

## Final Project Mandelbrot Set Display

Assigned: Nov 10, 2016

Due: Dec 15 2016, 3:00pm

**Introduction** In this assignment we will use the OpenGL graphics API to compute and display a visual image of the *Mandelbrot Set*. Once the set is displayed, we will use the mouse to select a square region from the displayed set, and recompute the set using only the selected region of the complex plane. Details of the math to compute the *Mandelbrot Set* is given in the paragraphs below.

**The Mandelbrot Set** The *Mandelbrot Set* is defined as the set of points in the complex plane that satisfy

$$M = \{c \in C \mid \lim_{n \rightarrow \infty} Z_n \neq \infty\}$$

where

$M$  is the set of all complex numbers in the *Mandelbrot Set*.

$C$  is the set of all complex numbers in the complex plane,

$$Z_0 = c,$$

$$Z_{n+1} = Z_n^2 + c$$

From this description it appears we have to iterate  $n$  over all values from 0 to  $\infty$ , which would take quite a bit of computation. Luckily, we can make two simplifying assumptions.

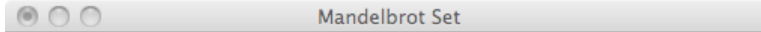
1. If the magnitude of any  $Z_n$  is greater than 2.0, then it can be proved that  $Z$  will eventually reach infinity, so if we ever get a  $Z_n$  for which the magnitude is greater than 2.0 we can stop iterating and claim that the point  $c$  is *not* in the *Mandelbrot Set*.
2. If we have iterated 2,000 times and still not found a  $Z_n$  with a magnitude greater than 2.0, we can again stop iterating, but this time claim the  $c$  is in the *Mandelbrot Set*. The value 2000 was chosen arbitrarily but seems to work pretty well for this assignment.

**Displaying the Mandelbrot Set** Start by creating a display window of 512 by 512 pixels. Then compute and display the *Mandelbrot Set*. Unfortunately, it appears in the above discussion of the math to compute the *Mandelbrot Set*, that we have to iterate all possible values of  $c \in C$ . Again we are lucky that we can limit the possible range of the  $c$  value as follows:

$$(-2.0, -1.2) < c < (1.0, 1.8)$$

This still seems to be an infinite number of possible  $c$  values. To again avoid infinite processing, simply select 512 discrete  $c$  values in both the real and imaginary ranges above, resulting in 512 \* 512 total unique  $c$  values. For each  $c$ , simply iterate the  $Z$  values as shown above. If the  $c$  is in the *Mandelbrot Set*, display a black pixel at the appropriate point in the display window. If the point is *not* in the *Mandelbrot Set* (ie you found a  $Z_n > 2.0$ ), display the pixel in a color of your choosing. However, the chosen color must be a function of the number of iterations taken to find that  $Z$  will be infinite. For example, if on the 1999<sup>th</sup> iteration you found that the magnitude of  $Z$  was greater than 2.0, then the color painted must be the same for all  $c$  values that required 1999 iterations. Your result in this case will be similar to that below.

**USE 16 separate threads to compute the Mandelbrot Set.**



*Graduate Students Only.* Next, enable the mouse clicks and movements in OpenGL and allow the user to select a square region in the displayed *Mandelbrot Set* image. When the region is selected (ie. the mouse button released), recalculate the *Mandelbrot Set* using the minimum and maximum  $c$  range based on the selected region. **Limit the selected region to be square, not rectangular.** Also, again for grad students only, maintain a history of the displayed sets and allow for a keypress of `b` to return to the previous set.

### Copying the Project Skeletons

1. Copy the files from the ECE6122 user account using the following command:

```
/usr/bin/rsync -avu /nethome/ECE6122/MBSet .
```

Be sure to notice the period at the end of the above commands.

2. Change your working directory to MBSet

```
cd MBSet
```

3. Copy the provided `MBSet-skeleton.cc` to `MBSet.cc` as follows:

```
cp MBSet-skeleton.cc MBSet.cc
```

4. Build the binaries using the provided Makefile.

5. Run your program normally:

```
./MBSet
```

This should open an X-window on your laptop with the proper Mandelbrot set display.

**Turning in your Project.** Use the normal `turnin-ece6122` procedure as always.