

Cores em R: uma abordagem dinâmica para curvas planas e mandalas

in: VII Seminário Internacional de Estatística com R

Prof. Dr. João Paulo

24 a 26 de maio de 2023

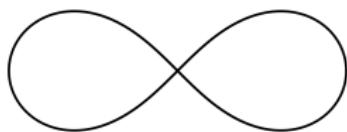
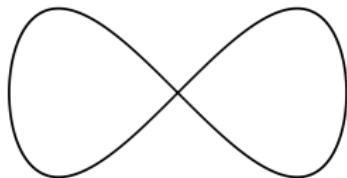
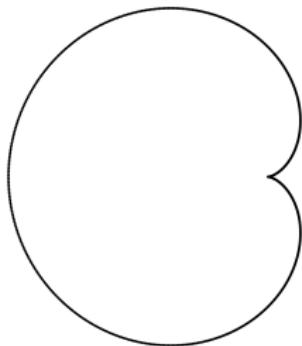
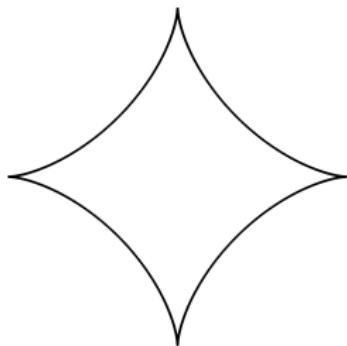
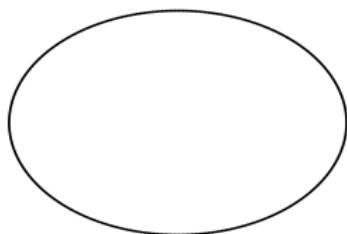
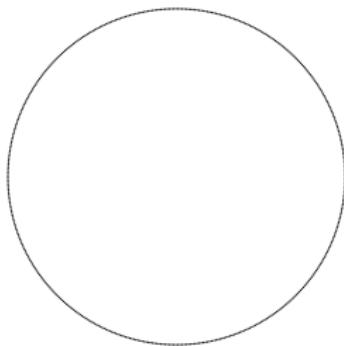




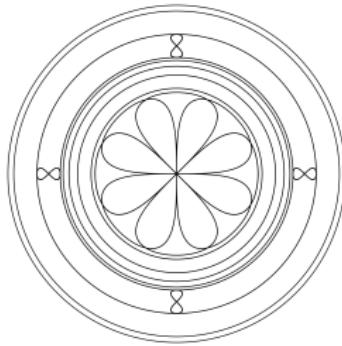
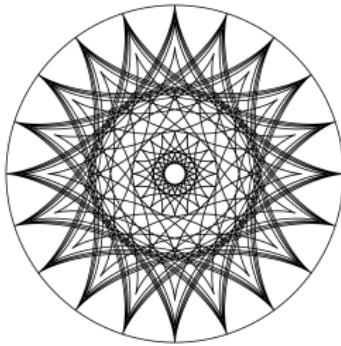
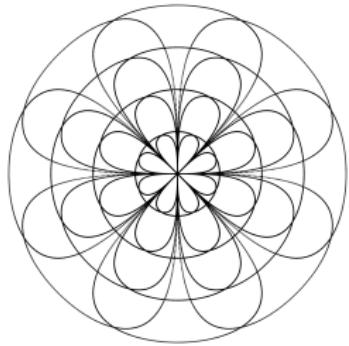
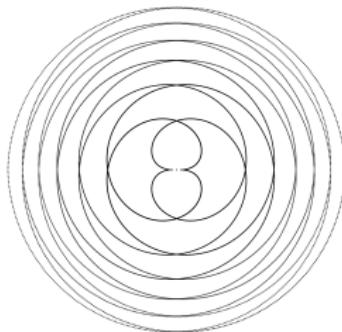
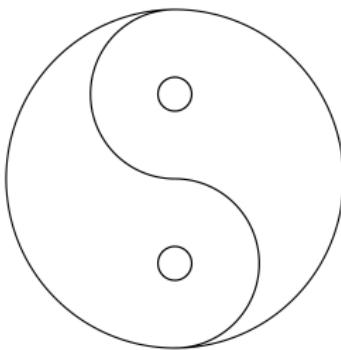
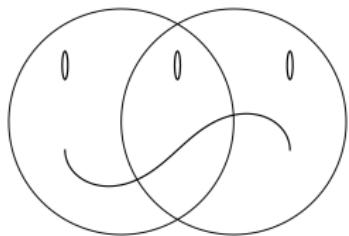
Resumo

- Introdução
 - VI Seminário Internacional de Estatística com R-2022
 - Construções iniciais e transformações
- Código geral e Cores
- Resultados
 - Cores I - alguns exemplos
 - Cores II - escolha sequencial
 - Cores III - escolha aleatória
 - Cores IV - mapas gradientes
 - Explorações
- Considerações finais

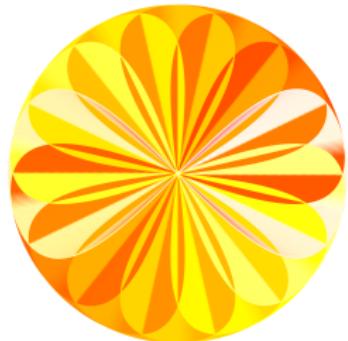
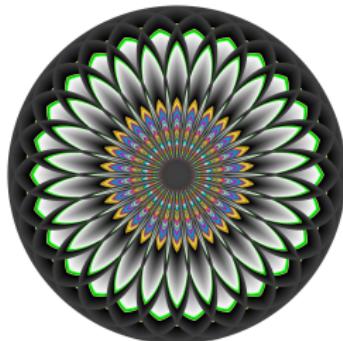
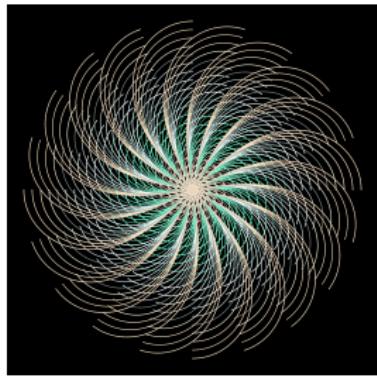
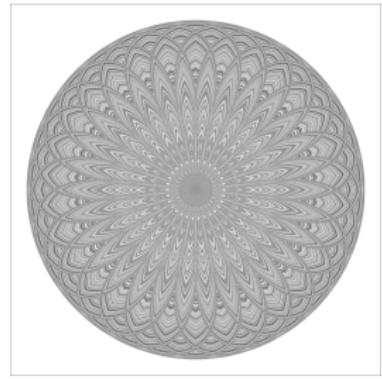
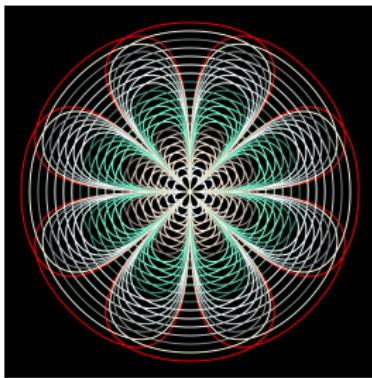
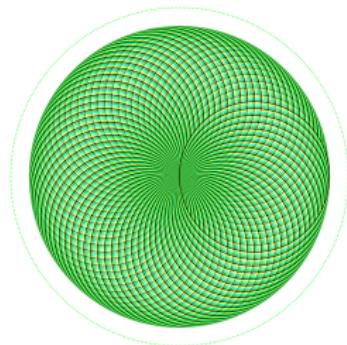




Introdução: VI SER - 2022



Introdução: VII SER - 2023



Colaboração

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Colaboração

* MandalaR

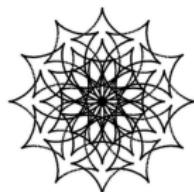
09:49 21 de nov. de 2022 80%
← q. mandalas X

Tudo Publicações Pessoas Grupo

Luciane Alcoforado

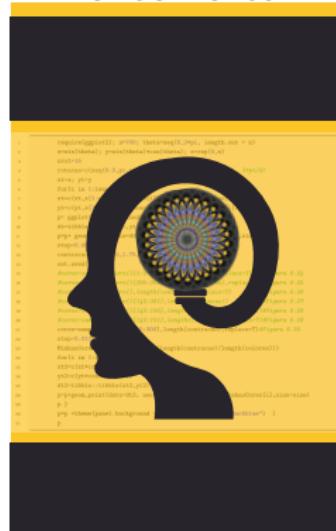
2 de nov. de 2022

Essa e outras mandalas podem ser feitas em R com o package
MandalasR:
mandalasR_basic("astroide",...)
#package #mandalaR #rlanguage



13 A comentar

* Em andamento.



* E-books: v.1, v.2, v.3.

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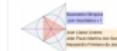
Geometria olímpica com GeoGebra v.1

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Acessar

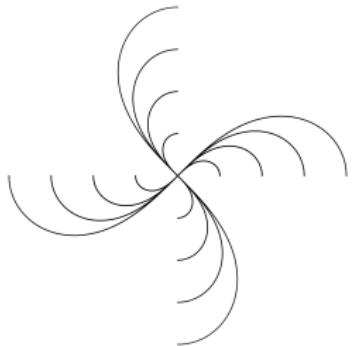
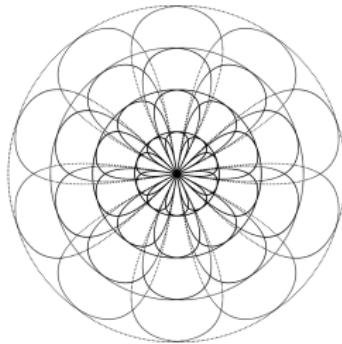
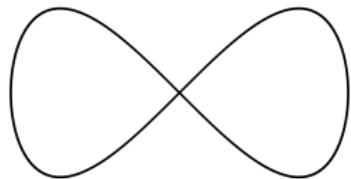
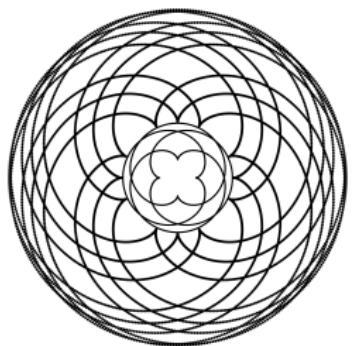
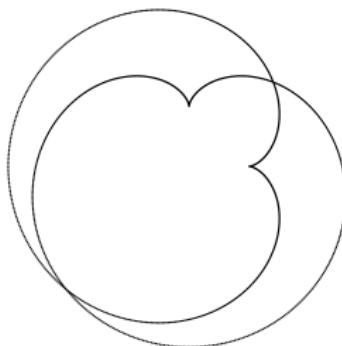
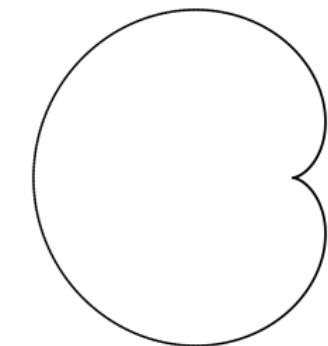
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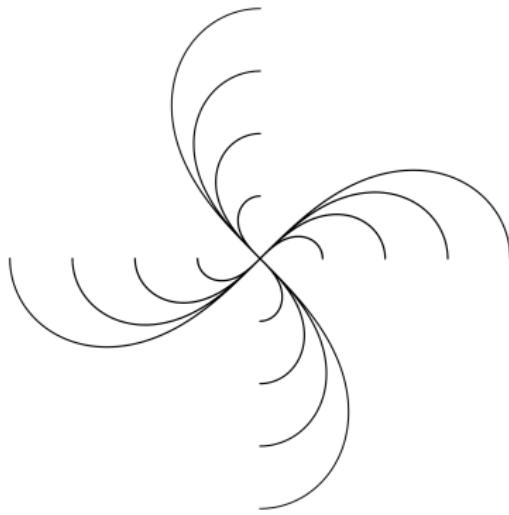
Procedimento

- Escolher as curvas ou figuras geométricas.
 - curvas clássicas: lemniscata de Bernouli, lemniscata de Gerono, deltoide, astroide, entre outras.
 - figuras geométricas: triângulos, retângulos, polígonos regulares, etc.
- Aplicar transformações geométricas:
 - rotação.
 - translação.
 - homotetia.
- Realizar a escolha do modelo de cores e escolha da paleta de cores.
 - R possui 657 cores disponíveis+pacotes.
- Especificar o padrão de cores:
 - quais cores em cada objeto ou objetos.
- Composição de uma ou mais figuras.

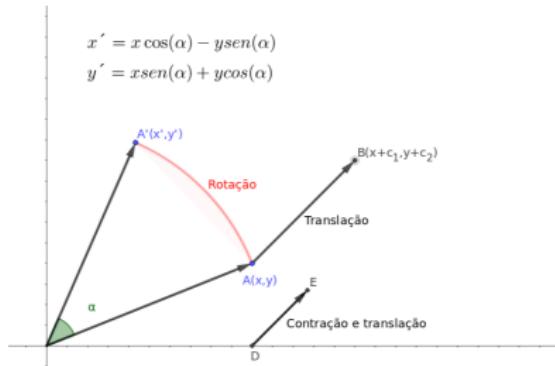
Construções iniciais



Transformações



$$x' = x \cos(\alpha) - y \sin(\alpha)$$
$$y' = x \sin(\alpha) + y \cos(\alpha)$$



Códigos Gerais

```
install.packages("ggplot2")
library(ggplot2)
install.packages("tidyverse")
library(tidyverse)
```



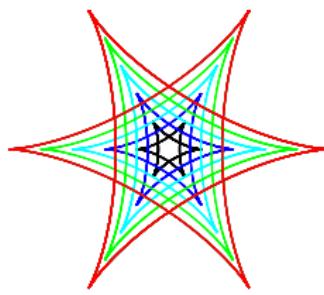
Códigos

```
#Astroide
require(ggplot2)
n=1000; theta=seq(0,2*pi, length.out = n)
x=2*cos(theta)+cos(2*theta)
y=2*sin(theta)-sin(2*theta)
z=rep(0,n); dt=tibble::tibble(x,y,z)
step=pi#0.125
rotacao=c(seq(0,pi,step)); xt=x; yt=y
p=ggplot() +coord_fixed() +theme_void()
for(i in 1:length(rotacao)){
  xt=c(xt,x[1:n]*cos(rotacao[i])-y[1:n]*sin(rotacao[i]))
  yt=c(yt,x[1:n]*sin(rotacao[i])+y[1:n]*cos(rotacao[i]))
}
```



Códigos

```
red=c(seq(0.2,1,0.2))
cores=c("black","blue","cyan","green","red")
for(i in 1:length(red)){
  xt=c(xt*red[i])
  yt=c(yt*red[i])
  dt=data.frame(x=c(xt, xt), y=c(yt, yt), z="astroide")
  p=p+geom_point(data=dt, aes(x=x, y=y), size=0.05,
  color=cores[i])
}
```



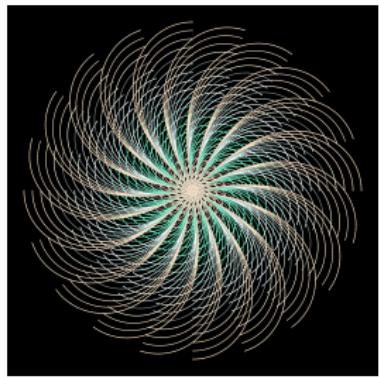
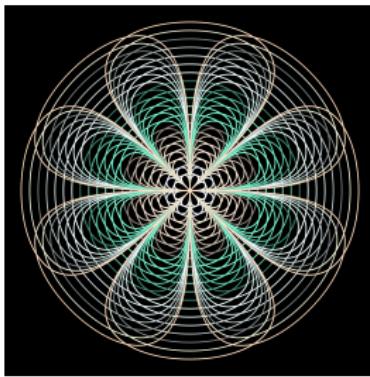
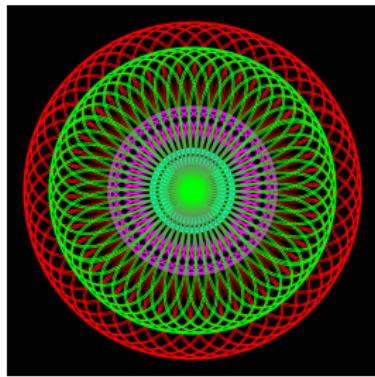
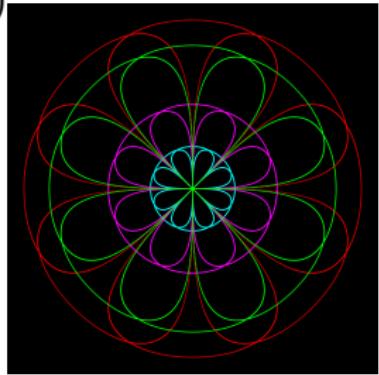
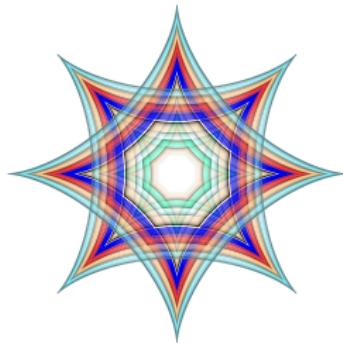
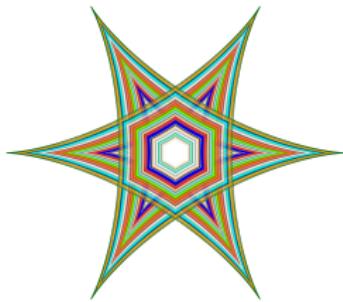
Cores em R

```
[1,] "white"           "aquamarine3" "bisque2"           "blueviolet"
[2,] "aliceblue"       "aquamarine4" "bisque3"           "brown"
[3,] "antiquewhite"   "azure"       "bisque4"           "brown1"
[4,] "antiquewhite1"  "azure1"      "black"             "brown2"
[5,] "antiquewhite2"  "azure2"      "blanchedalmond" "brown3"
```

```
for(i in 1:length(red)){
  xt=c(xt*red[i])
  yt=c(yt*red[i])
  dt=data.frame(x=c(xt, xt), y=c(yt, yt), z="astroide")
  p=p+geom_point(data=dt, aes(x=x, y=y), color=colors()[i],
  size=0.15)
}
p=p +theme(panel.background = element_rect(fill = "black"))
```

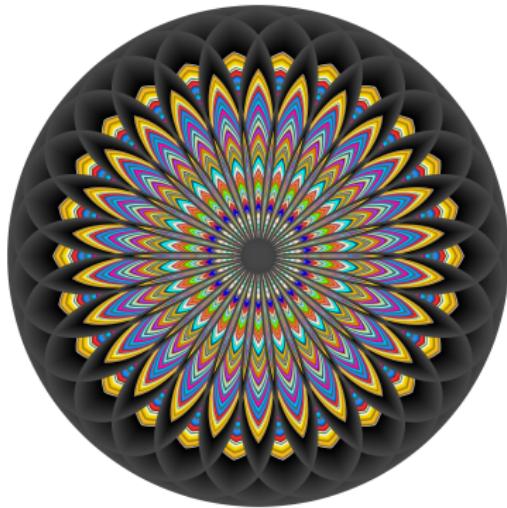
Cores I: Astroide, Deltoide, Lemniscata de Bernouli

red=c(seq(0.2,1,0.01)) red=c(seq(0.2,1,0.0175))



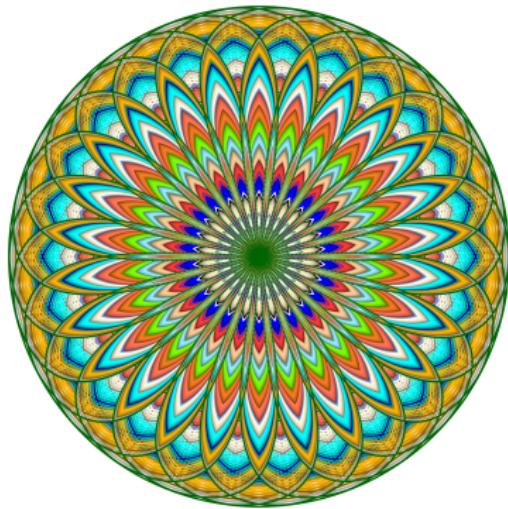
Cores II - escolha sequencial I

```
step=0.0075;red=seq(.1,1,by=step); step=0.005;red=seq(.1,1.,by=step);
```

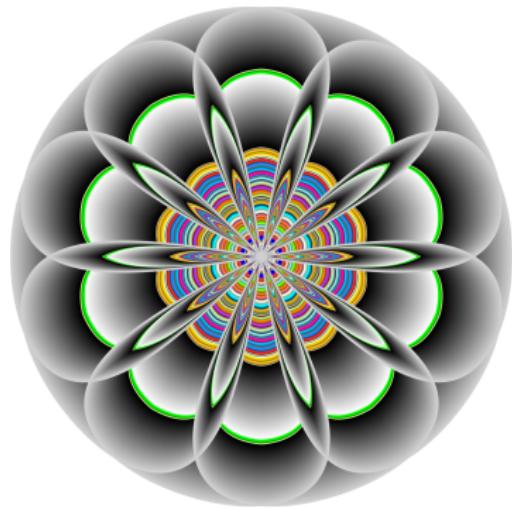


Cores II - escolha sequencial II

"white"- "darkgreen"



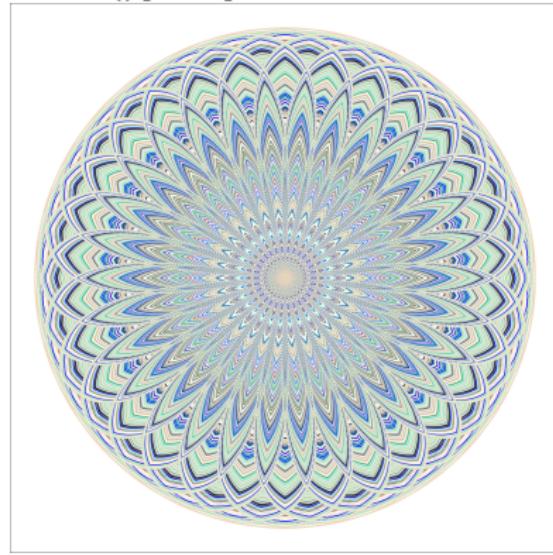
"white"- "grey82"



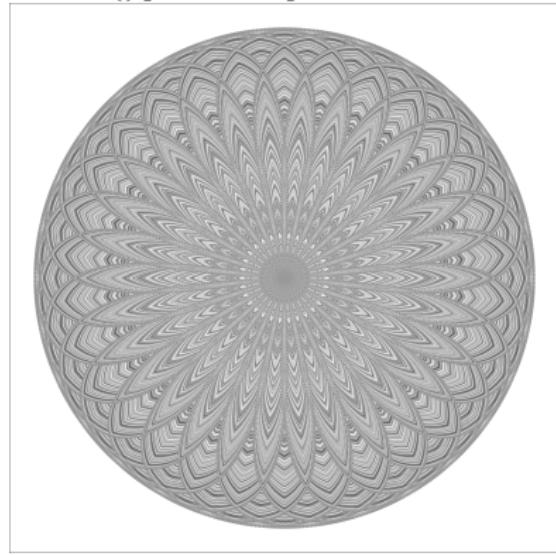
Cores III - escolha aleatória

- `cores=sample(colors()[1:27],length(contracao),replace=T)`
- `MinhasCores=rep(cores,floor(length(contracao)/length(cores))+1)`

`colors()[1:27]`

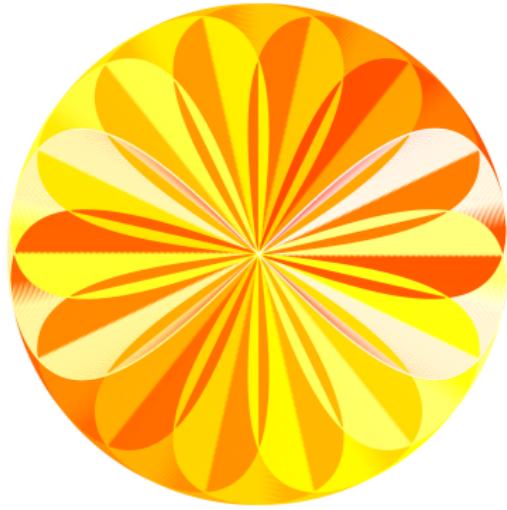
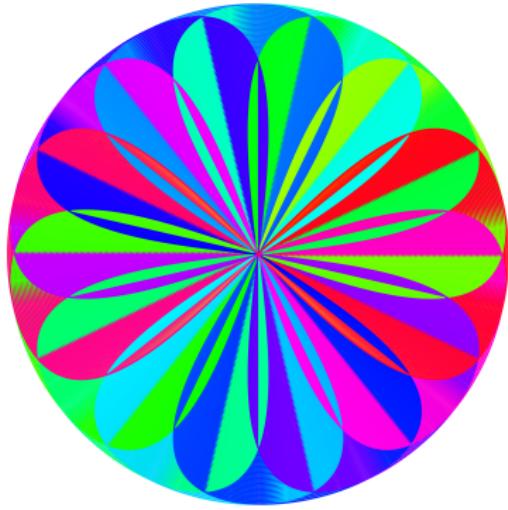


`colors()[300:361]`



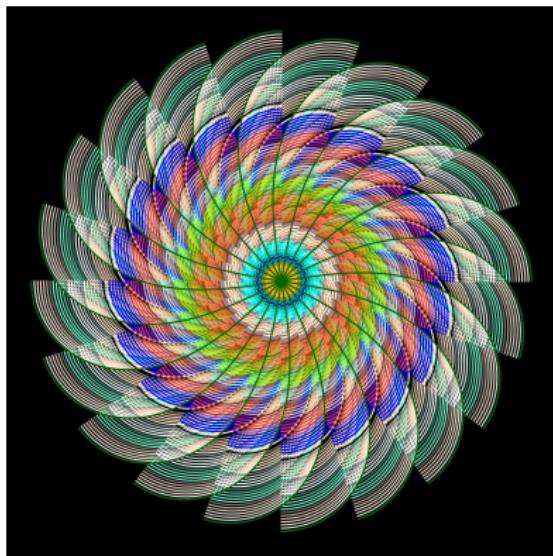
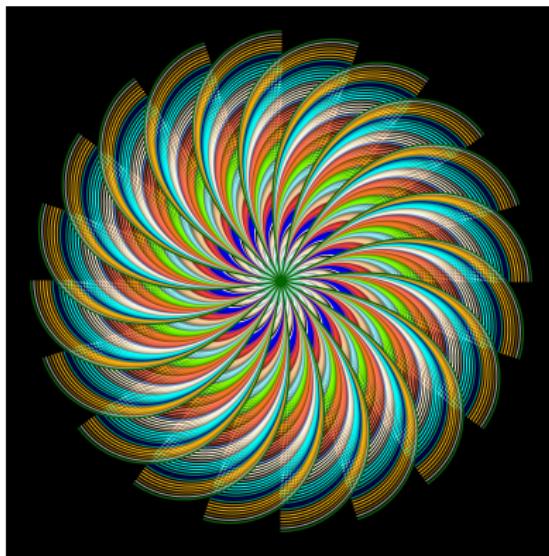
Cores IV - mapas gradientes

- MyColor=rainbow((nrot+2)*length(x), s = 1, v = 1, start = 0, end = max(1, n - 1)/n, alpha = 1)
- require(colorspace); MyColor=heat.colors((nrot+2)*length(x))



Explorações I

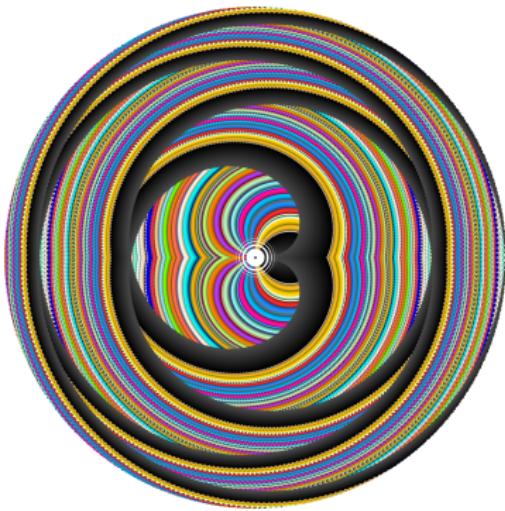
- Homotetias direção crescente.
- Homotetias direção decrescente.



Explorações II

```
a=0.325
contracao=c(a,a^2,a^3)
for(i in 1:length(rotacao)){
  xt=c(x[1:n]*cos(rotacao[i])-y[1:n]*sin(rotacao[i]))
  yt=c(x[1:n]*sin(rotacao[i])+y[1:n]*cos(rotacao[i]))
  dt=tibble::tibble(xt,yt)
  p=p+geom_point(data=dt, aes(x=xt, y=yt),
    color=colors()[i],size=.15)
}
for(j in 1:length(contracao)){
  xt1=xt*contracao[j]
  yt1=yt*contracao[j]
  dt1=tibble::tibble(xt1,yt1)
  p=p+geom_point(data=dt1, aes(x=xt1, y=yt1),
    color=cores[i],size=.25)
}
```

Explorações III



Considerações Finais

- Foco inicial: figuras circulares e simetrias-> foco em rotação e homotetia.
 - Elementos apresentados são mais abrangentes.
- Resultados restritos às curvas planas não excluem outras possibilidades.
- Potencial educacional: geometria, funções, programação.
 - Problemas matemáticos associados: combinatória, probabilidades, estatística, progressões, geometria plana, cálculo, etc.
 - programação: elementos básicos e avançados.



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