

# CONTENTS

<b>1</b>	<b>todo</b>	<b>1</b>
<b>2</b>	<b>hologram</b>	<b>3</b>
<b>3</b>	<b>fractal</b>	<b>4</b>
	3.1 theory . . . . .	4
<b>4</b>	<b>mandelbrot set</b>	<b>5</b>
<b>5</b>	<b>image</b>	<b>10</b>
	5.1 file format . . . . .	10
	5.2 greyscale . . . . .	11
	5.3 rgb . . . . .	11
<b>6</b>	<b>integer</b>	<b>13</b>

# Chapter 1

## todo

TODO

functionality

- numeric calculus

  - range/interval/window size

  - precision abscisses, ordinate axis/resolution of image

  - maximum module

    - coordinates  $c$  where maximum module

  - number of elements

model

- mandelbrot set sequence

- belonging to mandelbrot set

fractal boundary

module of a complex number

data structure

- big numbers

  - many significant digits

- cartesian coordinates

  - real and imaginary parts of mandelbrot set's elements

view

- cartesian representation

REVISION HISTORY

## Chapter 1. todoaaa

---

16/01/2024	15:15-17:00	fractal theory complex number library printing module-library mandelbrot algorithm code
18/01/2024	16:00-19:00	mandelbrot theory mandelbrot algorithm traverse algorithm
20/01/2024	10:00-11:00	data print precision isMandelbrotElement()

# Chapter 2

## hologram

# Chapter 3

## fractal

### 3.1. theory

<https://en.wikipedia.org/wiki/Fractal>

a fractal is a geometrical shape

a curve

a plane

Sierpiński carpet

the technique of subdividing a shape into smaller copies of itself and removing one or more copies

[https://en.wikipedia.org/wiki/Sierpi%C5%84ski\\_carpet](https://en.wikipedia.org/wiki/Sierpi%C5%84ski_carpet)

a three dimensions, cubes

Menger sponge

[https://en.wikipedia.org/wiki/Menger\\_sponge](https://en.wikipedia.org/wiki/Menger_sponge)

a function/equation

increase precision in

domain

different, and not necessarily more precise only,

image

infinitely increase in precision

because sequence defined recursively

# Chapter 4

## mandelbrot set

[https://en.wikipedia.org/wiki/Mandelbrot\\_set](https://en.wikipedia.org/wiki/Mandelbrot_set) <https://ics.uci.edu/~eppstein/junkyard/mand-area.html> <https://math.stackexchange.com/questions/1134054/proof-of-x-intersection-of-the-mandelbrot-set> [https://complex-analysis.com/content/mandelbrot\\_set.html](https://complex-analysis.com/content/mandelbrot_set.html)  
buddhabrot representation  
<https://www.kaggle.com/code/wgunderwood/the-mandelbrot-set>

definition

-----

Mandelbrot set 'M'

two-dimensional set defined in the complex-number plane

compact set

since it is closed (no punctures)

and bound subset (no missing points)

contained in the closed disk of radius 2 around an origin ( $z_0=0$ )

element/point 'c' is in 'M'

if

module '|z|' complex number 'z' in sequence  $f(z) = z^2 + c$ , def  
absolute value of  $z_{\{n\}}$ ,  $|z_{\{n\}}| \leq 2$ , for all  $n \geq 0$

otherwise

absolute value exceeds 2, the sequence will escape to infinity

sequence

-----

origin

$o = o_r + o_i \cdot j$

$z_0 = z_{r0} + z_{i0} \cdot j$

```

z0 = o
zr0 = or
zi0 = oi

```

```

distance    d0 = dr0 + di0.j
             = z0 - o
             = zr0 + zi0.j - or - oi.j
             = zr0-or + (zi0-oi).j
             = or-or + (oi-oi).j
             = 0 + 0.j

```

```

candidate   c = a + b.i

```

```

|z0|+2
f(z) = z^2 + c is <= |z0|+2

```

```

complex number z0 =          0 + 0i          ;
complex number z1 = f(z0)    = z0^2 + c    = (a+bi)^2 + c    ;
complex number z2 = f(z1)    = z1^2 + c    = c^2 + c          ;
complex number z3 = f(z2)    = z2^2 + c    = (c^2 + c)^2 + c

```

```

complex number |z0|  =      (0^2 + 0^2i)^1/2
complex number |z1|  =
complex number |z2|  =
complex number |z3|  =

```

```

no diverge to infinity

```

axis intersection

-----

```

the intersection of 'M' with the real axis is the interval [-2, 1/4]
abscissa    x-axis  real part
ordinate    y-axis  imaginary part

```

fractal boundary

definition

boundary of the Mandelbrot set 'M' is a fractal curve.

boundary complex numbers which magnitude is 2, threshold must be at least

complex number  $z = -2 + 0i$ ,  $z = -2$

has the largest magnitude within the mandelbrot set

### JULIA SET

if  $c$  is held constant and the initial value of ' $z$ ' is varied instead, the co

### COMPLEX NUMBERS

Function module/magnitude  $|z|$  of a complex number ' $z$ ',  $z=a+bj$

[https://en.wikipedia.org/wiki/Complex\\_number](https://en.wikipedia.org/wiki/Complex_number)

$$z = x + y \cdot j$$

$$|z| = \sqrt{x^2 + y^2}$$

### COMPUTING

element ' $c$ ' in ' $M$ '

maximum number of iterations  $n=500?$

all ' $|z|$ '  $\leq 2$

element ' $c$ ' not in ' $M$ '

one ' $|z|$ '  $> 2$

infinity  $\text{inf}=10^8?$

ordinate bounds

fractal dimensions

cartisian vertex coordinates

$(-2.0, 2.0), (0.25, 2.0)$

$(-2.0, -2.0), (0.25, -2.0)$



### COLORING

only boundary, in black color  
 $2 \geq |z| \geq 1.995$

coordinate  
treating the real and imaginary parts of 'c' as image coordinates

pixel  
pixels may be colored according to how soon the sequence  
 $|f_{\{c\}}(z)|, |f_{\{c\}}(f_{\{c\}}(z))|, |f_{\{c\}}(f_{\{c\}}(f_{\{c\}}(z)))|$   
crosses an arbitrarily chosen threshold  
the threshold must be at least 2, as -2 is the complex number  
with the largest magnitude within the set,  
but otherwise the threshold is arbitrary.

mandelbrot subset by threshold lower than 2???

soon  
number of iteration

distance  
difference  $|2 - |z_{\{i\}}||, |z_{\{i\}}| \leq 2, |z_{\{i+1\}}| > 2$

color gradient  
[https://en.wikipedia.org/wiki/Color\\_gradient](https://en.wikipedia.org/wiki/Color_gradient)  
axial gradient  
axial gradient or, also called, linear color gradient  
segment defined by two points  
on color for each point of the segment

color space  
2d  
plane ( $r$  in  $[0,255]$ ,  $g$  in  $[0,255]$ )

3d

rgba (0-255, 0-255, 0-255, 0-255)

2d rgb profiles

[https://en.wikipedia.org/wiki/Color\\_gradient#/media/File:Gnuplot\\_HS](https://en.wikipedia.org/wiki/Color_gradient#/media/File:Gnuplot_HS)

[https://en.wikipedia.org/wiki/Color\\_gradient#/media/File:Matlab\\_gra](https://en.wikipedia.org/wiki/Color_gradient#/media/File:Matlab_gra)

3d rgb profiles

[https://en.wikipedia.org/wiki/Color\\_gradient#/media/File:0\\_3d\\_60\\_75](https://en.wikipedia.org/wiki/Color_gradient#/media/File:0_3d_60_75)

### HISTORY

first

Benoit Mandelbrot

mathematician

coined word 'fractal'

wrote influential book 'The Fractal Geometry of Nature', in 1982.

first mandelbrot set image in the cover of 'Scientific American', 1985.

since then

# Chapter 5

## image

### 5.1. file format

#### TYPE OF IMAGE FORMAT

---

raw images

camara lenses capture raw information

png images

a png is a raster: pixel-based image format

stores pixels in a raster format

one color channel

monochrome or palette index

three color channel

rgb

four color channel

rgba, rgb with an alpha channel for transparency

jpg images

no alpha channel support

color information retained in rgb

compression by discarding data

svg

not a vector image like svg

raw pixel images dataset

<http://yann.lecun.com/exdb/mnist/>

```
" .: - = + * # \% @ "  
" . ° * o 0 # @ "  
" _ . , - = + : ; c b a ! ? 0 1 2 3 4 5 6 7 8 9 \ $ W # @ "
```

## 5.2. greyscale

MATRIX OF GREYSCALE MODEL

<https://en.wikipedia.org/wiki/Grayscale>

-----

values in each pixel is a single sample representing only  
the amount of light, intensity of light, luminance, brightness.

numerical representation of a greyscale  
commonly stored in 8 bits/pixel per sampled pixel

converting color to greyscale  
no alpha component

luminance  $Y_{\text{lineal}}$   
 $Y_{\text{lineal}} = 0.2126 \cdot R_{\text{linear}} + 0.7152 \cdot G_{\text{linear}} + 0.0722 \cdot B_{\text{linear}}$   
 $Y_{\text{lineal}}$  belongs to  $[0,1]$

## 5.3. rgb

RGB COLOR MODEL

[https://en.wikipedia.org/wiki/RGB\\_color\\_model](https://en.wikipedia.org/wiki/RGB_color_model)

-----

truecolor image  
linear colorspace  
human perception

additive model

## Chapter 5. imageaaa

---

addition or combination of primary colors red, green, blue in different intensi

zero intensity of each component gives black

maximum intensity of each component gives white

three color channels 8 bits per channel, values 0-255

24 bits/pixel

$(2^8)^3 = 16777216$  colors

# Chapter 6

## integer

gnu libc

integers

[https://www.gnu.org/software/libc/manual/html\\_node/Integers.html](https://www.gnu.org/software/libc/manual/html_node/Integers.html)