

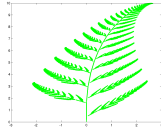
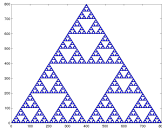
# Fractals

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Lecture 28



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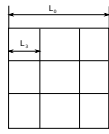
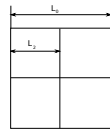
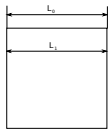
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## Dimension definition

Let's take a square.  
What is its dimension?



$$L_1 = L_0$$

$$N_1 = 1 = 1^2$$

$$L_2 = L_0/2$$

$$N_2 = 4 = 2^2$$

$$L_3 = L_0/3$$

$$N_3 = 9 = 3^2$$

Let's define scale as  $s_n = L_0/L_n$  so both  $N_n$  and  $s_n$  grow with  $n$

### Dimension

$$D = \lim_{n \rightarrow \infty} \frac{\log N_n}{\log s_n}$$

For square

$$D = \lim_{n \rightarrow \infty} \frac{\log n^2}{\log n} = 2$$

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## Fractional dimension object - fractal

What about this figure:  
Sierpinski triangle  
What is its dimension?



$$L_1 = L_0/2 = L_0/2^1$$

$$N_1 = 3 = 3^1$$

$$L_2 = L_0/4 = L_0/2^2$$

$$N_2 = 9 = 3^2$$

$$L_3 = L_0/8 = L_0/2^3$$

$$N_3 = 27 = 3^3$$

### Dimension

$$D = \lim_{n \rightarrow \infty} \frac{\log N_n}{\log s_n}$$

For square

$$D = \lim_{n \rightarrow \infty} \frac{\log n^3}{\log n^2} = \frac{\log 3}{\log 2} = 1.585$$

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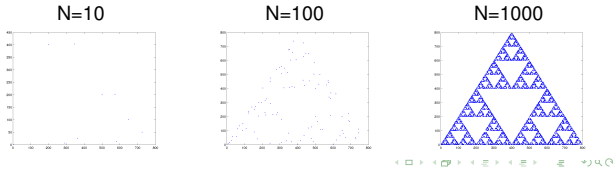
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## Chaos to order: fractional division - fractal

- 1 Choose 3 vertexes for a triangle
- 2 Choose random point inside the triangle
- 3 Choose a vertex at random
- 4 Mark a point half-way between known point and the chosen vertex
- 5 Replace coordinates of old point with this one
- 6 repeat from step 3



## Affine transformations

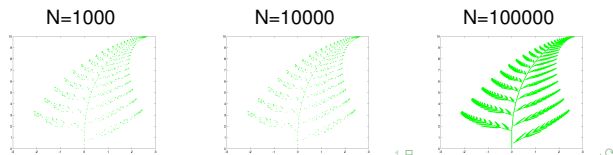
Generate a new point from the old one

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} e \\ f \end{pmatrix}$$

Old point could be

- translated
- scaled
- rotated

Example the Barnsley fern



## Coastline length problem

Box counting algorithm  
Length of the coastline

$$L_{tot} = L_n N_n$$

Recall that

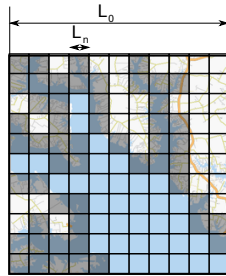
$$L_n = L_0 / s_n$$

$$D = \log(N) / \log(s)$$

then  $N = s^D$

$$L_{tot} = \frac{L_0}{s} s^D = L_0 s^{D-1}$$

If  $D > 1$   $L_{tot} = \infty$  with the scale  
( $s_n \sim 1/L_n$ ) grows with smaller  
and smaller box



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