

Contents

Preface	xiii
Acknowledgments	xvii
Preliminary Notes	xix
1 Introduction to Turtle Geometry	3
1.1 Turtle Graphics	3
1.1.1 Procedures	5
1.1.2 Drawing with the Turtle	7
1.1.3 Turtle Geometry versus Coordinate Geometry	11
1.1.4 Some Simple Turtle Programs	15
Exercises for Section 1.1	21
1.2 POLYs and Other Closed Paths	23
1.2.1 The Closed-Path Theorem and the Simple-Closed-Path Theorem	23
1.2.2 The POLY Closing Theorem	26
Exercises for Section 1.2	30
1.3 Looping Programs	32
1.3.1 The Looping Lemma	33
1.3.2 Examples of Looping Programs	36
1.3.3 More on the Looping Lemma	39
1.3.4 Technical Summary	40
1.3.5 Nontechnical Summary	41
Exercises for Section 1.3	41
1.4 Symmetry of Looping Programs	43
1.4.1 The Symmetry of POLY	44
1.4.2 Common Divisors	46
Exercises for Section 1.4	50
2 Feedback, Growth, and Form	55
2.1 The Turtle as Animal	55
2.1.1 Random Motion	56
2.1.2 Directed Motion: Modeling Smell	59
2.1.3 Modeling Sight	62
Exercises for Section 2.1	67
2.2 Turtles Interacting	70
2.2.1 Predator and Prey	70

2.2.2	Following and Chasing	72
	Exercises for Section 2.2	75
2.3	Growth	77
2.3.1	Equiangular Spirals	77
2.3.2	Branching Processes: A Lesson in Recursion	81
	Exercises for Section 2.3	85
2.4	Recursive Designs	87
2.4.1	Nested Triangles	87
2.4.2	Snowflakes and Other Curves	91
2.4.3	Space-Filling Designs	94
	Exercises for Section 2.4	99
3	Vector Methods in Turtle Geometry	105
3.1	Vector Analysis of Turtle Programs	106
3.1.1	Vector Operations: Scalar Multiplication and Addition	108
3.1.2	Vector Representations of Closed Paths	109
3.1.3	POLY Revisited: Rotations and Linearity	110
3.1.4	MULTIPOLYs: Another Application of Vector Analysis	114
3.1.5	Unexpectedly Closed Figures	120
	Exercises for Section 3.1	125
3.2	Coordinates for Vectors	129
3.2.1	Vector Operations in Coordinates	130
3.2.2	Rotation in Coordinates: The Linearity Principle	132
	Exercises for Section 3.2	135
3.3	Implementing Turtle Vector Graphics on a Computer	136
3.3.1	Turtle State	136
3.3.2	State-Change Operators	137
	Summary: A Vector-Based Turtle Implementation	138
	Exercises for Section 3.3	138
3.4	Maneuvering a Three-Dimensional Turtle	140
3.4.1	Rotating the Turtle	140
3.4.2	Rotation Out of the Plane	142
3.4.3	The State-Change Operators, in Summary	144
3.5	Displaying a Three-Dimensional Turtle	144
3.5.1	Parallel Projection	145
3.5.2	Dot Product: Another Application of Linearity	148

3.5.3	Parallel Projection in Coordinates; Generalizations	150
3.5.4	Perspective Projection	151
3.5.5	Outline of a Three-Dimensional Turtle Project	153
	Exercises for Section 3.5	155
4	Topology of Turtle Paths	161
4.1	Deformations of Closed Paths	161
4.1.1	Turtle Paths: Pictures and Programs	163
4.1.2	Correlating Pictures and Programs	165
4.1.3	Topological Classification of Closed Paths	166
	Exercises for Section 4.1	167
4.2	Local and Global Information	175
4.2.1	Escaping From a Maze	176
	Exercises for Section 4.2	179
4.3	Deformations of Curves and Planes	180
4.3.1	Proof of the Deformation Theorem	183
	Exercises for Section 4.3	188
4.4	Correctness of the Pledge Algorithm	191
4.4.1	Unfair Mazes	192
4.4.2	The Body of the Proof	193
4.4.3	Looping and Finite-State Processes	196
	Exercises for Section 4.4	198
5	Turtle Escapes the Plane	201
5.1	Turtle Geometry on a Sphere	201
5.1.1	Turtle Lines	202
5.1.2	Turtle Turning and Trip Turning	205
5.1.3	Angle Excess	207
5.1.4	Excess is Additive	209
5.1.5	Excess and Area	211
	Exercises for Section 5.1	213
5.2	Curvature	214
5.2.1	Curvature Density	215
5.2.2	Total Curvature	217
5.2.3	Cylinders	219
5.2.4	Cones	221

5.2.5	Curvature for Curves and Surfaces	223
	Exercises for Section 5.2	224
5.3	Total Curvature and Topology	227
5.3.1	Dents and Bends	228
5.3.2	Concentrated Curvature	231
5.3.3	Cutting and Pasting	232
	Exercises for Section 5.3	235
6	Exploring the Cube	241
6.1	A Computer Cube	244
6.1.1	Internal Representation	244
6.1.2	Permutations	248
6.1.3	Crossing Edges Using Dot Product	249
6.1.4	Implementing the State-Change Operators	252
6.1.5	Displaying the Cube; Capitalizing on Linearity	253
6.1.6	Summary Outline of the Cube Program	257
6.1.7	Comments on the Cube Program	258
	Exercises for Section 6.1	261
6.2	Observations and Questions About Cubes	262
6.2.1	Monogons	262
6.2.2	POLY	264
6.2.3	Other Gons	264
6.2.4	Lines and Distance	265
6.2.5	More Projects	265
6.2.6	Things to Think About	267
6.3	Results	268
6.3.1	The Monogon Problem	268
6.3.2	Headings for Monogons	272
6.3.3	POLYs and Other Looping Programs	274
6.3.4	Another Representation	276
6.3.5	Another Representation Revisited	276
6.3.6	More Distance	277
6.4	Conclusion	278
7	A Second Look at the Sphere	279
7.1	A Computer Simulation	279
7.1.1	Internal Representation	280

7.1.2	Display	282
7.1.3	Distances and Angles	283
7.2	Exploring	283
7.2.1	POLY	283
7.2.2	Symmetry Types	284
7.2.3	Circles	285
7.2.4	Distances	285
7.2.5	Two New Views of Sphere	285
7.3	Results	287
7.3.1	The FORWARD-LEFT Symmetry	287
7.3.2	Net Rotation of a POLY Step	289
7.3.3	The Spherical Pythagorean Theorem	291
7.3.4	Exact Formula for θ	292
7.3.5	Results for Circles	295
7.3.6	Proof of Net Rotation Theorem	298
	Exercises for Chapter 7	301
8	Piecewise Flat Surfaces	305
8.1	A Program for Piecewise Flat Surfaces	307
8.1.1	Internal Representation	308
8.1.2	Maintaining the Display	309
8.1.3	Implementing the FORWARD Command	312
8.1.4	Starting to Explore: Surfaces with Only One Face	316
	Exercises for Section 8.1	320
8.2	Orientations	323
8.2.1	Nonorientable Surfaces	323
8.2.2	A Program for Nonorientable Surfaces	328
	Exercises for Section 8.2	330
8.3	Curvature and Euler Characteristic	331
8.3.1	Curvature of Piecewise Flat Surfaces	331
8.3.2	Euler Characteristic	334
	Exercises for Section 8.3	338
9	Curved Space and General Relativity	343
9.1	Wedge Representations	343
9.1.1	A Parable: At the Edge of a Wedge	343
9.1.2	Symmetric Wedge Maps	347

9.1.3 A Computer Simulation	353
Exercises for Section 9.1	355
9.2 Phenomena of Curved Space and Time	359
9.2.1 Curved Space	359
9.2.2 Curved Spacetime	363
9.2.3 The Four Curvature Effects	368
Exercises for Section 9.2	370
9.3 The General Theory of Relativity	372
9.3.1 Gravity as Curvature	373
9.3.2 Rotating World Lines	373
9.3.3 Understanding Lorentz Rotations	377
Exercises for Section 9.3	378
9.4 A Simulator for General Relativity	381
9.4.1 The Coordinate Systems	382
9.4.2 Turning and Leaping	384
9.4.3 The Program	384
9.4.4 Help with Units	386
Exercises for Section 9.4	387
Appendix A: Turtle Procedure Notation	393
Appendix B: Writing Turtle Programs in Conventional Computer Languages	405
Hints for Selected Exercises	423
Answers to Selected Exercises	439
Index	471