

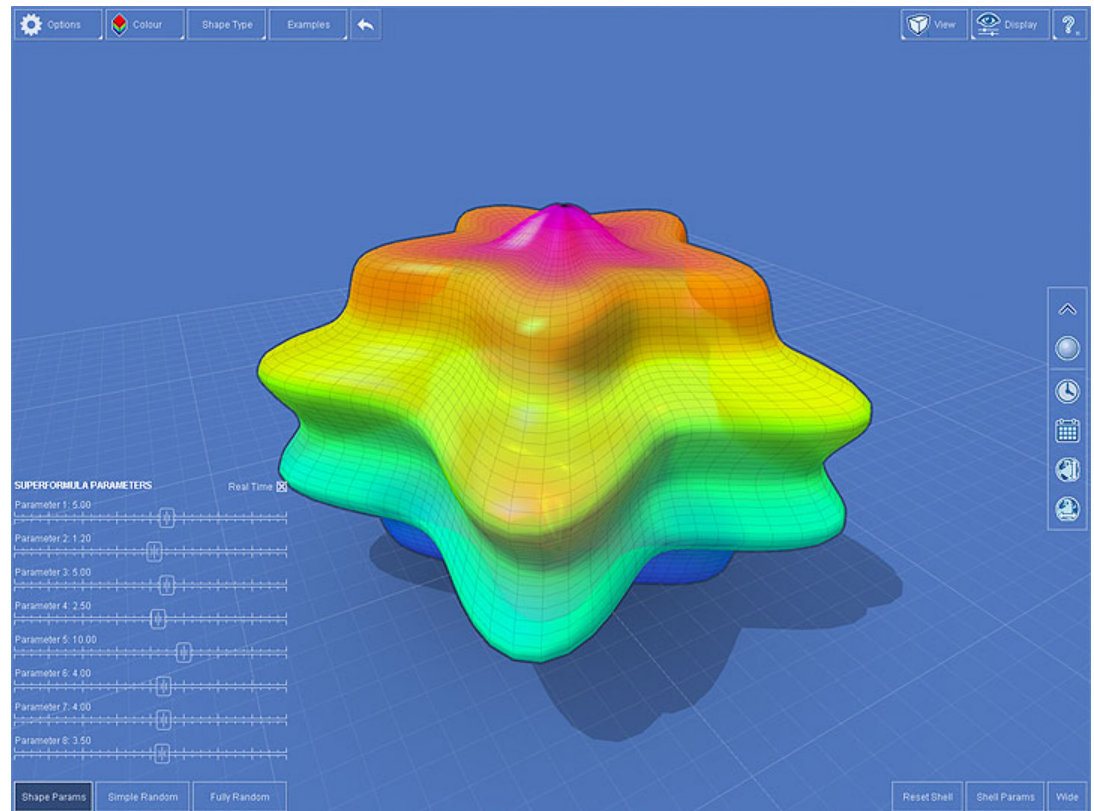
CMSC427

Fractals

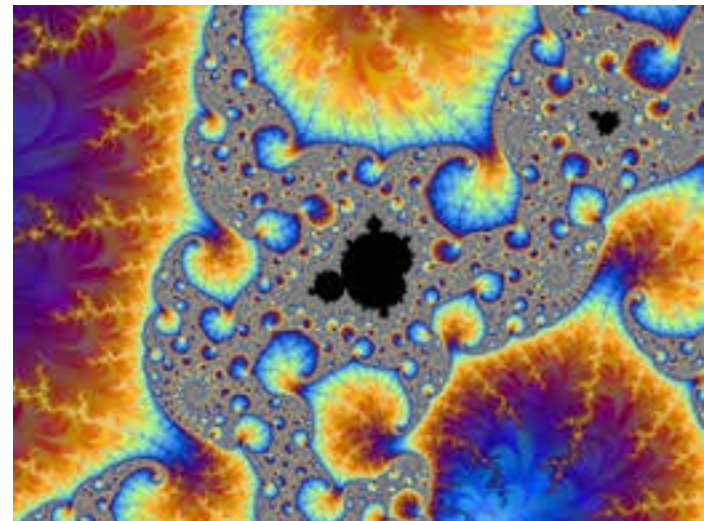
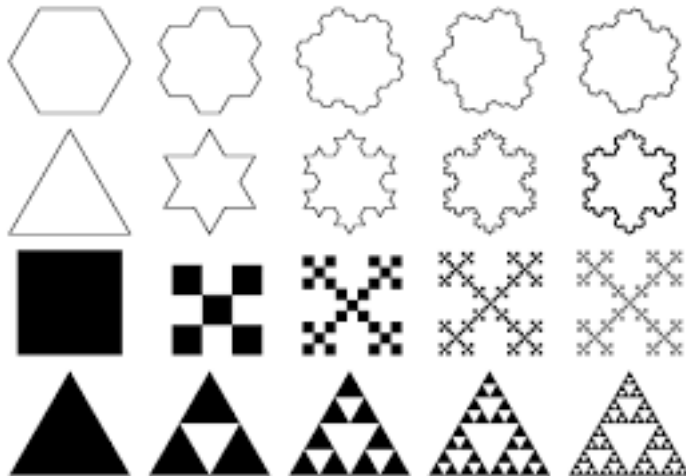
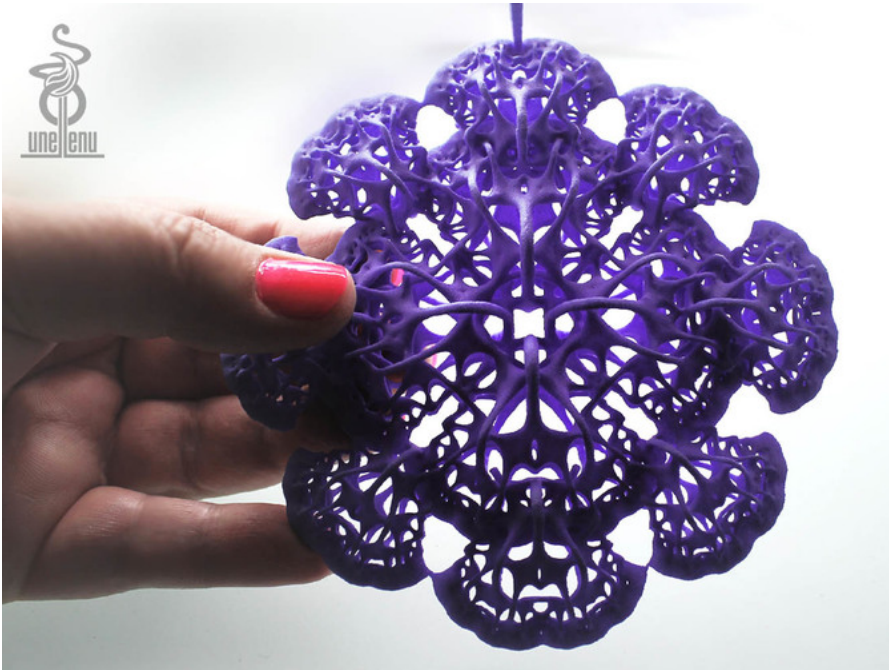
# Parametric surfaces

- Typically
  - Smooth
  - Compact

- Andrew Marsh
- From 1<sup>st</sup> day

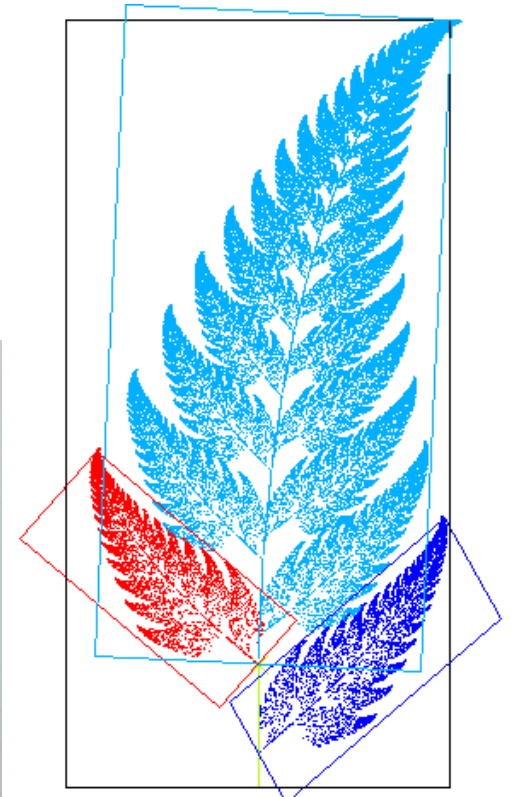


# More complex patterns and shapes?



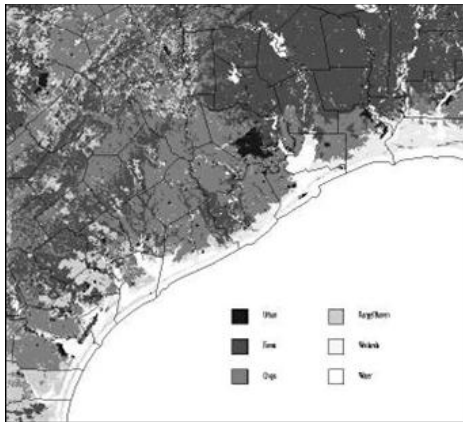
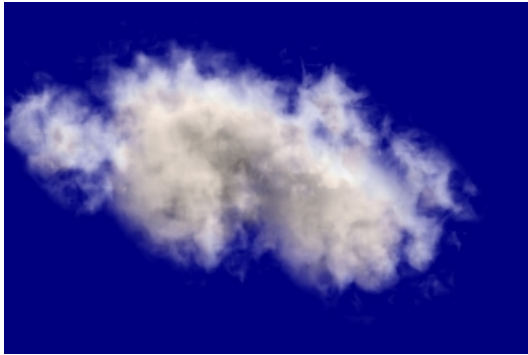
# Fractals

- Class of shapes characterized by recursive structure
- Self-similarity
  - Parts are similar to each other and the whole

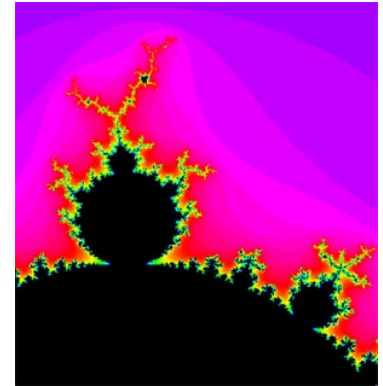




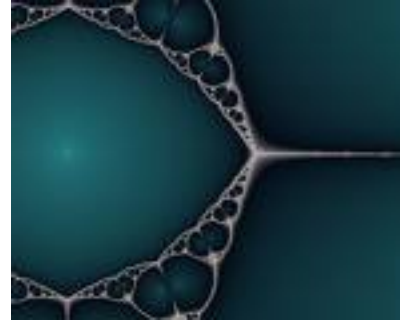
# Self-similarity in nature - again



# Artificial fractals

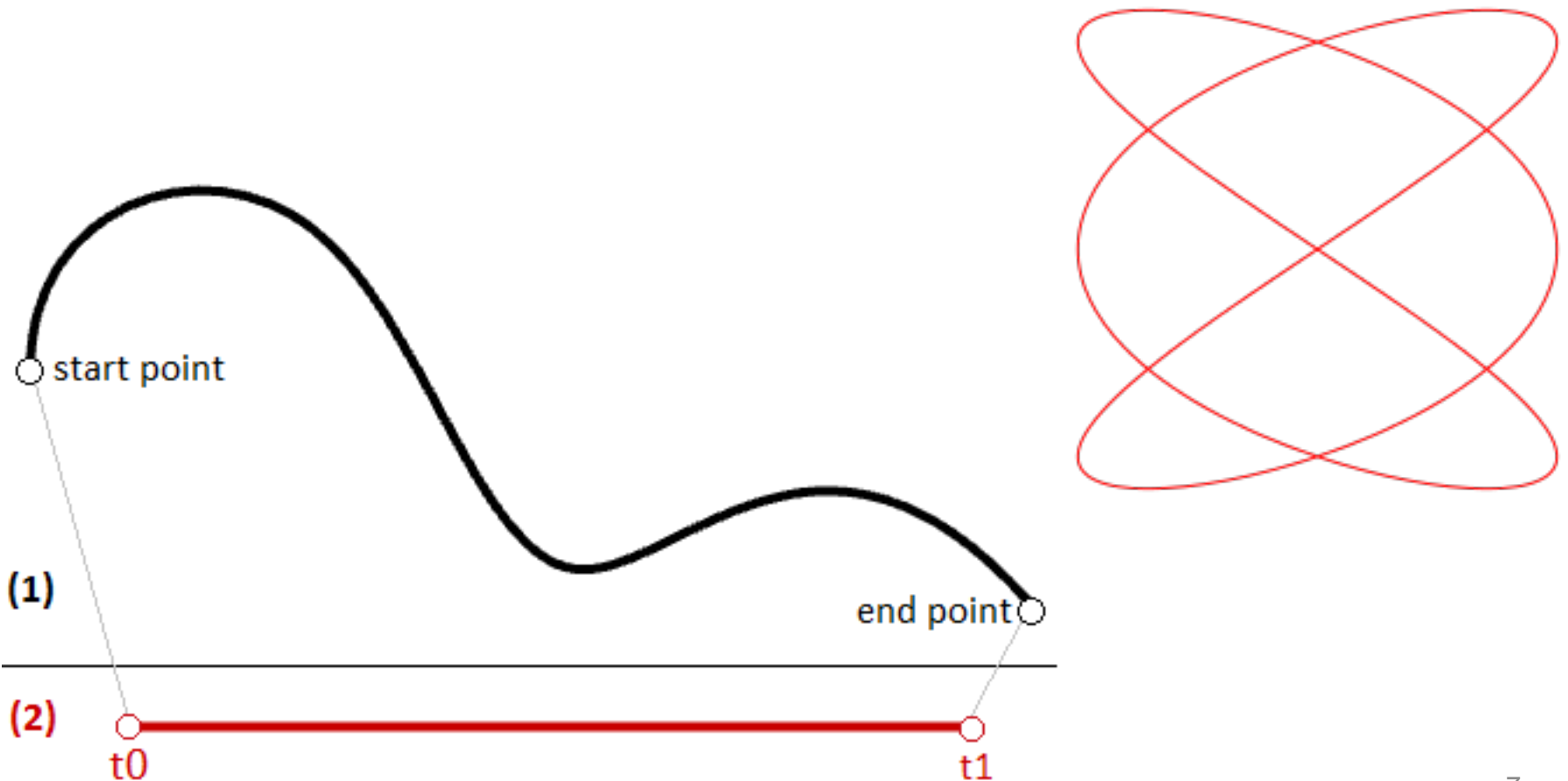


- fractal cow???



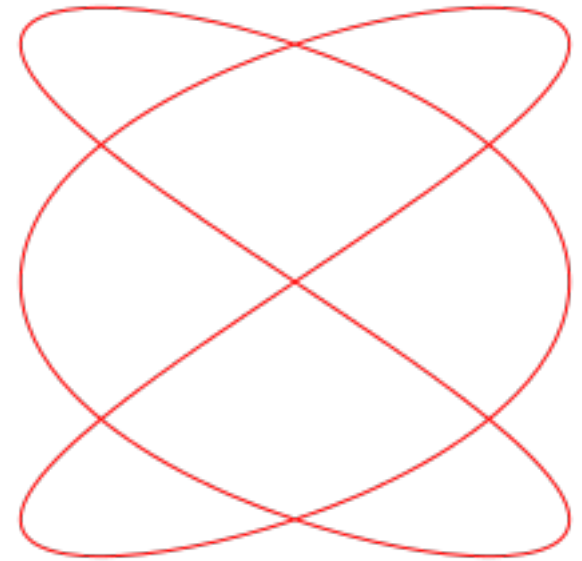
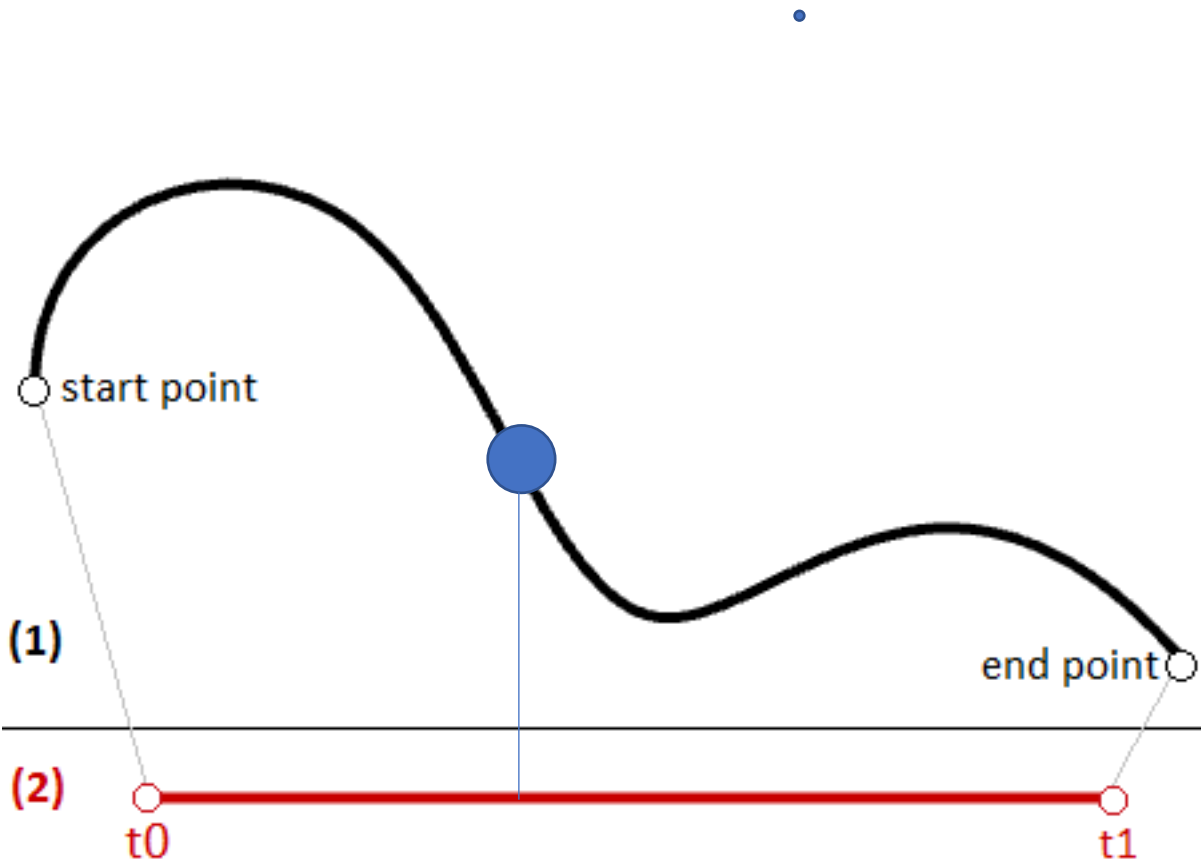
# Dimensionality of curves and surfaces

- How many dimensions is a curve?



# Dimensionality of curves and surfaces

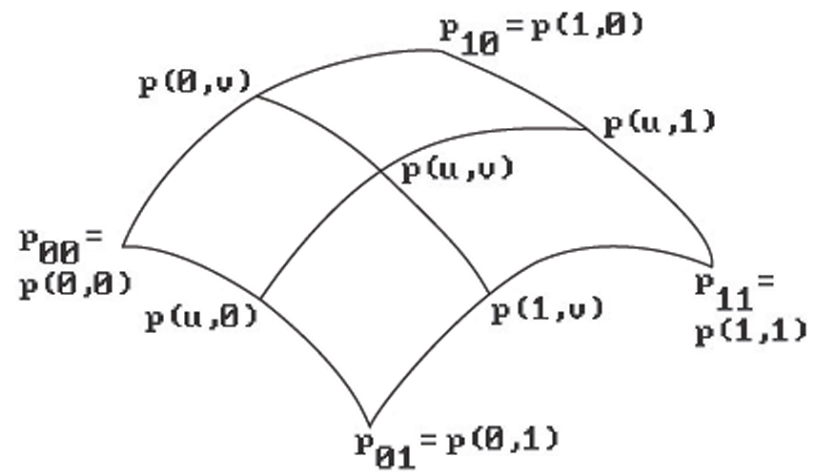
- How many dimensions is a curve?
- 1
- One variable describes where you are





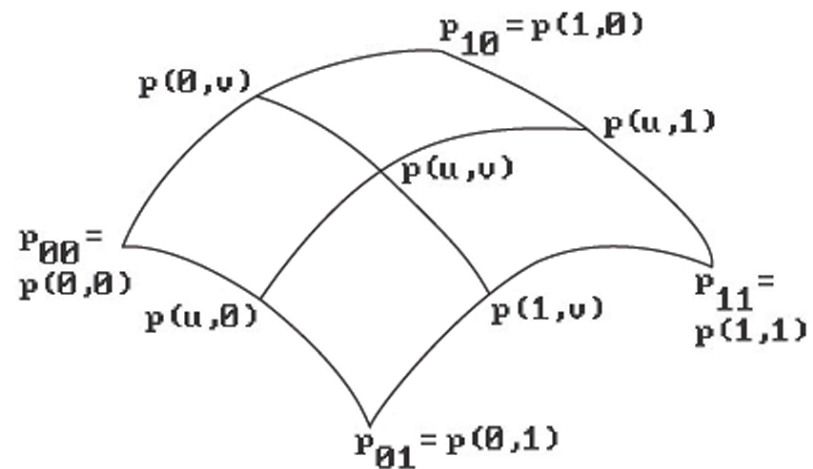
# Surface?

- Number of dimensions?



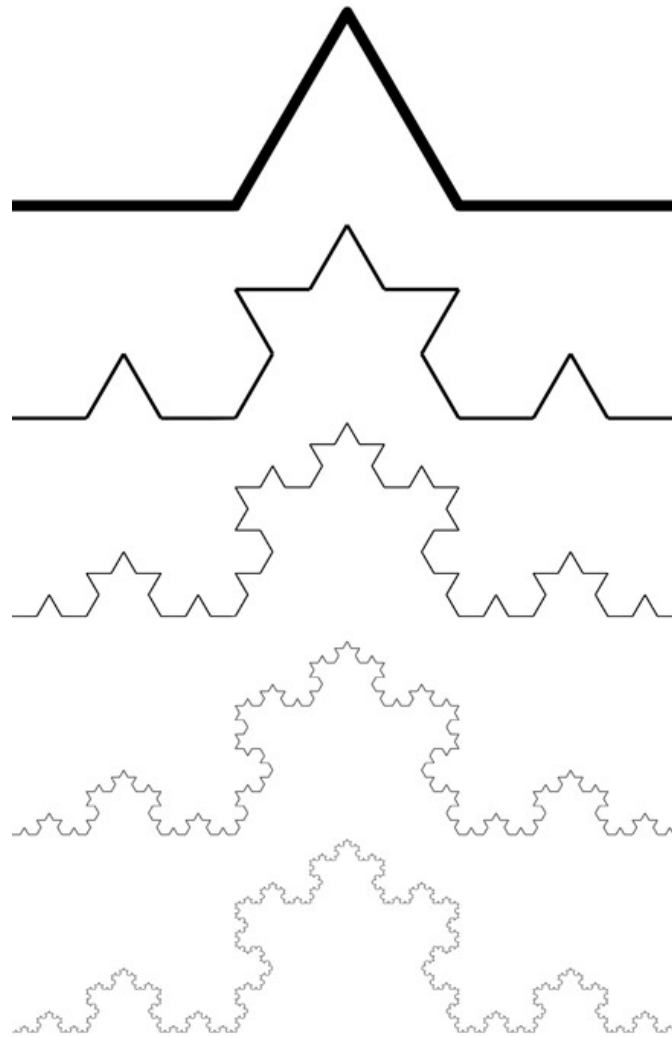
# Surface?

- Number of dimensions?
- 2D
- Embedded in 3D space, but still 2D in  $(u,v)$
- Terminology: manifold



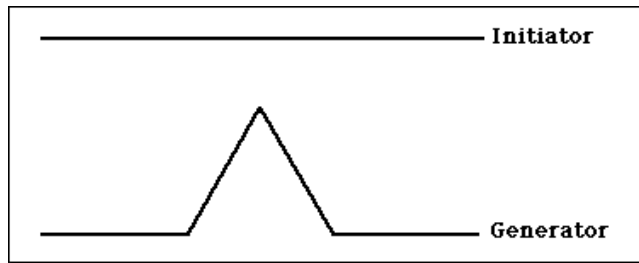
# Recursive rewrite process

- Koch curve

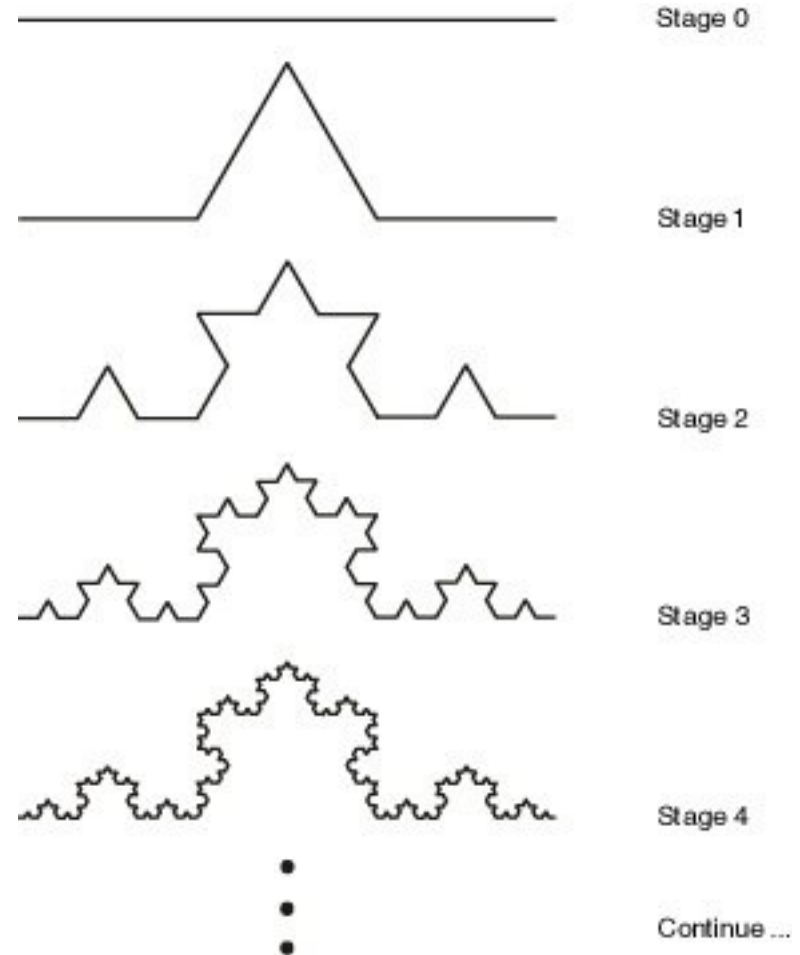


# Recursive rewrite process

- Koch curve



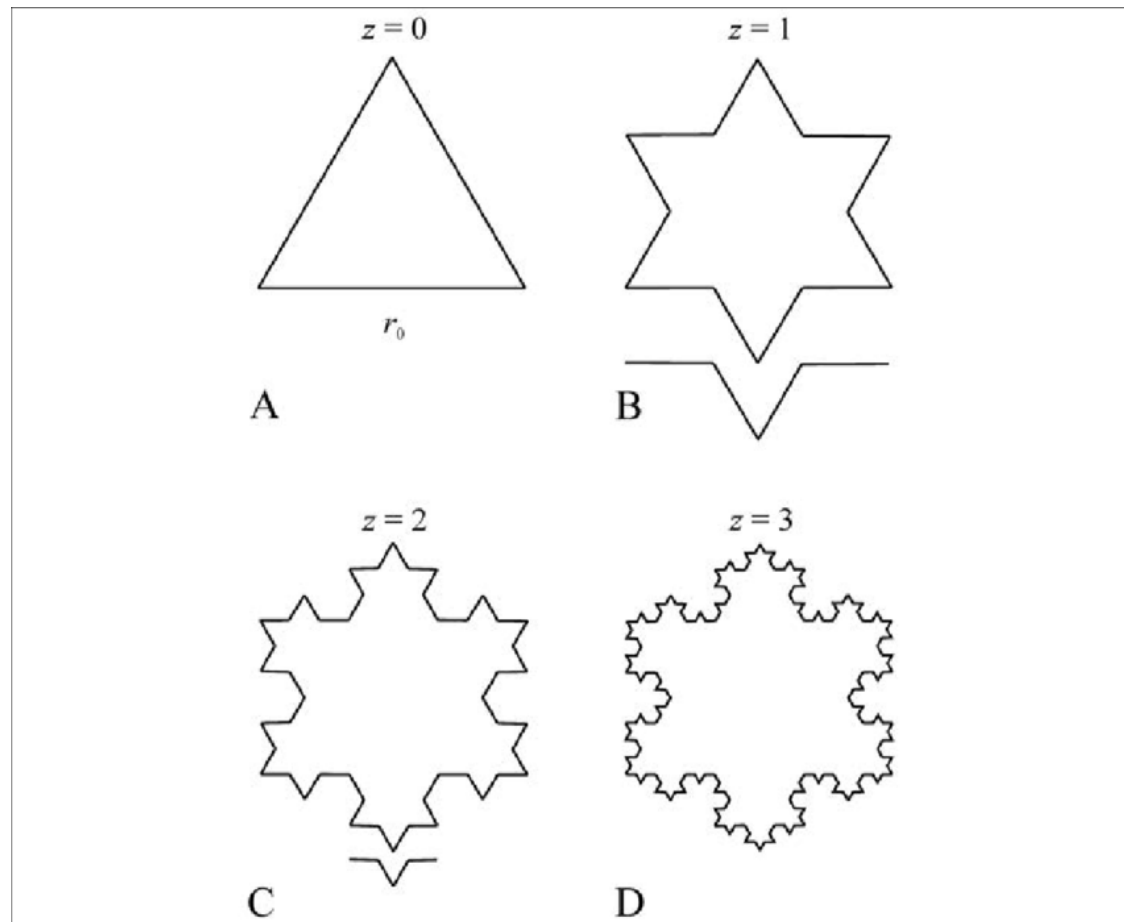
- Recursive replace lines by generator
- Koch curve is limit





# Change initiator: Koch snowflake

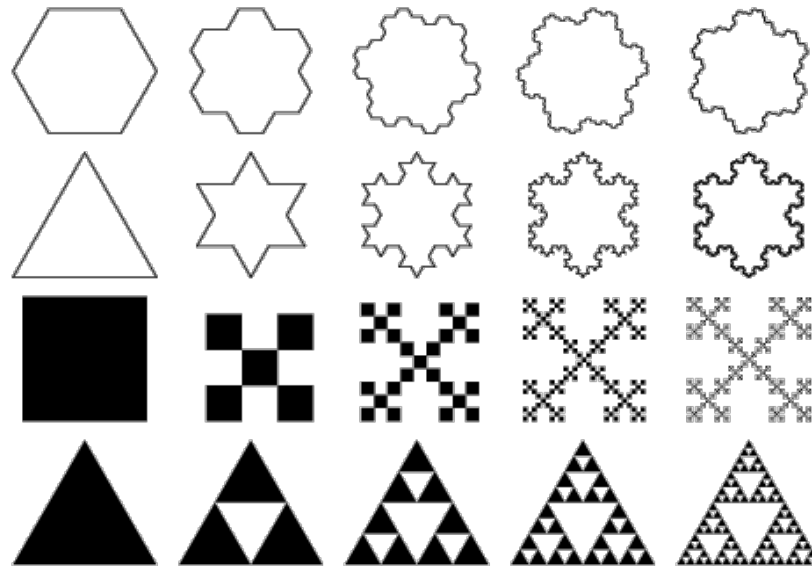
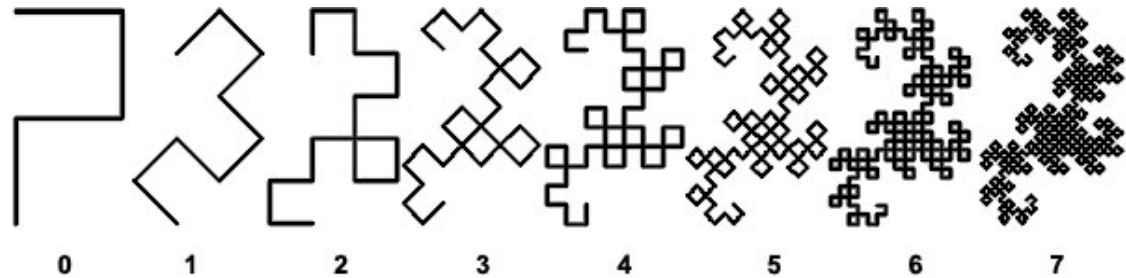
- Koch curve



<http://ecademy.agnesscott.edu/~lriddle/ifs/kcurve/kcurve.htm>

# Change generator: other curves

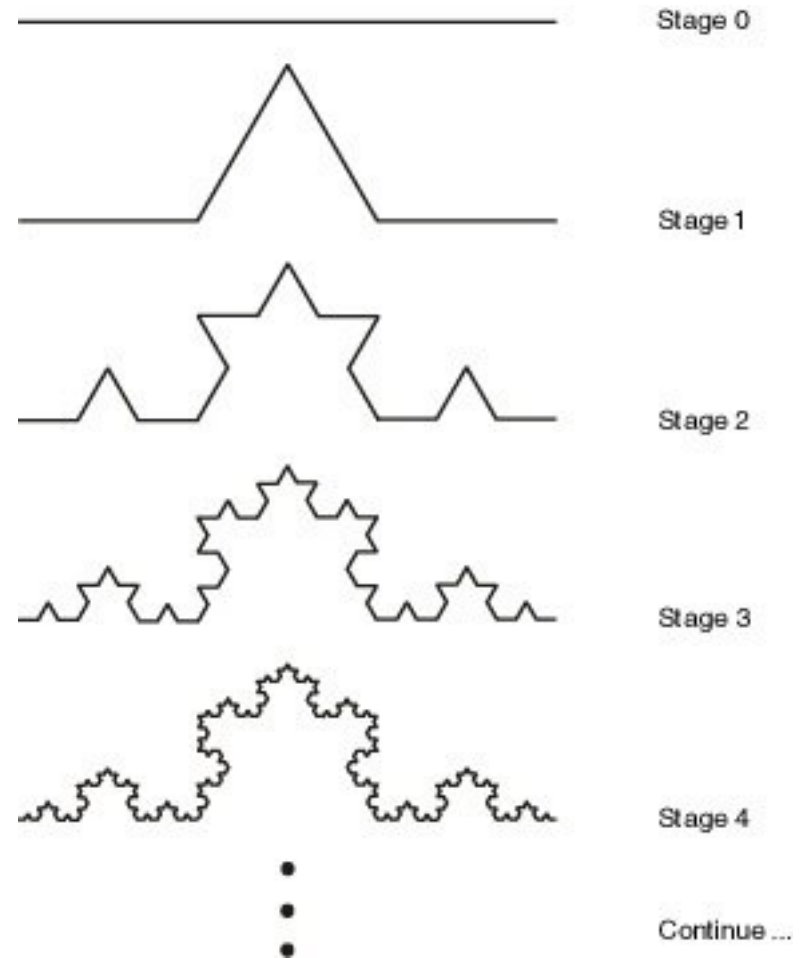
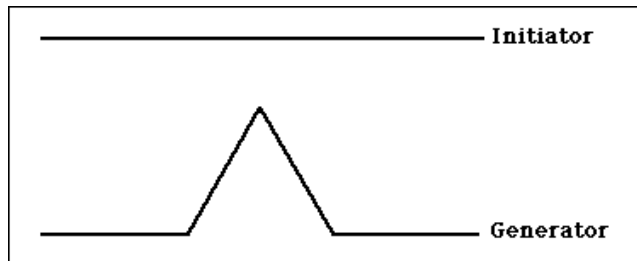
- Dragon curve



<http://www.shodor.org/master/fractal/software/Snowflake.html>

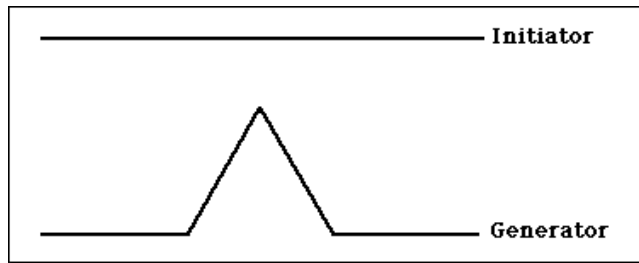
# Length of Koch curve?

- Initiator – length 1
- Generator?

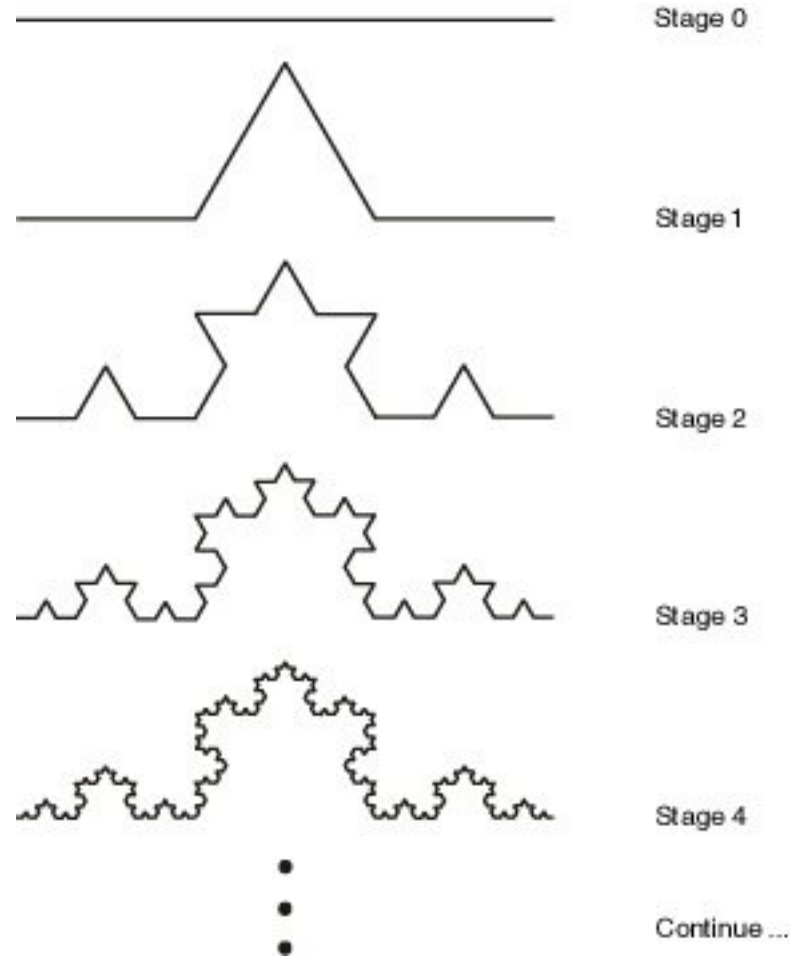


# Length of Koch curve?

- Initiator – length 1
- Generator?



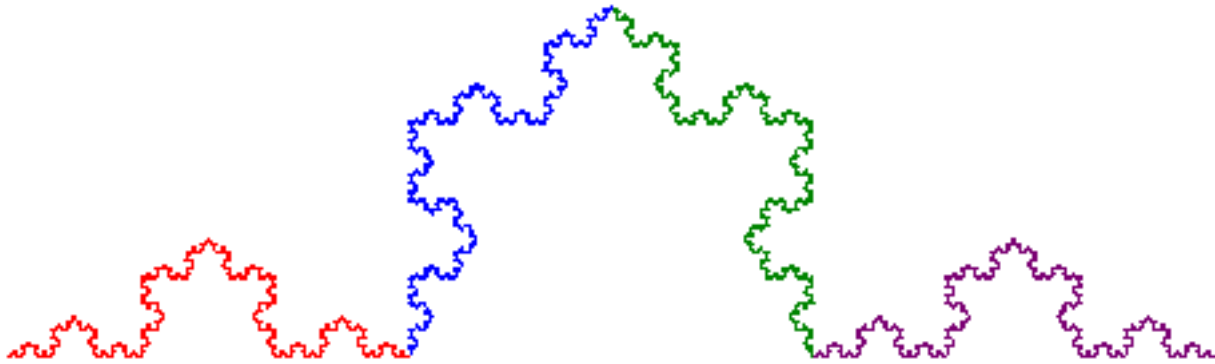
- $G = 4/3$
- Stage  $n$ : Length =  $\left(\frac{4}{3}\right)^n$
- $\lim_{n \rightarrow \infty} \left(\frac{4}{3}\right)^n = \infty$





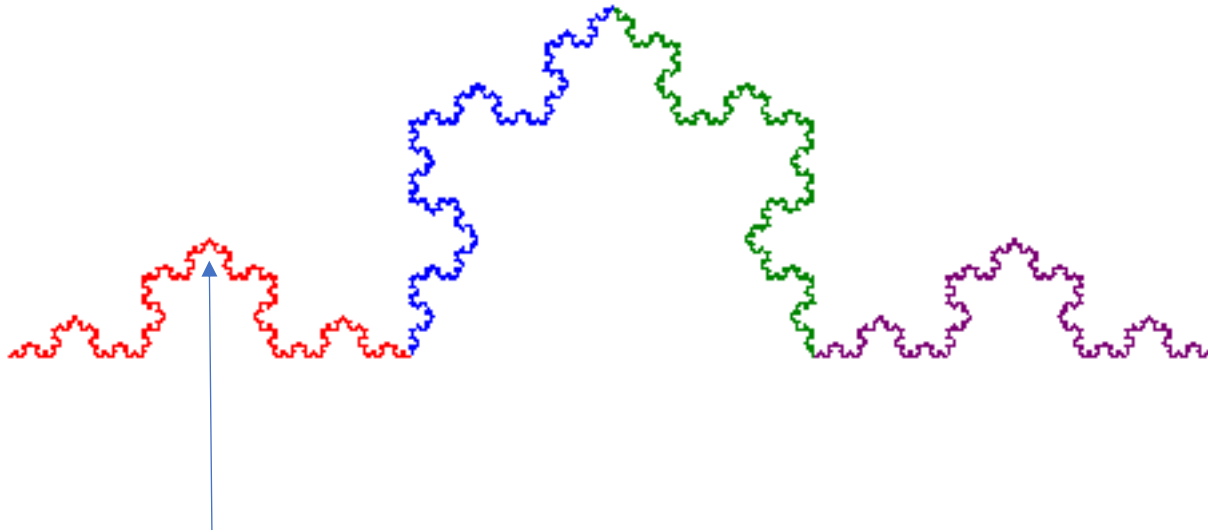
# Infinite length curve in finite space

- Is one parameter  $t$  enough to describe where you are?



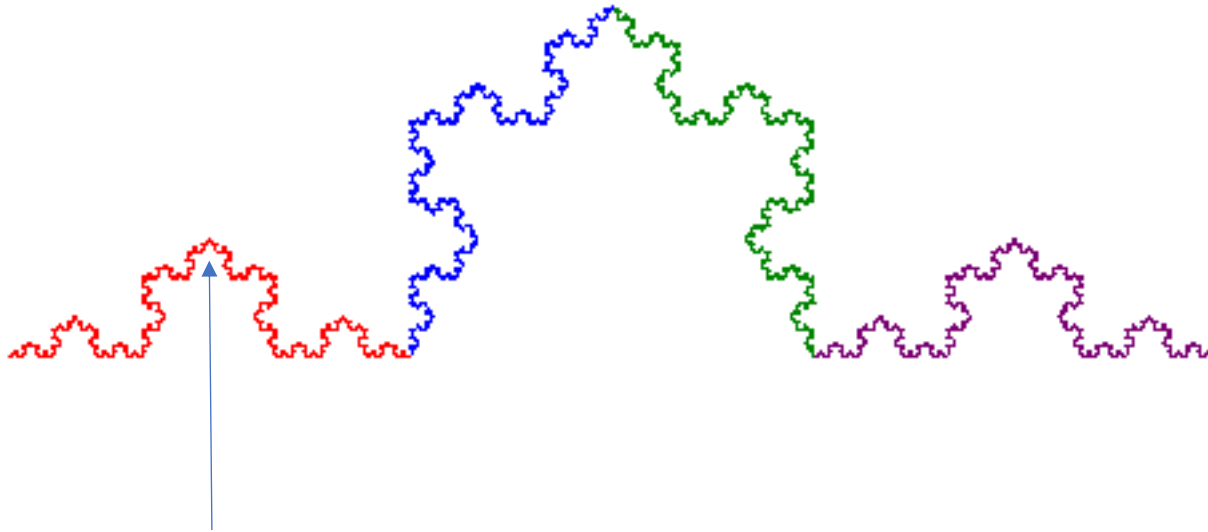
# Infinite length curve in finite space

- Is one parameter  $t$  enough to describe where you are?
- No – takes infinite length to get to any position



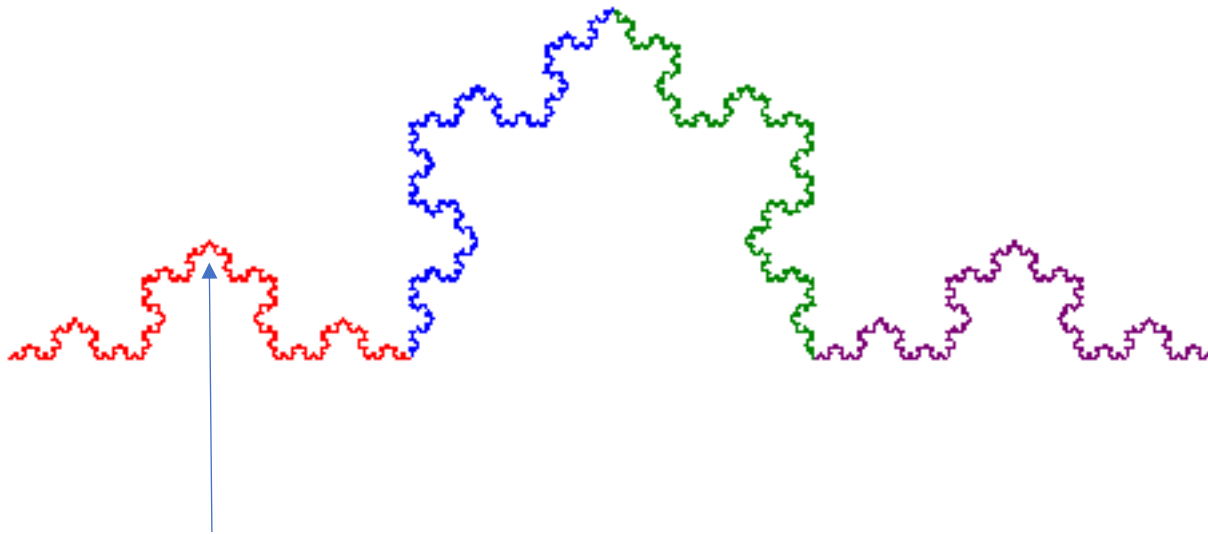
# Infinite length curve in finite space

- Is one parameter  $t$  enough to describe where you are?
- No – takes infinite length to get to any position
- Does it take 2 parameters  $(u,v)$ ?



# Infinite length curve in finite space

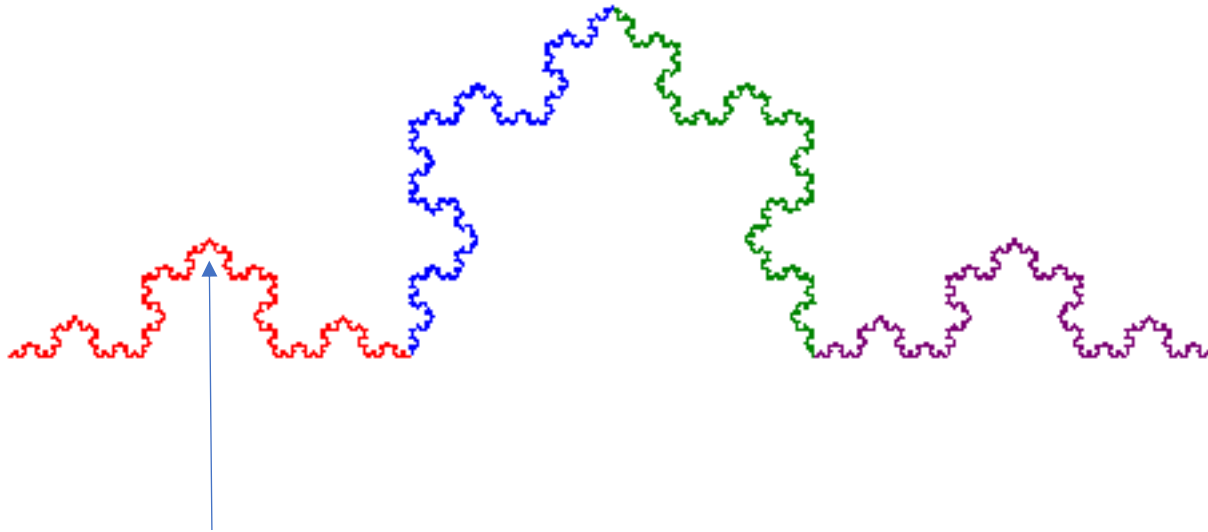
- Is one parameter  $t$  enough to describe where you are?
- No – takes infinite length to get to any position
- Does it take 2 parameters  $(u,v)$ ?
- No – we can position anywhere in plane





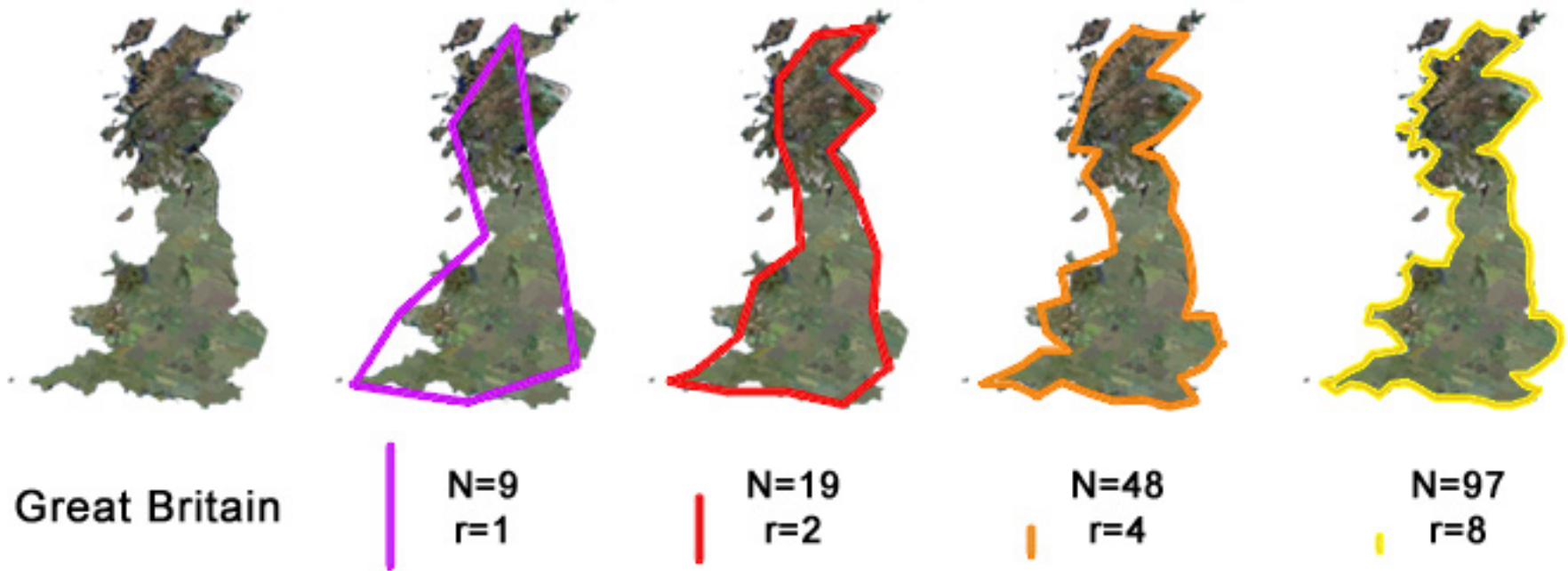
# Fractal dimension

- Dimension of Koch curve is 1.26186
- Between 1 and 2 dimensions



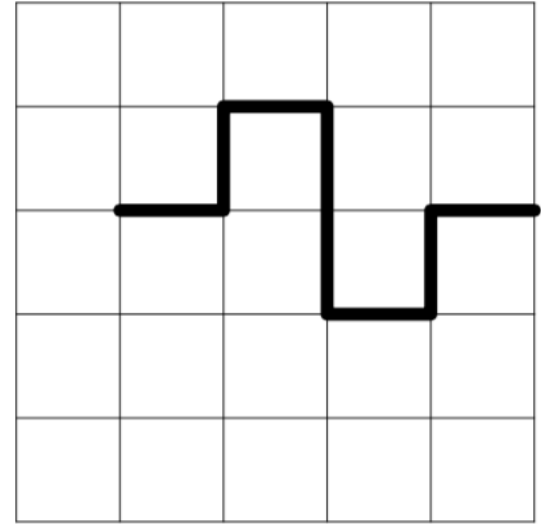
# Measuring fractal dimension

- Log ratio of how length increases as measuring rod decreases
- Measure coast with progressively shorter rods



# Measuring fractal dimension

- Measuring generator dimension
- Formula:
- $D = \frac{\log N}{\log \frac{1}{S}}$
- N – number of parts
- S – scale factor for one part
- N = ?
- S = ?



# Measuring fractal dimension

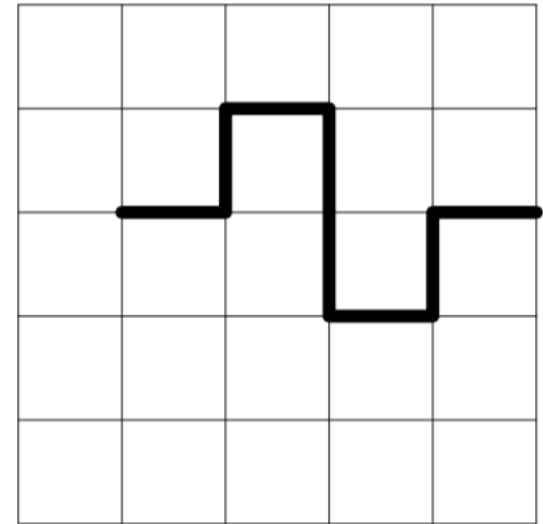
- Measuring generator dimension

- Formula:

- $D = \frac{\log N}{\log \frac{1}{S}}$

- N – number of parts

- S – scale factor for one part



- N = 8

- S = 1/4

$$D = \frac{\log 8}{\log \frac{1}{1/4}} = \frac{\log 8}{\log 4} = \frac{3}{2} = 1.5$$

# Measuring fractal dimension

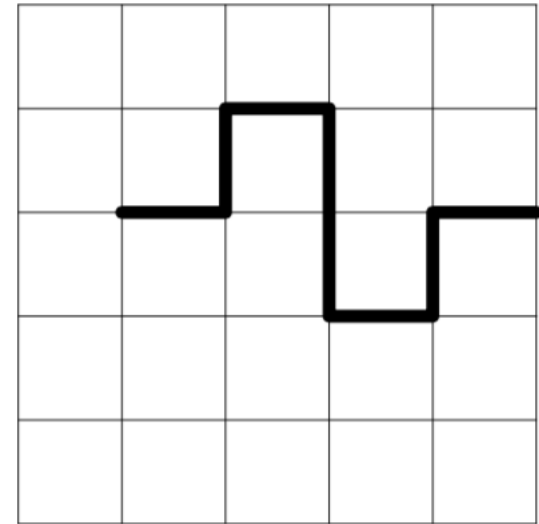
- Measuring generator dimension

- Formula:

- $D = \frac{\log N}{\log \frac{1}{S}}$

- N – number of parts

- S – scale factor for one part



- N = 8

- S = 1/4

$$D = \frac{\log 8}{\log \frac{1}{1/4}} = \frac{\log 8}{\log 4} = \frac{3}{2} = 1.5$$

# Measuring fractal dimension

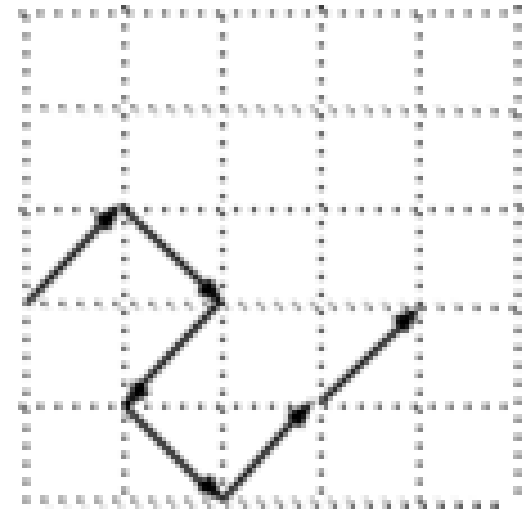
- Measuring generator dimension

- Formula:

- $$D = \frac{\log N}{\log \frac{1}{S}}$$

- N – number of parts

- S – scale factor for one part



- N = ?

- S = ?

# Measuring fractal dimension

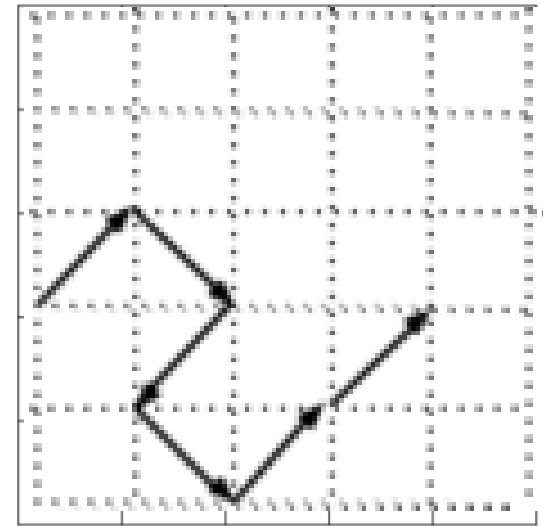
- Measuring generator dimension

- Formula:

- $D = \frac{\log N}{\log \frac{1}{S}}$

- N – number of parts

- S – scale factor for one part



- N = 6

- $S = \frac{\sqrt{2}}{2}$

$$D = \frac{\log 6}{\log \frac{1}{\frac{\sqrt{2}}{2}}} = \frac{\log 6}{\log 2/\sqrt{2}} = \frac{\log 6}{\log \sqrt{2}} = \frac{\log 6}{\frac{1}{2} \log 2} = \frac{2 \log 6}{\log 2} = \frac{2}{\log_2 6} = \frac{2}{\log_2 2 + \log_2 3} = \frac{2}{1 + \log_2 3} = \frac{2}{1 + 1.585} = \frac{2}{2.585} = 0.774$$

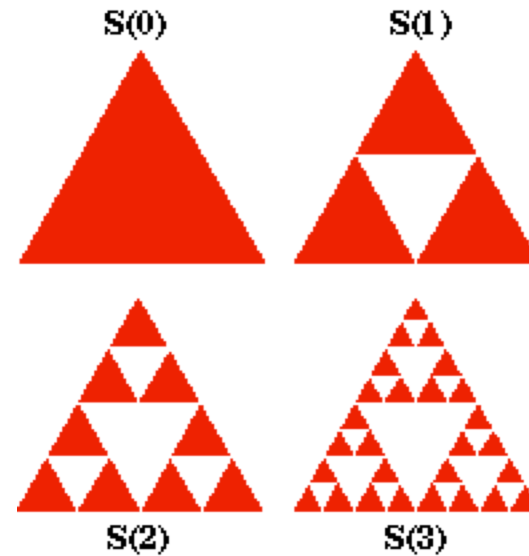
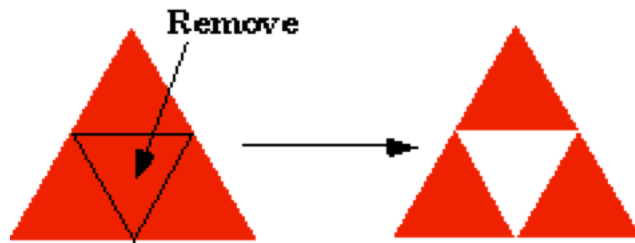
# Creating fractals

- Recursive generators
- L-systems (Lindermeyer)
- Iterated function systems (IFS)
- Particle systems
- Midpoint displacement



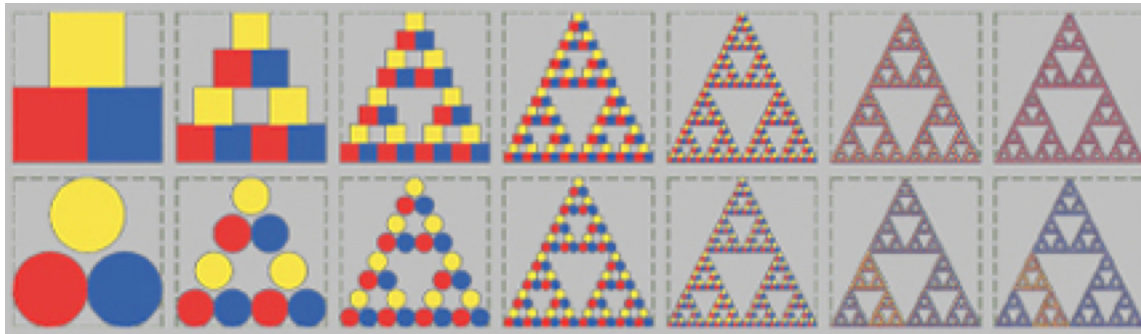
# Iterated Function Systems (IFS)

- Serpinski gasket



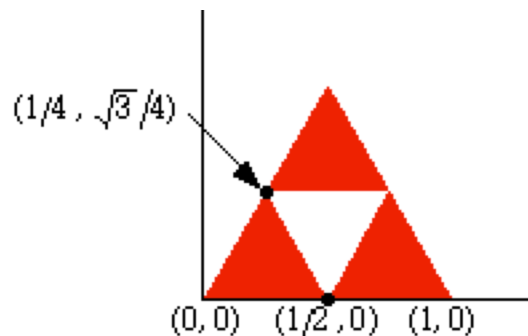
# Copy machine version

- Reduce and duplicate



# Copy machine version

- Triangle with 3 scaled and translated versions



$$f_1(\mathbf{x}) = \begin{bmatrix} 0.5 & 0 \\ 0 & 0.5 \end{bmatrix} \mathbf{x}$$

scale by  $r$

$$f_2(\mathbf{x}) = \begin{bmatrix} 0.5 & 0 \\ 0 & 0.5 \end{bmatrix} \mathbf{x} + \begin{bmatrix} 0.5 \\ 0 \end{bmatrix}$$

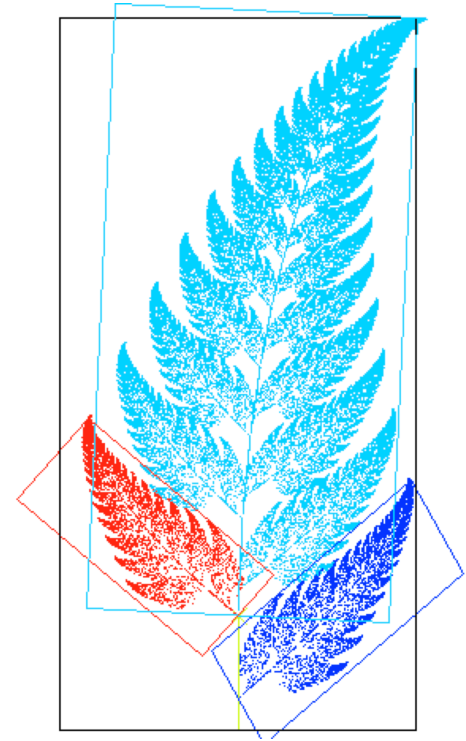
scale by  $r$

$$f_3(\mathbf{x}) = \begin{bmatrix} 0.5 & 0 \\ 0 & 0.5 \end{bmatrix} \mathbf{x} + \begin{bmatrix} 0.250 \\ 0.433 \end{bmatrix}$$

scale by  $r$

# Barnsley Fern IFS

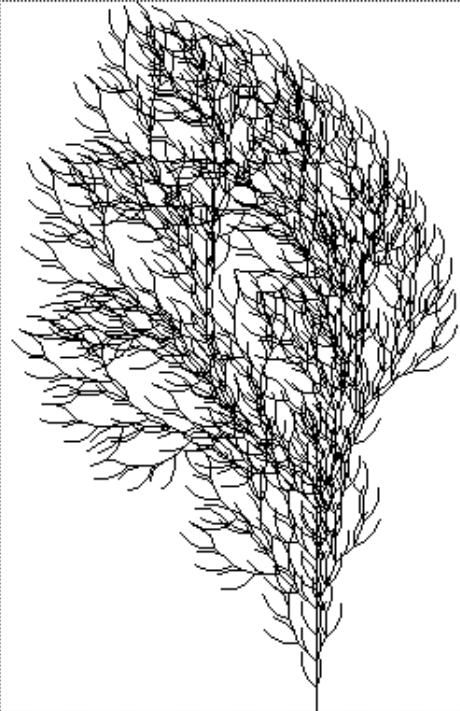
- <http://www.zeuscat.com/andrew/chaos/spleenwort.fern.html>



# L-systems

- Grammar based technique
  - Represent shape as string of symbol
  - Each symbol has meaning in drawing shape
- Two parts
  - Grammar for generating strings
  - Rendering algorithm for interpreting strings as shapes

```
F --> FF+[+F-F-F]-[-  
F+F+F]  
Turning angle = 22.5  
Axiom (depth=0) = F
```

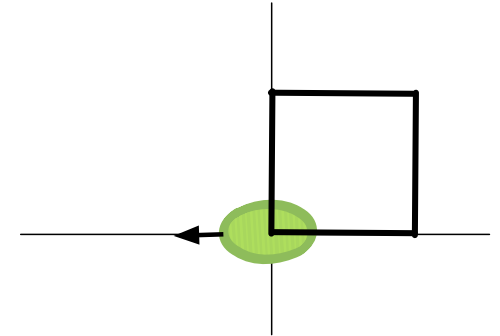
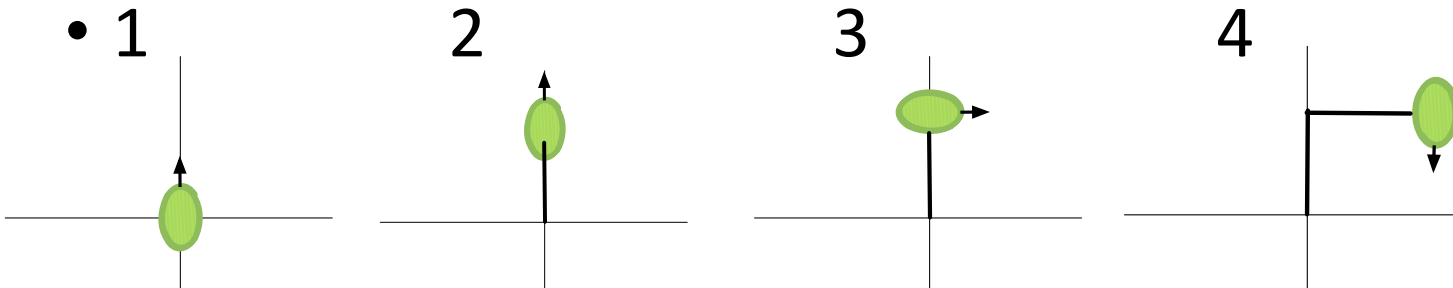


# L-system turtle for rendering strings

- Turtle graphic commands
  - Turtle has state  $\langle \text{angle}, x, y \rangle$
  - Knows where it is and which direction it is pointed
- F - move forward a distance d, draw
- f - move forward a distance d, no draw
- + - turn left by angle delta
- - - turn right by angle delta
- [,] - push and pop turtle stack to remember state

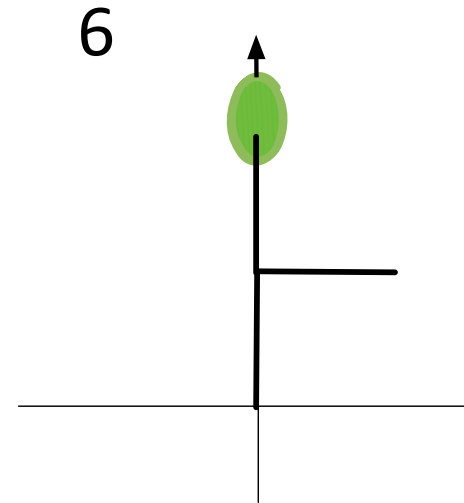
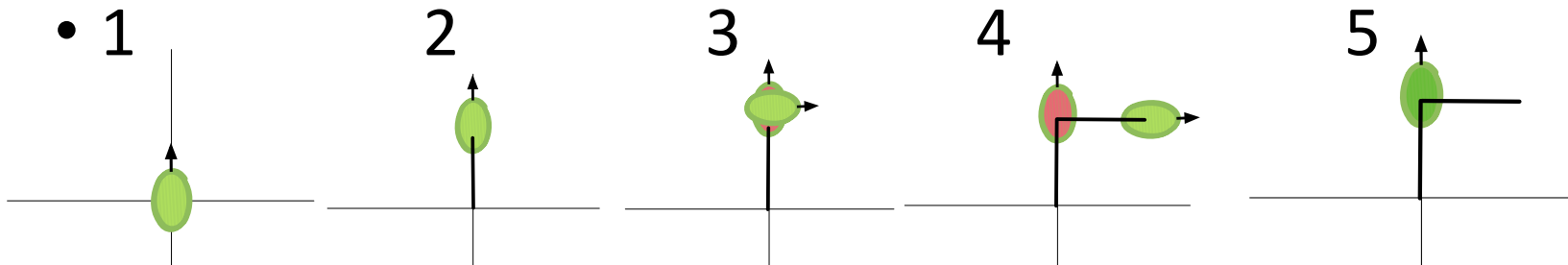
## Example: drawing F+F+F+F with angle=90 degrees

- Initial state  $\langle 90, 0, 0 \rangle$  (default)
- 1) F – forward one unit
- 2) + - turn right 90 degrees
- 3) F – forward one unit
- 4) + - right 90
- And so on ...
- Draws box
- Steps:



## Example: drawing F[+F]F with angle=90 degrees

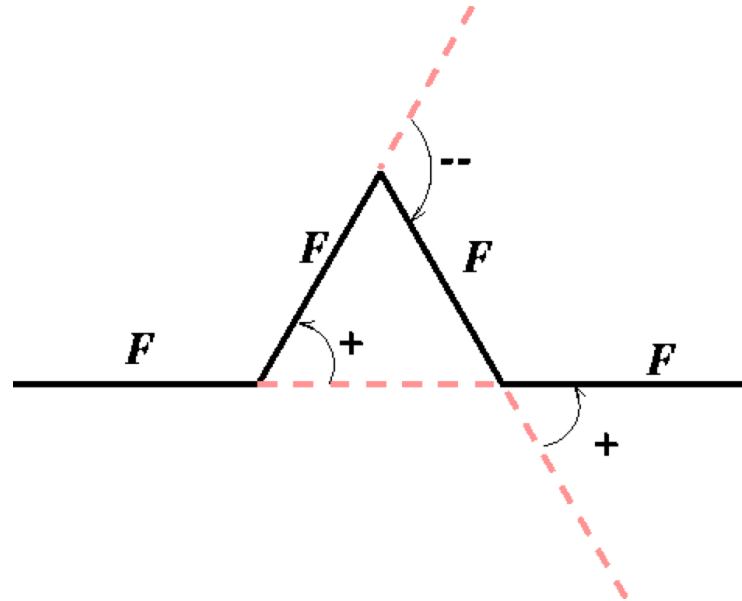
- Initial state  $\langle 90, 0, 0 \rangle$
- 1) F – forward one unit
- 2) [ - push state (red)
- 3) + - turn right 90 degrees
- 4) F – forward one unit
- 5) ] – pop state
- 6) F – forward one unit
- Steps:





# L-system for Koch curve

- Initiator  
F
- Replacement rule (no [])
  - $F \rightarrow F+F--F+F$
- Angle 60 degrees
- Distance 1 unit



# L-system for Koch curve: generating the string

- Stage 0

- F

- Stage 1

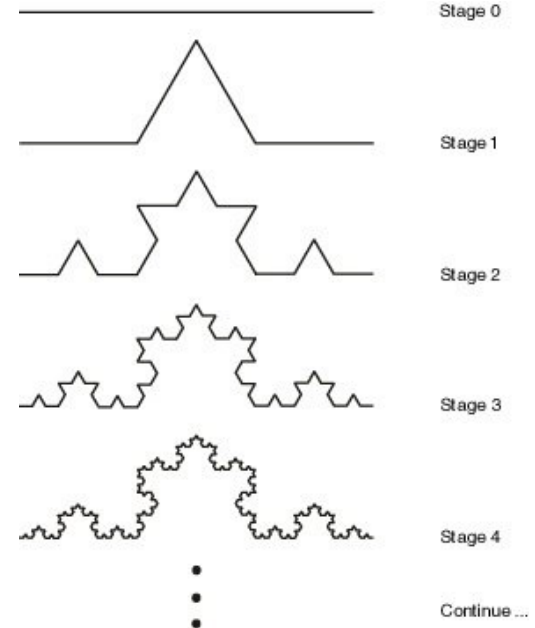
- F+F--F+F

- Stage 2

- F+F--F+F+F+F--F+F--F+F--F+F+F+F+F--F+F

Replace F's by rule  $F \rightarrow F+F--F+F$

Don't replace +, -, [, ]



# L-system for trees/shrubs



**a**  
 $n=5, \delta=25.7^\circ$   
 $F$   
 $F \rightarrow F[+F]F[-F]F$



**b**  
 $n=5, \delta=20^\circ$   
 $F$   
 $F \rightarrow F[+F]F[-F][F]$



**c**  
 $n=4, \delta=22.5^\circ$   
 $F$   
 $F \rightarrow FF - [-F+F+F] +$   
 $[+F-F-F]$



**d**  
 $n=7, \delta=20^\circ$   
 $X$   
 $X \rightarrow F[+X]F[-X]+X$   
 $F \rightarrow FF$



**e**  
 $n=7, \delta=25.7^\circ$   
 $X$   
 $X \rightarrow F[+X][-X]FX$   
 $F \rightarrow FF$



**f**  
 $n=5, \delta=22.5^\circ$   
 $X$   
 $X \rightarrow F - [[X]+X] + F[+FX] - X$   
 $F \rightarrow FF$

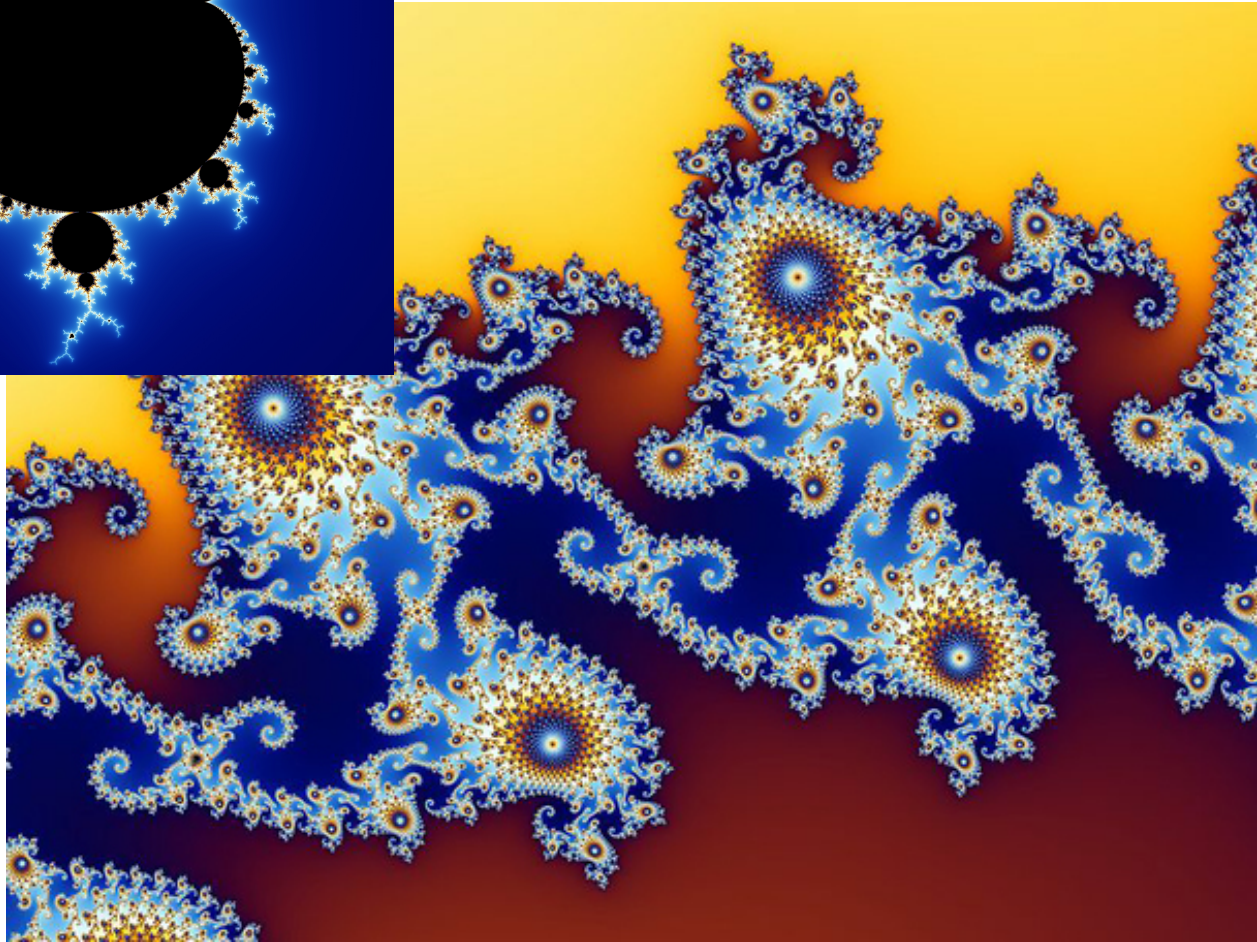
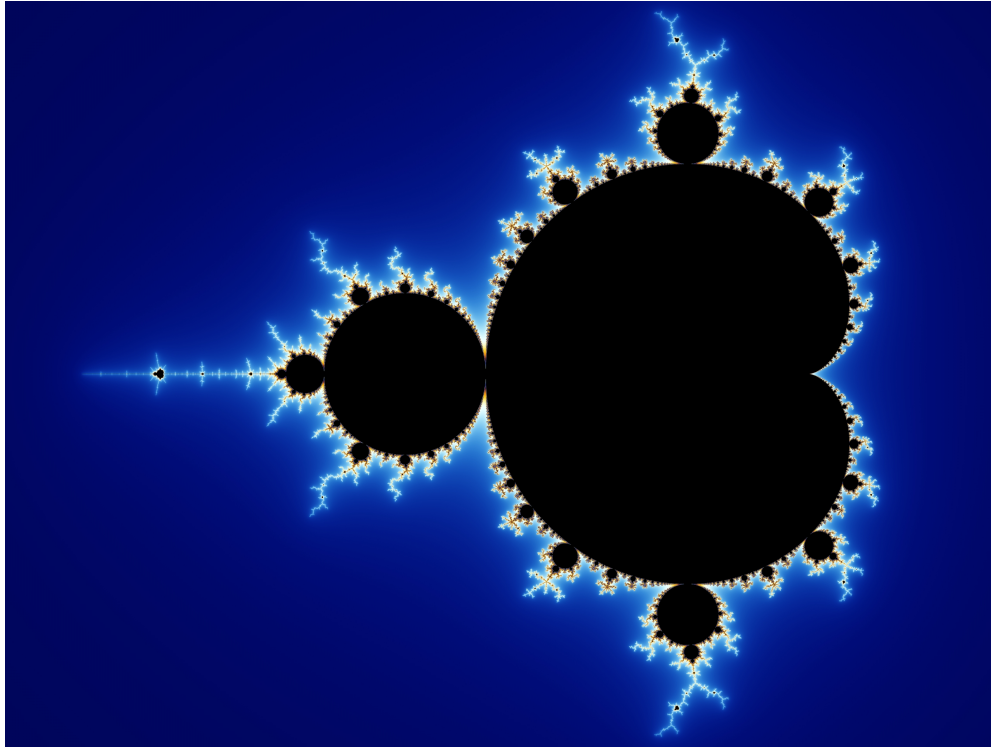
# Stochastic L-system

- Probability augmented replacement rules
- Choose each rule with given probability
- Generates more natural shapes (trees, shrubs)

$V$                      $=$                      $\{ F, +, -, [, ] \}$   
 $w$                      $=$                      $F$

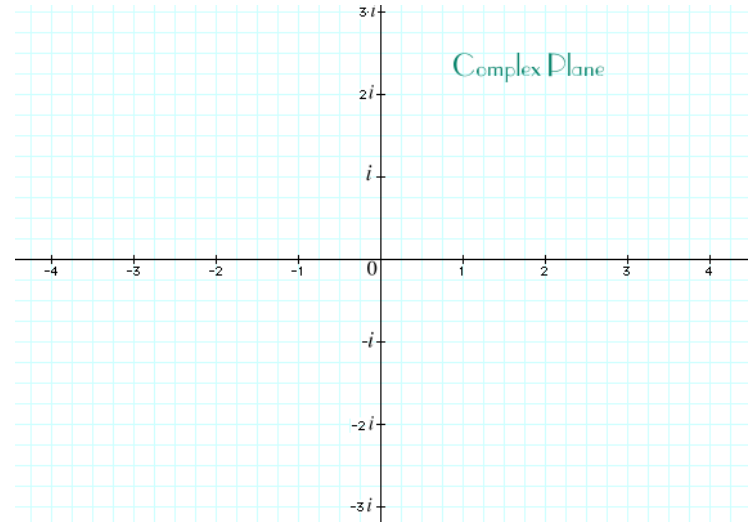
1.  $F$                      $\xrightarrow{0.33}$                      $F [+F] F [-F] F$   
2.  $F$                      $\xrightarrow{0.33}$                      $F [+F] F$   
3.  $F$                      $\xrightarrow{0.34}$                      $F [-F]$

# Mandelbrot and Julia sets



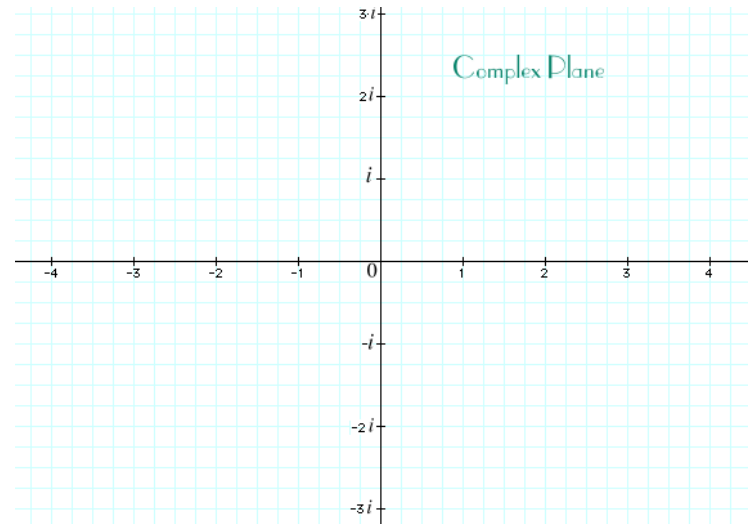
# Mandelbrot equation

- Consider complex plane
- $C = x + yi$
- Iterate the function
- $Z = Z^2 + C$
- With  $Z_0 = 0$
- If the sequence  $Z_0, Z_1, Z_2$ , remains bounded,  $Z$  is in the Mandelbrot set
- If it diverges, not in set – when  $|Z| > 2$
- Color by number of iterations to divergence



# L-Systems

- Consider complex plane
- $C = x + yi$
- Iterate the function
- $Z = Z^2 + C$
- With  $Z_0 = 0$
- If the sequence  $Z_0, Z_1, Z_2$ , remains bounded,  $Z$  is in the Mandelbrot set
- If it diverges, not in set – when  $|Z| > 2$
- Color by number of iterations to divergence





# Evolutionary art

- Todd and Latham
- Rutherford
- [Karl Sims](http://www.karlsims.com)
- <http://www.karlsims.com>





# Particle systems

- Dynamic systems of particles
- Model water, plants, fire, smoke
- <https://www.youtube.com/watch?v=heW3vn1hP2E>
- [https://www.youtube.com/watch?v=HtF2qWKM\\_go](https://www.youtube.com/watch?v=HtF2qWKM_go)

