def: Let S be a self similar set (which can be subdided into k connect -ed subsets, and each may be magnified by a factor M to yield S.

The fractal dimension of S is
$$Dim = \frac{\log K}{\log M} = \frac{\log (\# \text{of } \Delta S)}{\log (\text{nagnification})}$$

Ex: Sierpinski A

$$D = \frac{\log 3}{\log 2} \approx 1.585$$

Ex: Contor set

$$D = \frac{1093}{1093} \approx 063$$

Ex: Koch Snowflake/line

Foch Snowflake/ line
$$D = \frac{\log 4}{\log 3} \approx 1.26$$

$$D = \frac{\log 16}{\log 9} \approx 1.26$$
Same

S14:7 Iterated function thm

Define
$$A(x) = \beta(x-x_0) + (x_0)$$
 where $\beta \in (0,1)$

This function has a fixed point $P_0 = (x_0)$

and because 0<B<1, it mores each point closer to Po

The chaos, game was played using 3 such functions.

In the end, the sierpinski triangle emerged.

Definition: Suppose that 0<8<1, Pi..., In one points in the plane.

And let Ai(P)=B: (P-Pi)+P:

This collection of functions is called an iterated function system.

Definition: Sps that (A.,..., An) is an iterated function system. The set of points to which an orbitary orbit in the plane convenes the attractor of the system. Example: we can obtain the contor set in this way, using.

$$A_2 \begin{pmatrix} x \\ y \end{pmatrix} = \frac{1}{3} \begin{pmatrix} x-1 \\ y-0 \end{pmatrix} + \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

Variations on the chaos game We can also define functions A; which not only move appoint towards its fixed point, but also rotates the path.

$$A(\ddot{y}) = \beta \left(\begin{array}{c} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{array} \right) \left(\begin{array}{c} x - x_0 \\ y - y_0 \end{array} \right) + \left(\begin{array}{c} x_0 \\ y_0 \end{array} \right)$$