list is:

- A program state includes a “current x-coordinate” (call it \( x \)) a “current y-coordinate” (call it \( y \)) and a “current direction” (call it \( d \)). All are floating-point numbers. \( d \) is in radians (so 0.0 is “facing East” and \( \pi/2 \) is “facing North”).

- The initial program state is 0.0 for each of \( x \), \( y \), and \( d \).

- A move \( e \) takes a state and a list of “places visited so far” and produces a state and a list of “places visited so far”. A place is an \( x \) and a \( y \) (no direction).
  - \text{home} changes the state back to the initial state.
  - \text{forward } r changes the state by “moving in the current direction the distance \( r \)”. (So \( x \) and \( y \) may change, but \( d \) will not.)
  - \text{turn } r changes the state by “adding \( r \) radians to the current direction”. (So \( x \) and \( y \) will not change and we do not “visit a new place”.)
  - \text{for } i \text{ lst} executes its move-list \( i \) times.

- A move-list executes each move in order. (The empty list does nothing.)

Notes:

- The trace of places visited could (and in some cases should) have repeats.

- It is best (but not strictly necessary) to “normalize” the current direction to always be between 0 and \( 2\pi \); this requires a simple call to \text{mod_float} in the right place.

- You will notice floating-point rounding errors. Do not worry about them.

- Relevant high-school geometry:
  - A regular polygon with \( n \) sides has angles of \( 2\pi/n \) radians.
  - Starting from \((x, y)\), the point distance \( r \) away in direction \( d \) is \((x + r \cos d, y + r \sin d)\).
  - After turning \( d_1 \) radians from direction \( d_2 \), the new direction is \( d_1 + d_2 \).