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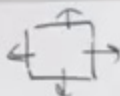
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```
24 for (let i = 0; i < DIM * DIM; i++) {
25   grid[i] = {
26     collapsed: false,
27     options: [BLANK, UP, RIGHT, DOWN, LEFT],
28   };
29 }
30 }
31
32 function draw() {
33   background(0);
34
35   for (let j = 0; j < DIM; j++) {
36     for (let i = 0; i < DIM; i++) {
37       let cell = grid[i+j*DIM];
38
39
40     }
41   }
42 }
```

0 "blank"



1 "up"



2 "right"



3 "down"



4 "left"

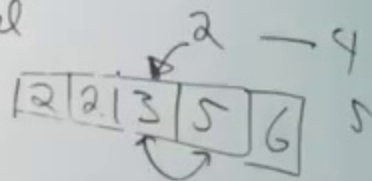


Function Collapse

"tile" model  
"overlapping"  
model

"entropy"

↳ information theory



Index.html  
sketch.js

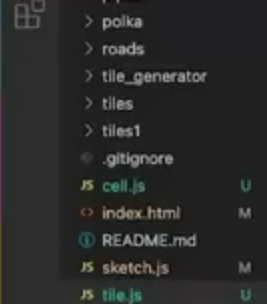
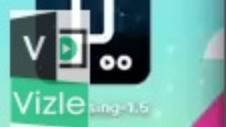
Vizle

randomize

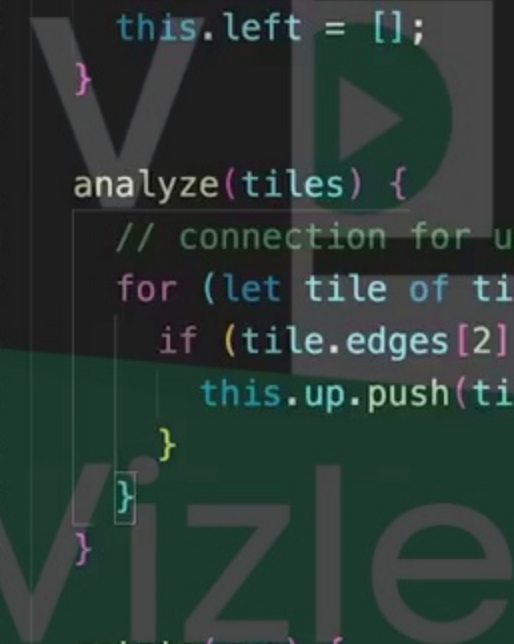
p5 PCD

```
132 for (let i = 0; i < DIM; i++) {  
133   let index = i + j * DIM;  
134   if (grid[index].collapsed) {  
135     nextGrid[index] = grid[index];  
136   } else {  
137     let options = [BLANK, UP, RIGHT, DOWN, LEFT];  
138     // Look up  
139     if (j > 0) {  
140       let up = grid[i + (j - 1) * DIM];  
141       for (let option of up.options) {  
142         let valid = rules[option][2];  
143         validOptions = validOptions.concat(valid);  
144       }  
145     }  
146     // Look right  
147     if (i < DIM - 1) {  
148       let right = grid[i + 1 + j * DIM];  
149       for (let option of right.options) {  
150         let valid = rules[option][3];
```





```
4   this.edges = edges;
5   this.up = [];
6   this.right = [];
7   this.down = [];
8   this.left = [];
9   }
10
11  analyze(tiles) {
12    // connection for up
13    for (let tile of tiles) {
14      if (tile.edges[2] == this.edges[0]) {
15        this.up.push(tile);
16      }
17    }
18  }
19
20  rotate(num) {
21    const w = this.img.width;
22    const h = this.img.height;
```





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