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

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The BNF definition of Logo syntax is:

$$e ::= \mathsf{home} \mid \mathsf{forward}\ f \mid \mathsf{turn}\ f \mid \mathsf{for}\ i\ lst$$
$$lst ::= [] \mid e::lst$$

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 *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).
  - home changes the state back to the initial state.
  - forward r changes the state by "moving in the current direction the distance r". (So x and y may change, but d will not.)
  - 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".)
  - for i *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 2π; this requires a simple call to `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 $d_1 + d_2$.