

# The Emergence of Patterns in Nature and Chaos Theory

Ryan Greenup & James Guerra

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## Contents

<b>1 Report</b>	<b>1</b>
1.1 The concept of Dimension . . . . .	1
1.1.1 Hausdorff Dimension RYAN . . . . .	1
1.1.2 Box Counting Dimension RYAN . . . . .	2
1.2 Fractals Generally . . . . .	2
1.3 Generating Self Similar Fractals . . . . .	3
1.4 Fractal Dimensions RYAN . . . . .	3
1.4.1 Turtle . . . . .	3
1.4.2 Calculating the Dimension of Julia Set . . . . .	3
1.4.3 My Fractal . . . . .	5
1.5 Julia Sets and Mandelbrot Sets . . . . .	10
1.5.1 The math behind it . . . . .	10
1.6 Turing . . . . .	10
1.7 Appendix . . . . .	10
<b>2 Outline</b>	<b>13</b>
2.1 Introduction RYAN . . . . .	13
2.2 Programming Recursion RYAN . . . . .	14
2.2.1 Iteration and Recursion . . . . .	14
2.3 Fibonacci Sequence RYAN:JAMES . . . . .	17
2.3.1 Introduction RYAN . . . . .	17
2.3.2 Computational Approach RYAN . . . . .	17
2.3.3 Exponential Generating Functions . . . . .	20
2.3.4 Fibonacci Sequence and the Golden Ratio RYAN . . . . .	29
2.4 Persian Recursion RYAN . . . . .	32
2.5 Julia Sets RYAN . . . . .	33
2.5.1 Introduction . . . . .	33
2.5.2 Motivation . . . . .	34
2.5.3 Plotting the Sets . . . . .	34
2.6 MandelBrot RYAN . . . . .	38
2.7 Relevant Sources . . . . .	41
2.8 Appendix . . . . .	41
2.8.1 Persian Recursion Examples . . . . .	42
2.8.2 Figures . . . . .	43
2.8.3 Why Julia . . . . .	43

# 1 Report

## 1.1 The concept of Dimension

### 1.1.1 Hausdorff Dimension

Ryan

#### Topological Equivalence

Topology is an area of mathematics concerned with ideas of continuity through the study of figures that are preserved under homeomorphic transformations. [14]

Two figures are said to be homeomorphic if there is a continuous bijective mapping between the two shapes [26, p. 105].

So for example deforming a cube into a sphere would be homeomorphic, but deforming a sphere into a torus would not, because the the surface of the shape would have to be compromised to acheive that.

Historically the concept of dimension was a difficult problem with a tenuous definition, while an inuitive definition related the dimension of a shape to the number of parameters needed to describe that shape, this definition is not sufficient to be preserved under a homeomorphic transform however.

Consider the koch fractal in figure 1 (see also figure 2), at each iteration the perimeter is given by  $p_n = p_{n-1} \left(\frac{4}{3}\right)$ , this means if the shape is scaled by some factor  $s$  the the following relationship holds.

The number of edges in the koch fractal is given by:

$$N_n = N_{n-1} \cdot 4 \quad (1)$$

$$= 3 \cdot 4^n \quad (2)$$

If the length of any individual side was given by  $l$  and scaled by some value  $s$  then the length of each individual edge would be given by:

$$l = \frac{s \cdot l_0}{3^n} \quad (3)$$

The total perimeter would be given by:

$$p_n = N_n \times l \quad (4)$$

$$= 3 \cdot 4^n \times \frac{s \cdot l_0}{3^n} \quad (5)$$

$$= 3 \cdot s \cdot l_0 \left(\frac{4}{3}\right)^n \quad (6)$$

The koch snowflake, is defined such that there are no edges, every point on the curve is the vertex of an equilateral triangle. Every time the koch curve is iterated, one edge is reduced in length by a scale of 3 and the overall length increases by a factor of 4, this means if the overall shape was scaled by a factor of  $s$  the number of segments.

the scale of resolution increases 3 fold THIS IS NOT CORRECT, I MUST SHOW THAT THE DIMENSION IS  $\frac{\ln(4)}{\ln(3)}$  BUT I'M SIMPLY OUT OF TIME.

$$s \cdot p_n = (4/3)^n \cdot s \cdot P_0 \quad (7)$$

$$\propto \left(\frac{4}{3}\right)^n \quad (8)$$

$$\Rightarrow n = \frac{\ln(4)}{\ln(3)} \quad (9)$$

In ordinary geometric shapes this value  $n$  will be the dimension of the shape, with respect to that shapes *measure*. For example consider measure similar to mass, a piece of wire when scaled in length, will increase in mass by a factor of that scale, whereas a sheet of material would increase in mass by a factor proportional to the square of that scaling.

In the case of the koch snowflake, the measure of the shape, when scaled, will increase by a factor of

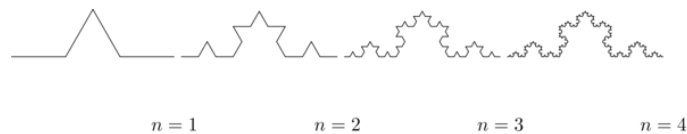


Figure 1: Progression of the Koch Snowflake

}

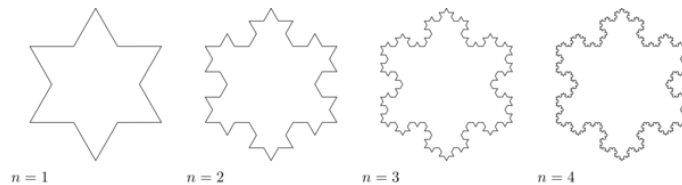


Figure 2: Progression of the Koch Snowflake

In the development of topology

### 1.1.2 Box Counting Dimension

Ryan

## 1.2 Fractals Generally

- Many Fractals have a non finite dimension
- An exception to this is the Mandelbrot set or dragon curve which are two dimensional

## 1.3 Generating Self Similar Fractals

### Examples

#### Vicsek Fractal

**Sierpinski's Carpet** Explained more in the book <sup>1</sup>

## Triangle

1. Chaos Game

## 1.4 Fractal Dimensions

Ryan

Three ways to generate

1. Chaos Game
2. Iteration Like Matrices and Turtles
3. Testing if each region Belongs
  - (a) Like Julia Set

### 1.4.1 Turtle

Matrices can't explain all patterns, Turtles are useful

## Dragon Curve

## Koch Snowflake

### 1.4.2 Calculating the Dimension of Julia Set

It converges too slowly The Julia set (discussed in section 1.5 ) can be solved by ...

explain the code a little bit here

as shown in listing

A value on the complex plane can be associated with the julia set by iterating that value against a function of the form  $z \rightarrow z^2 + \alpha + i\beta$  and measuring whether or not that value diverges or converges. This process is demonstrated in listing 1.

By associating each value on the complex plane with an element of a matrix an image of this pattern may be produced, see for example figure RABBIT

```
#!/bin/julia
function juliaSet(z, num, my_func, boolQ=true)
    count = 1
    # Iterate num times
    while count <= num
        # check for divergence
        if real(z)^2+imag(z)^2 > 2^2
            if(boolQ) return 0 else return Int(count) end
        end
    end
end
```

---

<sup>1</sup>See Ch. 2.7 of [26, Ch. 2.7]

```

        #iterate z
        z = my_func(z) # + z
        count=count+1
    end
    #if z hasn't diverged by the end
    if(boolQ) return 1 else return Int(count) end
end

```

Listing 1: Function that returns how many iterations of a function of is necessary for a complex value to diverge, the julia set is concerned with the function  $z \rightarrow z^2 + \alpha + i\beta$

## Using Linear Regression

- Avoiding Abs is twice as fast
- Column wise is faster in fortran/julia/R slower in C/Python

The idea here was that producing more points would scale linearly but producing a more detailed picture will scale in non-linear time TODO what time will it scale in?

well we're looping through each box, the number of boxes depends on the square of the number of boxes.

Each operation should be approximately constant with respect to time

If I double the height I increase the number of boxes by a factor of  $2^2$  but it also means that the comparison matrix needs to be larger to.

so a scale of  $s$  implies a number of operations greater than  $2s^2$ ?

Is that right?

## Performance

- Switching from abs() to squared help
- Taking advantage of multi core processing in loops
- [pmap was chosen because](#) it scales better for expensive jobs.

Comparison

```

function tme()
    start = time()
    data = scaleAndMeasure(900, 1000, 9)
    length = time() - start
    print(length, "\n")
    return length
end
times = [tme() for i in 1:10 ]

```

Function	Mean Time
pmap	2.2825

### 1.4.3 My Fractal

#### Graphics

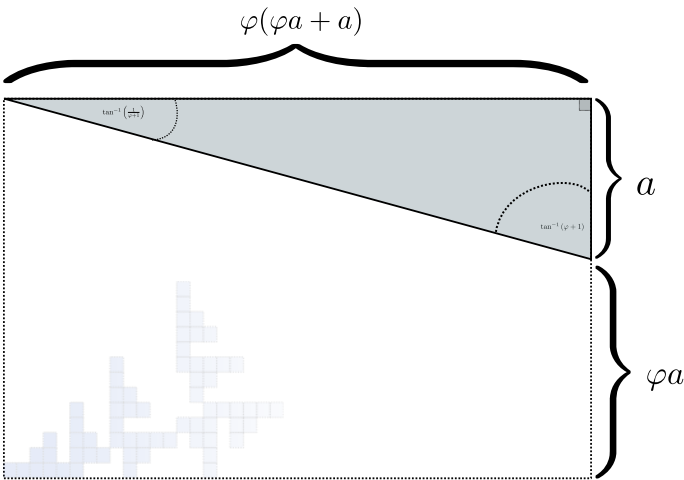


Figure 3: TODO

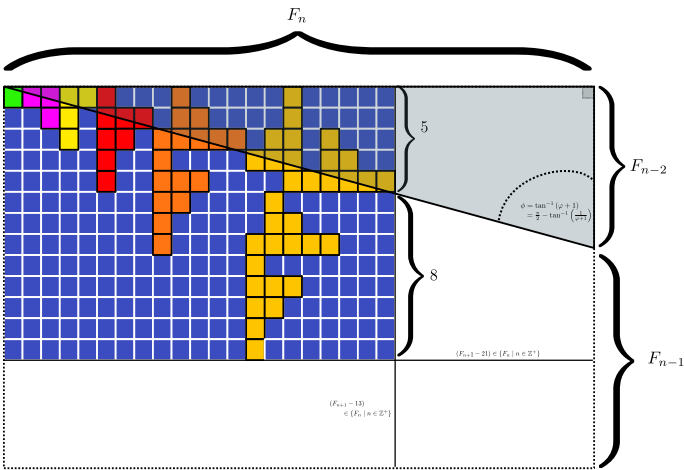


Figure 4: TODO

Discuss Pattern shows Fibonacci Numbers

Angle Relates to Golden Ratio

Prove Fibonacci using Monotone Convergence Theorem

Consider the series:

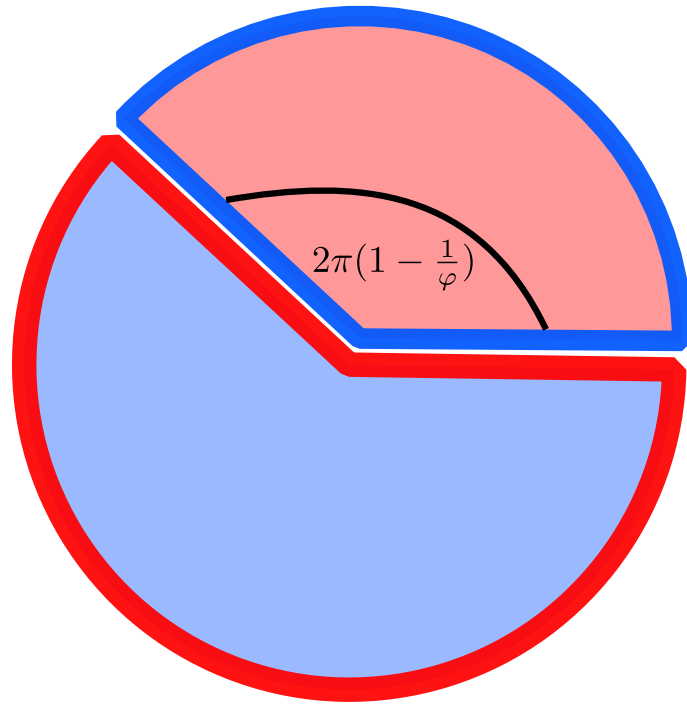


Figure 5: TODO

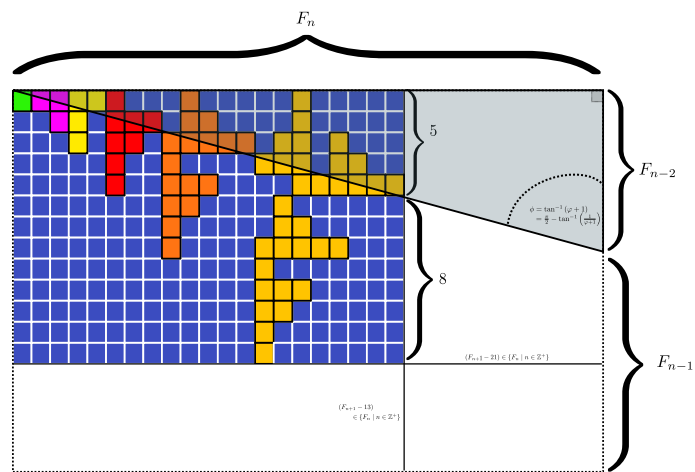


Figure 6: TODO

4

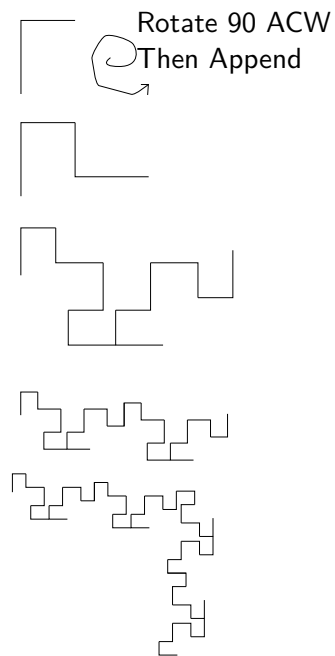


Figure 7: TODO

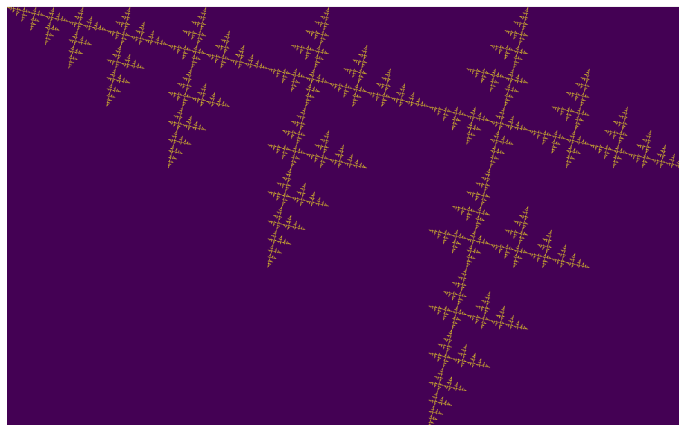


Figure 8: Fractal that emerges by Rotating and appending boxes, this demonstrates the relationship between the Fibonacci numbers and golden ratio very well



$$G_n = \frac{F_n}{F_{n-1}}$$

Such that:

$$F_n = F_{n-1} + F_{n-2}; \quad F_1 = F_2 = 1$$

**Show that the Series is Monotone**

$$\begin{aligned} F_n &> 0 \\ 0 &< F_n \\ \implies 0 &< F_{n-2} + F_{n-1} \quad \forall n > 2 \\ F_{n-2} &< F_{n-1} \\ \implies F_n &< F_{n+1} \end{aligned}$$

$$\begin{aligned} F_n &> 0 \\ 0 &< F_n \\ \implies 0 &< F_{n-2} + F_{n-1} \quad \forall n > 2 \\ F_{n-2} &< F_{n-1} \\ \implies F_n &< F_{n+1} \end{aligned}$$

**Show that the Series is Bounded**

**Find the Limit**

$$\begin{aligned} G &= \frac{F_n + F_{n+1}}{F_{n+1}} \\ &= 1 + \frac{F_{n-1}}{F_n} \end{aligned}$$

Recall that  $F_n > 0 \forall n$

$$\begin{aligned} &= 1 + \frac{1}{|G|} \\ \implies 0 &= G^2 - G + 1; \quad G > 0 \\ \implies G &= \varphi = \frac{\sqrt{5} - 1}{2} \quad \square \end{aligned}$$

**Comments** The Fibonacci sequence is quite unique, observe that:

This can be rearranged to show that the Fibonacci sequence is itself when shifted in either direction, it is the sequence that does not change during recursion.

$$F_{n+1} - F_n = F_{n-1} \quad \forall n > 1$$

This is analogous to how  $e^x$  doesn't change under differentiation:

$$\frac{d}{dx}(e^x) \dots$$

or how 0 is the additive identity and it shows why generating functions are so useful.

Observe also that

$$\lim_{n \rightarrow \infty} \left[ \frac{F_n}{F_{n-1}} \right] = \varphi$$

$$\lim_{n \rightarrow \infty} \left[ \frac{F_n}{F_{n-1}} \right] = \psi$$

$$\varphi - \psi = 1$$

$$\varphi \times \psi = 1$$

$$\frac{\psi}{\varphi} = \frac{1}{\varphi^2} = \frac{1}{1-\varphi} = \frac{1}{2-\varphi} = \frac{2}{3-\sqrt{5}}$$

### Python

```

#BEGIN_SRC python :exports both :results output graphics file :file ./a.png
#begin_src python
import matplotlib.pyplot as plt
import sympy

plt.plot([ sympy.N(sympy.fibonacci(n+1)/sympy.fibonacci(n)) for n in range(1,
30)])
plt.savefig("./a.png")

```

Angle is  $\tan^{-1} \left( \frac{1}{1-\varphi} \right)$

**Similar to Golden Angle**  $2\pi \left( \frac{1}{1-\varphi} \right)$

Dimension of my Fractal

$\log_{\varphi}(2)$

## 1.5 Julia Sets and Mandelbrot Sets

The julia set is the outline.

The mandelbrot has to do with whether or not it's connected.

### 1.5.1 The math behind it

Like Escaping after 2

## 1.6 Turing

## 1.7 Appendix

So unless code contributes directly to the discussion we'll put it in the appendix.

One approach to do this might be:

```
using GR
using DataFrames
using Gadfly
using GLM
using SharedArrays
using Distributed

#####
### Julia / MandelBrot Functions #####
#####

"""
# Julia Set
Returns how many iterations it takes for a value on the complex plane to diverge
under recursion. if `boolQ` is specified as true a 1/0 will be returned to
indicate divergence or convergence.

## Variables
- `z`
  - A value on the complex plane within the unit circle
- `num`
  - A number of iterations to perform before conceding that the value is not
    divergent.
- `my_func`
  - A function to perform on `z`, for a julia set the function will be of the
    form `z -> z^2 + a + im*b`
  - So for example the Douady Rabbit would be described by `z -> z^2
    -0.123+0.745*im`
"""
function juliaSet(z, num, my_func, boolQ=true)
    count = 1
    # Define z1 as z
    z1 = z
    # Iterate num times
    while count <= num
        # check for divergence
        if real(z1)^2+imag(z1)^2 > 2^2
            if(boolQ) return 0 else return Int(count) end
        end
        #iterate z
        z1 = my_func(z1) # + z
        count=count+1
    end
    #if z hasn't diverged by the end
    if(boolQ) return 1 else return Int(count) end
end
```

```

end

"""
# Mandelbrot Set
Returns how many iterations it takes for a value on the complex plane to diverge
under recursion of  $z \mapsto z^2 + z_0$ .

Values that converge represent constants of the julia set that lead to a
connected set. (TODO: Have I got that Vice Versa?)

## Variables
- `z`
  - A value on the complex plane within the unit circle
- `num`
  - A number of iterations to perform before conceding that the value is not
    divergent.
- `boolQ`
  - `true` or `false` value indicating whether or not to return 1/0 values
    indicating divergence or convergence respectively or to return the number of
    iterations performed before conceding no divergence.
"""
function mandelbrot(z, num, boolQ = true)
    count = 1
    # Define z1 as z
    z1 = z
    # Iterate num times
    while count <= num
        # check for divergence
        if real(z1)^2+imag(z1)^2 > 2^2
            if(boolQ) return 0 else return Int(count) end
        end
        #iterate z
        z1 = z1^2 + z
        count=count+1
    end
    #if z hasn't diverged by the end
    return 1 # Int(num)
    if(boolQ) return 1 else return Int(count) end
end

function test(x, y)
    if(x<1) return x else return y end
end

#####
##### Build a Matrix Image #####
#####

"""
# Make a Picture

This maps a function on the complex plane to a matrix where each element of the
matrix corresponds to a single value on the complex plane. The matrix can be

```

interpreted as a greyscale image.

Inside the function is a `zoom` parameter that can be modified for different fractals, for the julia and mandelbrot sets this shouldn't need to be adjusted.

The height and width should be interpreted as resolution of the image.

```
- `width`
- width of the output matrix
- `height`
- height of the output matrix
- `myfunc`
- Complex Function to apply across the complex plane
"""
function make_picture(width, height, my_func)
    pic_mat = zeros(width, height)
    zoom = 0.3
    for j in 1:size(pic_mat)[2]
        for i in 1:size(pic_mat)[1]
            x = (j-width/2)/(width*zoom)
            y = (i-height/2)/(height*zoom)
            pic_mat[i,j] = juliaSet(x+y*im, 256, my_func)
        end
    end
    return pic_mat
end

#####
### Make the Outline #####
#####
# TODO this should be inside a function

"""
# Outline

Sets all elements with neighbours on all sides to 0.

- `mat`
- A matrix
- If this matrix is the convergent values corresponding to a julia set the
  output will be the outline, which is the definition of the julia set.
"""
function outline(mat)
    work_mat = copy(mat)
    for col in 2:(size(mat)[2]-1)
        for row in 2:(size(mat)[1]-1)
            ## Make the inside 0, we only want the outline
            neighbourhood = mat[row-1:row+1,col-1:col+1]
            if sum(neighbourhood) >= 9 # 9 squares
                work_mat[row,col] = 0
            end
        end
    end
    return work_mat
end
```

```
#####
##### Return many Scaled Values #####
#####

function scaleAndMeasure(min, max, n)
    # The scale is equivalent to the resolution, the initial resolution could be
    # set as 10, 93, 72 or 1, it's arbitrary (previously I had res and scale)
    # #TODO: Prove this

    scale = [Int(ceil(i)) for i in range(min, max, length=n) ]
    mass = pmap(s -> sum(outline(make_picture(Int(s), Int(s), z -> z^2 +
        -0.123+0.745*im))) , scale)

    data = DataFrame(scale = scale, mass = mass)
    return data
end
```

## 2 Outline

### 2.1 Introduction

Ryan

This project, at the outset, was very broadly concerned with the use of *Python* for computer algebra. Much to the the reluctance of our supervisor we have however resolved to look at a broad variety of tools (see section 2.8.3 ), in particular a language we wanted an opportunity to explore was *Julia* [4] <sup>2</sup>.

In order to give the project a more focused direction we have decided to look into: <sup>3</sup>

- The Emergence of patterns in Nature
- Chaos Theory & Dynamical Systems
- Fractals

These three topics are very tightly connected and so it is difficult to look at any one in a vacuum, they also almost necessitate the use of software packages due to the fact that these phenomena appear to occur in recursive systems, more over such software needs to perform very well under recursion and iteration (making this a very good focus for this topic generally, and an excuse to work with Julia as well).

---

<sup>2</sup>See section

<sup>3</sup>The amount of independence that our supervisor afforded us to investigate other languages is something that we are both extremely grateful for.

As an introduction to *Python* generally, we undertook many problem questions which have been omitted from this outline, however, this one in particular offered an interesting insight into the difficulties we may encounter when dealing with recursive systems.

### 2.2.1 Iteration and Recursion

Consider the series shown in (10)<sup>4</sup> :

$$g(k) = \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2+\sqrt{3}}}{3} \cdot \frac{\sqrt{2+\sqrt{3+\sqrt{4}}}}{4} \cdots \frac{\sqrt{2+\sqrt{3+\dots+\sqrt{k}}}}{k} \quad (10)$$

let's modify this for the sake of discussion:

$$h(k) = \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{3+\sqrt{2}}}{3} \cdot \frac{\sqrt{4+\sqrt{3+\sqrt{2}}}}{4} \cdots \frac{\sqrt{k+\sqrt{k-1+\dots+\sqrt{3+\sqrt{2}}}}}{k} \quad (11)$$

The function  $h$  can be expressed by the series:

$$h(k) = \prod_{i=2}^k \left( \frac{f_i}{i} \right) \quad : \quad f_i = \sqrt{i + f_{i-1}}, \quad f_1 = 1$$

Within *Python*, it isn't difficult to express  $h$ , the series can be expressed with recursion as shown in listing 2, this is a very natural way to define series and sequences and is consistent with familiar mathematical thought and notation. Individuals more familiar with programming than analysis may find it more comfortable to use an iterator as shown in listing 3.

```
from sympy import *
def h(k):
    if k > 2:
        return f(k) * f(k-1)
    else:
        return 1

def f(i):
    expr = 0
    if i > 2:
        return sqrt(i + f(i-1))
    else:
        return 1
```

Listing 2: Solving (11) using recursion.

<sup>4</sup>This problem is taken from Project A (44) of Dr. Hazrat's *Mathematica: A Problem Centred Approach* [15]

```

from sympy import *
def h(k):
    k = k + 1 # OBOB
    l = [f(i) for i in range(1,k)]
    return prod(l)

def f(k):
    expr = 0
    for i in range(2, k+2):
        expr = sqrt(i + expr, evaluate=False)
    return expr/(k+1)

```

Listing 3: Solving (11) by using a for loop.

Any function that can be defined by using iteration, can always be defined via recursion and vice versa [6, 5] (see also [31, 16] ),

there is however, evidence to suggest that recursive functions are easier for people to understand [2] and so should be favoured. Although independent research has shown that the specific language chosen can have a bigger effect on how well recursive as opposed to iterative code is understood [30].

The relevant question is “*which method is often more appropriate?*”, generally the process for determining which is more appropriate is to the effect of:

1. Write the problem in a way that is easier to write or is more appropriate for demonstration
2. If performance is a concern then consider restructuring in favour of iteration
  - For interpreted languages such **R** and *Python*, loops are usually faster, because of the overheads involved in creating functions [31] although there may be exceptions to this and I’m not sure if this would be true for compiled languages such as *Julia*, *Java*, **C** etc.

### Some Functions are more difficult to express with Recursion in

Attacking a problem recursively isn’t always the best approach however. Consider the function  $g(k)$  from (10):

$$\begin{aligned}
 g(k) &= \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2+\sqrt{3}}}{3} \frac{\sqrt{2+\sqrt{3+\sqrt{4}}}}{4} \cdots \frac{\sqrt{2+\sqrt{3+\dots+\sqrt{k}}}}{k} \\
 &= \prod_{i=2}^k \left( \frac{f_i}{i} \right) \quad : \quad f_i = \sqrt{i + f_{i+1}}
 \end{aligned}$$

Observe that the difference between (10) and (11) is that the sequence essentially *looks* forward, not back. To solve using a for loop, this distinction is a non-concern because the list can be reversed using a built-in such as `rev`, `reversed` or `reverse` in *Python*, **R** and *Julia* respectively, which means the same expression can be implemented.

To implement with recursion however, the series needs to be restructured and this can become a little clumsy, see (12):



$$g(k) = \prod_{i=2}^k \left( \frac{f_i}{i} \right) \quad : \quad f_i = \sqrt{(k-i) + f_{k-i-1}} \quad (12)$$

Now the function could be performed recursively in *Python* in a similar way as shown in listing 4, but it's also significantly more confusing because the  $f$  function now has  $k$  as a parameter and this is only made significantly more complicated by the differing implementations of variable scope across common languages used in Mathematics and Data science such as *bash*, *R*, *Julia*, *Python*.

If however, the for loop approach was implemented, as shown in listing 5, the function would not significantly change, because the `reversed()` function can be used to flip the list around.

What this demonstrates is that taking a different approach to simply describing this function can lead to big differences in the complexity involved in solving this problem.

```
from sympy import *
def h(k):
    if k > 2:
        return f(k, k) * f(k, k-1)
    else:
        return 1

def f(k, i):
    if k > i:
        return 1
    if i > 2:
        return sqrt((k-i) + f(k, k - i -1))
    else:
        return 1
```

Listing 4: Using Recursion to Solve (10)

```
from sympy import *
def h(k):
    k = k + 1 # OBOB
    l = [f(i) for i in range(1,k)]
    return prod(l)

def f(k):
    expr = 0
    for i in reversed(range(2, k+2)):
        expr = sqrt(i + expr, evaluate=False)
    return expr/(k+1)
```

Listing 5: Using Iteration to Solve (10)

## 2.3.1 Introduction

Ryan

The *Fibonacci Sequence* and *Golden Ratio* share a deep connection<sup>5</sup> and occur in patterns observed in nature very frequently (see [29, 3, 23, 24, 19, 27]), an example of such an occurrence is discussed in section 2.3.4 .

In this section we lay out a strategy to find an analytic solution to the *Fibonacci Sequence* by relating it to a continuous series and generalise this approach to any homogenous linear recurrence relation.

This details some open mathematical work for the project and our hope is that by identifying relationships between discrete and continuous systems generally we will be able to draw insights with regard to the occurrence of patterns related to the *Fibonacci Sequence* and *Golden Ratio* in nature.

## 2.3.2 Computational Approach

Ryan

Given that much of our work will involve computational analysis and simulation we begin with a strategy to solve the sequence computationally.

The *Fibonacci* Numbers are given by:

$$F_n = F_{n-1} + F_{n-2} \quad (13)$$

This type of recursive relation can be expressed in *Python* by using recursion, as shown in listing 6, however using this function will reveal that it is extraordinarily slow, as shown in listing 7, this is because the results of the function are not cached and every time the function is called every value is recalculated<sup>6</sup>, meaning that the workload scales in exponential as opposed to polynomial time.

The `functools` library for python includes the `@functools.lru_cache` decorator which will modify a defined function to cache results in memory [13], this means that the recursive function will only need to calculate each result once and it will hence scale in polynomial time, this is implemented in listing 8.

```
def rec_fib(k):
    if type(k) is not int:
        print("Error: Require integer values")
        return 0
    elif k == 0:
        return 0
    elif k <= 2:
        return 1
    return rec_fib(k-1) + rec_fib(k-2)
```

Listing 6: Defining the *Fibonacci Sequence* (13) using Recursion

```
start = time.time()
```

<sup>5</sup>See section

<sup>6</sup>Dr. Hazrat mentions something similar in his book with respect to *Mathematica*<sup>®</sup> [15, Ch. 13]

```

rec_fib(35)
print(str(round(time.time() - start, 3)) + "seconds")

## 2.245seconds

```

Listing 7: Using the function from listing 6 is quite slow.

```

from functools import lru_cache

@lru_cache(maxsize=9999)
def rec_fib(k):
    if type(k) is not int:
        print("Error: Require Integer Values")
        return 0
    elif k == 0:
        return 0
    elif k <= 2:
        return 1
    return rec_fib(k-1) + rec_fib(k-2)

start = time.time()
rec_fib(35)
print(str(round(time.time() - start, 3)) + "seconds")

## 0.0seconds

```

Listing 8: Caching the results of the function previously defined 7

```

start = time.time()
rec_fib(6000)
print(str(round(time.time() - start, 9)) + "seconds")

## 8.3923e-05seconds

```

Restructuring the problem to use iteration will allow for even greater performance as demonstrated by finding  $F_{10^6}$  in listing 9. Using a compiled language such as *Julia* however would be thousands of times faster still, as demonstrated in listing 10.

```

def my_it_fib(k):
    if k == 0:
        return k

```

```

elif type(k) is not int:
    print("ERROR: Integer Required")
    return 0
# Hence k must be a positive integer

i = 1
n1 = 1
n2 = 1

# if k <=2:
#     return 1

while i < k:
    no = n1
    n1 = n2
    n2 = no + n2
    i = i + 1
return (n1)

start = time.time()
my_it_fib(10**6)
print(str(round(time.time() - start, 9)) + "seconds")

## 6.975890398seconds

```

Listing 9: Using Iteration to Solve the Fibonacci Sequence

```

function my_it_fib(k)
    if k == 0
        return k
    elseif typeof(k) != Int
        print("ERROR: Integer Required")
        return 0
    end
    # Hence k must be a positive integer

    i = 1
    n1 = 1
    n2 = 1

    # if k <=2:
    #     return 1
    while i < k
        no = n1
        n1 = n2
        n2 = no + n2
        i = i + 1
    end
    return (n1)
end

```

```
@time my_it_fib(10^6)

## my_it_fib (generic function with 1 method)
## 0.000450 seconds
```

Listing 10: Using Julia with an iterative approach to solve the 1 millionth fibonacci number

In this case however an analytic solution can be found by relating discrete mathematical problems to continuous ones as discussed below at section .

### 2.3.3 Exponential Generating Functions

#### Motivation

RYAN

Consider the *Fibonacci Sequence* from (13):

$$\begin{aligned} a_n &= a_{n-1} + a_{n-2} \\ \iff a_{n+2} &= a_{n+1} + a_n \end{aligned} \quad (14)$$

from observation, this appears similar in structure to the following *ordinary differential equation*, which would be fairly easy to deal with:

$$f''(x) - f'(x) - f(x) = 0$$

By ODE Theory we have  $y \propto e^{m_i x}$ ,  $i = 1, 2$ :

$$f(x) = e^{mx} = \sum_{n=0}^{\infty} \left[ r^m \frac{x^n}{n!} \right]$$

So using some sort of a transformation involving a power series may help to relate the discrete problem back to a continuous one.

#### Example

RYAN

Consider using the following generating function, (the derivative of the generating function as in (16) and (17) is provided in section 2.3.3 )

$$f(x) = \sum_{n=0}^{\infty} \left[ a_n \cdot \frac{x^n}{n!} \right] \quad (15)$$

$$\implies f'(x) = \sum_{n=0}^{\infty} \left[ a_{n+1} \cdot \frac{x^n}{n!} \right] \quad (16)$$

$$\implies f''(x) = \sum_{n=0}^{\infty} \left[ a_{n+2} \cdot \frac{x^n}{n!} \right] \quad (17)$$

So the recursive relation from (14) could be expressed :

$$\begin{aligned}
 a_{n+2} &= a_{n+1} + a_n \\
 \frac{x^n}{n!} a_{n+2} &= \frac{x^n}{n!} (a_{n+1} + a_n) \\
 \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} a_{n+2} \right] &= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} a_{n+1} \right] + \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} a_n \right]
 \end{aligned}$$

And hence by applying (15):

$$f''(x) = f'(x) + f(x) \quad (18)$$

Using the theory of higher order linear differential equations with constant coefficients it can be shown:

$$f(x) = c_1 \cdot \exp \left[ \left( \frac{1 - \sqrt{5}}{2} \right) x \right] + c_2 \cdot \exp \left[ \left( \frac{1 + \sqrt{5}}{2} \right) x \right]$$

By equating this to the power series:

$$f(x) = \sum_{n=0}^{\infty} \left[ \left( c_1 \left( \frac{1 - \sqrt{5}}{2} \right)^n + c_2 \cdot \left( \frac{1 + \sqrt{5}}{2} \right)^n \right) \cdot \frac{x^n}{n!} \right]$$

Now given that:

$$f(x) = \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right]$$

We can conclude that:

$$a_n = c_1 \cdot \left( \frac{1 - \sqrt{5}}{2} \right)^n + c_2 \cdot \left( \frac{1 + \sqrt{5}}{2} \right)^n$$

By applying the initial conditions:

$$\begin{aligned}
 a_0 &= c_1 + c_2 \implies c_1 = -c_2 \\
 a_1 &= c_1 \left( \frac{1 + \sqrt{5}}{2} \right) - c_1 \frac{1 - \sqrt{5}}{2} \implies c_1 = \frac{1}{\sqrt{5}}
 \end{aligned}$$

And so finally we have the solution to the *Fibonacci Sequence* 14:

$$\begin{aligned}
 a_n &= \frac{1}{\sqrt{5}} \left[ \left( \frac{1 + \sqrt{5}}{2} \right)^n - \left( \frac{1 - \sqrt{5}}{2} \right)^n \right] \\
 &= \frac{\varphi^n - \psi^n}{\sqrt{5}} \\
 &= \frac{\varphi^n - \psi^n}{\varphi - \psi}
 \end{aligned} \quad (19)$$

where:

- $\varphi = \frac{1+\sqrt{5}}{2} \approx 1.61 \dots$
- $\psi = 1 - \varphi = \frac{1-\sqrt{5}}{2} \approx 0.61 \dots$

## Derivative of the Exponential Generating Function

**Base Ryan** Differentiating the exponential generating function has the effect of shifting the sequence to the backward: [20]

$$f(x) = \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right] \quad (20)$$

$$\begin{aligned} f'(x) &= \frac{d}{dx} \left( \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right] \right) \\ &= \frac{d}{dx} \left( a_0 \frac{x^0}{0!} + a_1 \frac{x^1}{1!} + a_2 \frac{x^2}{2!} + a_3 \frac{x^3}{3!} + \dots \frac{x^k}{k!} \right) \\ &= \sum_{n=0}^{\infty} \left[ \frac{d}{dx} \left( a_n \frac{x^n}{n!} \right) \right] \\ &= \sum_{n=0}^{\infty} \left[ \frac{a_n}{(n-1)!} x^{n-1} \right] \\ \implies f'(x) &= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} a_{n+1} \right] \end{aligned} \quad (21)$$

**Bridge**

**James** This can be shown for all derivatives by way of induction, for

$$f^{(k)}(x) = \sum_{n=0}^{\infty} \frac{a_{n+k} \cdot x^n}{n!} \quad \text{for } k \geq 0 \quad (22)$$

Assume that.  $f^{(k)}(x) = \sum_{n=0}^{\infty} \frac{a_{n+k} \cdot x^n}{n!}$

Using this assumption, prove for the next element  $k+1$

We need  $f^{(k+1)}(x) = \sum_{n=0}^{\infty} \frac{a_{n+k+1} \cdot x^n}{n!}$

$$\begin{aligned} \text{LHS} &= f^{(k+1)}(x) \\ &= \frac{d}{dx} \left( f^{(k)}(x) \right) \\ &= \frac{d}{dx} \left( \sum_{n=0}^{\infty} \frac{a_{n+k} \cdot x^n}{n!} \right) \quad \text{by assumption} \\ &= \sum_{n=0}^{\infty} \frac{a_{n+k} \cdot n \cdot x^{n-1}}{n!} \\ &= \sum_{n=1}^{\infty} \frac{a_{n+k} \cdot x^{n-1}}{(n-1)!} \\ &= \sum_{n=0}^{\infty} \frac{a_{n+k+1} \cdot x^n}{n!} \\ &= \text{RHS} \end{aligned}$$

Thus, if the derivative of the series shown in (15) shifts the sequence across, then every derivative thereafter does so as well, because the first derivative has been shown to express this property (21), all derivatives will.

## Homogeneous Proof

RYAN:JAMES

An equation of the form:

$$\sum_{i=0}^n [c_i \cdot f^{(i)}(x)] = 0 \quad (23)$$

is said to be a homogenous linear ODE: [35, Ch. 2]

**Linear** because the equation is linear with respect to  $f(x)$

**Ordinary** because there are no partial derivatives (e.g.  $\frac{\partial}{\partial x}(f(x))$ )

**Differential** because the derivatives of the function are concerned

**Homogenous** because the **RHS** is 0

- A non-homogeneous equation would have a non-zero RHS

There will be  $k$  solutions to a  $k^{\text{th}}$  order linear ODE, each may be summed to produce a superposition which will also be a solution to the equation, [35, Ch. 4] this will be considered as the desired complete solution (and this will be shown to be the only solution for the recurrence relation (24)). These  $k$  solutions will be in one of two forms:

1.  $f(x) = c_i \cdot e^{m_i x}$
2.  $f(x) = c_i \cdot x^j \cdot e^{m_i x}$

where:

- $\sum_{i=0}^k [c_i m^{k-i}] = 0$ 
  - This is referred to the characteristic equation of the recurrence relation or ODE [21]
- $\exists i, j \in \mathbb{Z}^+ \cap [0, k]$ 
  - These is often referred to as repeated roots [21, 36] with a multiplicity corresponding to the number of repetitions of that root [25, §3.2]

## Unique Roots of Characteristic Equation

Ryan

1. Example An example of a recurrence relation with all unique roots is the fibonacci sequence, as described in section 2.3.3 .
2. Proof Consider the linear recurrence relation (24):

$$\sum_{i=0}^n [c_i \cdot a_i] = 0, \quad \exists c \in \mathbb{R}, \quad \forall i < k \in \mathbb{Z}^+$$



This implies:

$$\sum_{n=0}^{\infty} \left[ \sum_{i=0}^k \left[ \frac{x^n}{n!} c_i a_n \right] \right] = 0 \quad (24)$$

$$\sum_{n=0}^{\infty} \sum_{i=0}^k \frac{x^n}{n!} c_i a_n = 0 \quad (25)$$

$$\sum_{i=0}^k c_i \sum_{n=0}^{\infty} \frac{x^n}{n!} a_n = 0 \quad (26)$$

By implementing the exponential generating function as shown in (15), this provides:

$$\sum_{i=0}^k [c_i f^{(i)}(x)] \quad (27)$$

Now assume that the solution exists and all roots of the characteristic polynomial are unique (i.e. the solution is of the form  $f(x) \propto e^{m_i x} : m_i \neq m_j \forall i \neq j$ ), this implies that [35, Ch. 4] :

$$f(x) = \sum_{i=0}^k [k_i e^{m_i x}], \quad \exists m, k \in \mathbb{C}$$

This can be re-expressed in terms of the exponential power series, in order to relate the solution of the function  $f(x)$  back to a solution of the sequence  $a_n$ , (see section for a derivation of the exponential power series):

$$\begin{aligned} \sum_{i=0}^k [k_i e^{m_i x}] &= \sum_{i=0}^k \left[ k_i \sum_{n=0}^{\infty} \frac{(m_i x)^n}{n!} \right] \\ &= \sum_{i=0}^k \sum_{n=0}^{\infty} k_i m_i^n \frac{x^n}{n!} \\ &= \sum_{n=0}^{\infty} \sum_{i=0}^k k_i m_i^n \frac{x^n}{n!} \\ &= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} \sum_{i=0}^k [k_i m_i^n] \right], \quad \exists k_i \in \mathbb{C}, \forall i \in \mathbb{Z}^+ \cap [1, k] \end{aligned} \quad (28)$$

Recall the definition of the generating function from (15), by relating this to (28):

$$\begin{aligned} f(x) &= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} a_n \right] \\ &= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} \sum_{i=0}^k [k_i m_i^n] \right] \\ \implies a_n &= \sum_{i=0}^k [k_i m_i^n] \end{aligned}$$

□

This can be verified by the fibonacci sequence as shown in section 2.3.3 , the solution to the characteristic equation is  $m_1 = \varphi, m_2 = (1 - \varphi)$  and the corresponding solution to the linear ODE and recursive relation are:

$$\begin{aligned} f(x) &= c_1 e^{\varphi x} + c_2 e^{(1-\varphi)x}, \quad \exists c_1, c_2 \in \mathbb{R} \subset \mathbb{C} \\ \iff a_n &= k_1 n^{\varphi} + k_2 n^{1-\varphi}, \quad \exists k_1, k_2 \in \mathbb{R} \subset \mathbb{C} \end{aligned}$$

## Repeated Roots of Characteristic Equation

Ryan

1. Example Consider the following recurrence relation:

$$\begin{aligned} a_n - 10a_{n+1} + 25a_{n+2} &= 0 \\ \implies \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right] - 10 \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} \right] + 25 \sum_{n=0}^{\infty} \left[ a_{n+2} \frac{x^n}{n!} \right] &= 0 \end{aligned} \tag{29}$$

By applying the definition of the exponential generating function at (15) :

$$f''(x) - 10f'(x) + 25f(x) = 0$$

By implementing the already well-established theory of linear ODE's, the characteristic equation for (??) can be expressed as:

$$\begin{aligned} m^2 - 10m + 25 &= 0 \\ (m - 5)^2 &= 0 \\ m &= 5 \end{aligned} \tag{30}$$

Herein lies a complexity, in order to solve this, the solution produced from (30) can be used with the *Reduction of Order* technique to produce a solution that will be of the form [36, §4.3].

$$f(x) = c_1 e^{5x} + c_2 x e^{5x} \tag{31}$$

(31) can be expressed in terms of the exponential power series in order to try and relate the solution for the function back to the generating function, observe however the following power series identity (TODO Prove this in section ):

$$x^k e^x = \sum_{n=0}^{\infty} \left[ \frac{x^n}{(n-k)!} \right], \quad \exists k \in \mathbb{Z}^+ \tag{32}$$

by applying identity (32) to equation (31)

$$\begin{aligned}
\Rightarrow f(x) &= \sum_{n=0}^{\infty} \left[ c_1 \frac{(5x)^n}{n!} \right] + \sum_{n=0}^{\infty} \left[ c_2 n \frac{(5x)^n}{n(n-1)!} \right] \\
&= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} (c_1 5^n + c_2 n 5^n) \right]
\end{aligned}$$

Given the definition of the exponential generating function from (15)

$$\begin{aligned}
f(x) &= \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right] \\
\iff a_n &= c_1 5^n + c_2 n 5^n
\end{aligned}$$

□

2. Proof In order to prove the the solution for a  $k^{\text{th}}$  order recurrence relation with  $k$  repeated  
Consider a recurrence relation of the form:

$$\begin{aligned}
&\sum_{n=0}^k [c_i a_n] = 0 \\
\Rightarrow \sum_{n=0}^{\infty} \sum_{i=0}^k c_i a_n \frac{x^n}{n!} &= 0 \\
&\sum_{i=0}^k \sum_{n=0}^{\infty} c_i a_n \frac{x^n}{n!}
\end{aligned}$$

By substituting for the value of the generating function (from (15)):

$$\sum_{i=0}^k [c_i f^{(k)}(x)] \tag{33}$$

Assume that (33) corresponds to a charecteristic polynomial with only 1 root of multiplicity  $k$ , the solution would hence be of the form:

$$\begin{aligned}
&\sum_{i=0}^k [c_i m^i] = 0 \wedge m = B, \exists! B \in \mathbb{C} \\
\Rightarrow f(x) &= \sum_{i=0}^k [x^i A_i e^{mx}], \quad \exists A \in \mathbb{C}^+, \forall i \in [1, k] \cap \mathbb{N}
\end{aligned} \tag{34}$$

(35)

If we assume that (see section 1):

$$k \in \mathbb{Z} \implies x^k e^x = \sum_{n=0}^{\infty} \left[ \frac{x^n}{(n-k)!} \right] \quad (36)$$

By applying this to (34) :

$$\begin{aligned} f(x) &= \sum_{i=0}^k \left[ A_i \sum_{n=0}^{\infty} \left[ \frac{(xm)^n}{(n-i)!} \right] \right] \\ &= \sum_{n=0}^{\infty} \left[ \sum_{i=0}^k \left[ \frac{x^n}{n!} \frac{n!}{(n-i)!} A_i m^n \right] \right] \end{aligned} \quad (37)$$

$$= \sum_{n=0}^{\infty} \left[ \frac{x^n}{n!} \sum_{i=0}^k \left[ \frac{n!}{(n-i)!} A_i m^n \right] \right] \quad (38)$$

Recall the generating function that was used to get 33:

$$\begin{aligned} f(x) &= \sum_{n=0}^{\infty} \left[ a_n \frac{x^n}{n!} \right] \\ \implies a_n &= \sum_{i=0}^k \left[ A_i \frac{n!}{(n-i)!} m^n \right] \\ &= \sum_{i=0}^k \left[ m^n A_i \prod_{j=0}^{i-1} [n - (j-1)] \right] \end{aligned} \quad (39)$$

$\therefore i \leq k$

$$= \sum_{i=0}^k \left[ A_i^* m^n n^i \right], \quad \exists A_i \in \mathbb{C}, \quad \forall i \in \mathbb{Z}^+$$

□

**General Proof** In sections 2.3.3 and 2.3.3 it was shown that a recurrence relation can be related to an ODE and then that solution can be transformed to provide a solution for the recurrence relation, when the characteristic polynomial has either complex roots or 1 repeated root. Generally the solution to a linear ODE will be a superposition of solutions for each root, repeated or unique and so a goal of our research will be to put this together to find a general solution for homogenous linear recurrence relations.

Sketching out an approach for this:

- Use the Generating function to get an ODE
- The ODE will have a solution that is a combination of the above two forms
- The solution will translate back to a combination of both above forms

#### 1. Power Series Combination

JAMES In this section a proof for identity 36 is provided.

(a) Motivation

Consider the function  $f(x) = xe^x$ . Using the Taylor series formula we get the following:

$$\begin{aligned}xe^x &= 0 + \frac{1}{1!}x + \frac{2}{2!}x^2 + \frac{3}{3!}x^3 + \frac{4}{4!}x^4 + \frac{5}{5!}x^5 + \dots \\&= \sum_{n=0}^{\infty} \frac{nx^n}{n!} \\&= \sum_{n=1}^{\infty} \frac{x^n}{(n-1)!}\end{aligned}$$

Similarly,  $f(x) = x^2e^x$  will give:

$$\begin{aligned}x^2e^x &= \frac{0}{0!} + \frac{0x}{1!} + \frac{2x^2}{2!} + \frac{6x^3}{3!} + \frac{12x^4}{4!} + \frac{20x^5}{5!} + \dots \\&= \frac{2 \cdot 1x^2}{2!} + \frac{3 \cdot 2x^3}{3!} + \frac{4 \cdot 3x^4}{4!} + \frac{5 \cdot 4x^5}{5!} + \dots \\&= \sum_{n=2}^{\infty} \frac{n(n-1)x^n}{n!} \\&= \sum_{n=2}^{\infty} \frac{x^n}{(n-2)!}\end{aligned}$$

We conjecture that if we continue this on, we get:

$$x^k e^x = \sum_{n=k}^{\infty} \frac{x^n}{(n-k)!} \quad \text{for } k \in \mathbb{Z}^+ \cap 0$$

(b) Proof by Induction To verify, let's prove this by induction.

i. Base Test  $k = 0$

$$LHS = x^0 e^x = e^x$$

$$RHS = \sum_{n=0}^{\infty} \frac{x^n}{n!} = e^x$$

Therefore  $LHS = RHS$ , so  $k = 0$  is true

ii. Bridge Assume  $x^k e^x = \sum_{n=k}^{\infty} \frac{x^n}{(n-k)!}$

Using this assumption, prove for the next element  $k+1$

$$\text{We need } x^{k+1} e^x = \sum_{n=k+1}^{\infty} \frac{x^n}{(n-(k+1))!}$$

$$\begin{aligned}
\text{LHS} &= x^{k+1}e^x \\
&= x \cdot x^k e^x \\
&= x \cdot \sum_{n=k}^{\infty} \frac{x^n}{(n-k)!} \quad (\text{by assumption}) \\
&= \sum_{n=k}^{\infty} \frac{x^{n+1}}{(n-k)!} \\
&= \sum_{n=k+1}^{\infty} \frac{x^n}{(n-1-k)!} \quad (\text{re-indexing } n) \\
&= \sum_{n=k+1}^{\infty} \frac{x^n}{(n-(k+1))!} \\
&= \text{RHS}
\end{aligned}$$

So by mathematical induction  $f(x) = x^k e^x = \sum_{n=k}^{\infty} \frac{x^n}{(n-k)!}$  for  $k \geq 0$   
Moving on, by applying identity (32) to equation (31)

### 2.3.4 Fibonacci Sequence and the Golden Ratio

Ryan

The *Fibonacci Sequence* is actually very interesting, observe that the ratios of the terms converge to the *Golden Ratio*:

$$\begin{aligned}
F_n &= \frac{\varphi^n - \psi^n}{\varphi - \psi} = \frac{\varphi^n - \psi^n}{\sqrt{5}} \\
\iff \frac{F_{n+1}}{F_n} &= \frac{\varphi^{n+1} - \psi^{n+1}}{\varphi^n - \psi^n} \\
\iff \lim_{n \rightarrow \infty} \left[ \frac{F_{n+1}}{F_n} \right] &= \lim_{n \rightarrow \infty} \left[ \frac{\varphi^{n+1} - \psi^{n+1}}{\varphi^n - \psi^n} \right] \\
&= \frac{\varphi^{n+1} - \lim_{n \rightarrow \infty} [\psi^{n+1}]}{\varphi^n - \lim_{n \rightarrow \infty} [\psi^n]}
\end{aligned}$$

because  $|\psi| < 1 \implies \psi^n \rightarrow 0$ :

$$\begin{aligned}
&= \frac{\varphi^{n+1} - 0}{\varphi^n - 0} \\
&= \varphi
\end{aligned}$$

We'll come back to this later on when looking at spirals and fractals.

We hope to demonstrate this relationship between the ratio of successive terms of the fibonacci sequence without relying on ODEs and generating functions and by instead using limits and the *Monotone Convergence Theorem*, the hope being that this will reveal deeper underlying relationships between the *Fibonacci Sequence*, the *Golden Ratio* and there occurrences in nature (such as the example in section 2.3.4 given that the both appear to occur in patterns observed in nature).

We also hope to find a method to produce the the diagram shown in figure computationally, ideally by using the Turtle function in *Julia*.

The distribution of sunflower seeds is an example of the *Fibonacci Sequence* occurring in a pattern observed in nature (see Figure 11).

Imagine that the process a sunflower follows when placing seeds is as follows: <sup>7</sup>

1. Place a seed
2. Move some small unit away from the origin
3. Rotate some constant angle  $\theta$  (or  $\psi$ ) from the previous seed (with respect to the origin).
4. Repeat this process until a seed hits some outer boundary.

This process can be simulated in Julia [4] as shown in listing 11,<sup>8</sup> which combined with *ImageMagick* (see e.g. 17), produces output as shown in figure 9 and 10.

A distribution of seeds under this process would be optimal if the amount of empty space was minimised, spirals, stars and swirls contain patterns compromise this.

To minimize this, the proportion of the circle traversed in step 3 must be an irrational number, however this alone is not sufficient, the decimal values must also be not to approximated by a rational number, for example [24]:

- $\pi \bmod 1 \approx \frac{1}{7} = 0.7142857142857143$
- $e \bmod 1 \approx \frac{5}{7} = 0.14285714285714285$

It can be seen by simulation that  $\phi$  and  $\psi$  (because  $\phi \bmod 1 = \psi$ ) are solutions to this optimisation problem as shown in figure 10, this solution is unstable, a very minor change to the value will result in patterns re-emerging in the distribution.

Another interesting property is that the number of spirals that appear to rotate clockwise and anti-clockwise appear to be fibonacci numbers. Connecting this occur with the relationship between the *Fibonacci Sequence* as discussed in section 2.3.4 is something we hope to look at in this project. Illustrating this phenomena with *Julia* by finding the mathematics to colour the correct spirals is also something we intend to look at in this project.

The bottom right spiral in figure 9 has a ratio of rotation of  $\frac{1}{\pi}$ , the spirals look similar to one direction of the spirals occurring in figure 10, it is not clear if there is any significance to this similarity.

```
= 1.61803398875
= ^-1
= 0.61803398875
function sfSeeds(ratio)
= Turtle()
  for in [(ratio*2)*i for i in 1:3000]
```

<sup>7</sup>This process is simply conjecture, other than seeing a very nice example at [MathIsFun.com](http://MathIsFun.com) [24], we have no evidence to suggest that this is the way that sunflowers distribute there seeds.

However the simulations performed within *Julia* are very encouraging and suggest that this process isn't too far off.

<sup>8</sup>Emojis and UTF8 were used in this code, and despite using *xelatex* with *fontspec* they aren't rendering properly, we intend to have this rectified in time for final submission.

```

        gsave()
        scale(0.05)
        rotate()
#       Pencolor(, rand(1)[1], rand(1)[1], rand(1)[1])
        Forward(, 1)
        Rectangle(, 50, 50)
        grestore()
    end
    label = string("Ratio = ", round(ratio, digits = 8))
    textcentered(label, 100, 200)
end
@svg begin
    sfSeeds()
end 600 600

```

Listing 11: Simulation of the distribution of sunflowers as described in section 2.3.4

Figure 9: Simulated Distribution of Sunflower seeds as described in section 2.3.4 and listing 11

Figure 10: Optimisation of simulated distribution of Sunflower seeds occurs for  $\theta = 2\varphi\pi$  as described in section 2.3.4 and listing 11

Figure 11: Distribution of the seeds of a sunflower (see [7] licenced under CC)

## 2.4 Persian Recursion

Ryan

This section contains an example of how a simple process can lead to the development of complex patterns when exposed to feedback and iteration.

The *Persian Recursion* is a simple procedure developed by Anne Burns in the 90s [9] that produces fantastic patterns when provided with a relatively simple function.

The procedure begins with an empty or zero square matrix with sides  $2^n + 1$ ,  $\exists n \in \mathbb{Z}^+$  and some value given to the edges:

1. Decide on some four variable function with a finite domain and range of size  $m$ , for the example shown at listing 12 and in figure 13 the function  $f(w, x, y, z) = (w + x + y + z) \bmod m$  was chosen.
2. Assign this value to the centre row and centre column of the matrix
3. Repeat this for each newly enclosed submatrix.

This is illustrated in figure 12.

This can be implemented computationally by defining a function that:

- Takes the index of four corners enclosing a square sub-matrix of some matrix as input,



- proceeds only if that square is some positive real value.
- colours the centre column and row corresponding to a function of those four values
- then calls itself on the corners of the four new sub-matrices enclosed by the coloured row and column

Figure 12: Diagram of the Persian Recursion, implemented with *Python* in listing 12

This is demonstrated in listing 12 with python and produces the output shown in figures 13, various interesting examples are provided in the appendix at section 2.8.1 .

By mapping the values to colours, patterns emerge, this emergence of complex patterns from simple rules is a well known and general phenomena that occurs in nature [10, 18].

Many patterns that occur in nature can be explained by relatively simple rules that are exposed to feedback and iteration [26, p. 16], this is a central theme of Alan Turing's *The Chemical Basis For Morphogenesis* [34] which we hope to look in the course of this research.

```
%matplotlib inline
# m is colours
# n is number of folds
# Z is number for border
# cx is a function to transform the variables
def main(m, n, z, cx):
    import numpy as np
    import matplotlib.pyplot as plt

    # Make the Empty Matrix
    mat = np.empty([2**n+1, 2**n+1])
    main.mat = mat

    # Fill the Borders
    mat[:,0] = mat[:, -1] = mat[0,:] = mat[-1,:] = z

    # Colour the Grid
    colorgrid(0, mat.shape[0]-1, 0, mat.shape[0]-1, m)

    # Plot the Matrix
    plt.matshow(mat)

# Define Helper Functions
def colorgrid(l, r, t, b, m):
    # print(l, r, t, b)
    if (l < r - 1):
        ## define the centre column and row
        mc = int((l+r)/2); mr = int((t+b)/2)

        ## Assign the colour
        main.mat[(t+1):b,mc] = cx(l, r, t, b, m)
        main.mat[mr,(l+1):r] = cx(l, r, t, b, m)

        ## Now Recall this function on the four new squares
        #l r t b
        colorgrid(l, mc, t, mr, m) # NW
        colorgrid(mc, r, t, mr, m) # NE
```

```

        colorgrid(l, mc, mr, b, m) # SW
        colorgrid(mc, r, mr, b, m) # SE

def cx(l, r, t, b, m):
    new_col = (main.mat[t,l] + main.mat[t,r] + main.mat[b,l] + main.mat[b,r]) % m
    return new_col.astype(int)

main(5,6, 1, cx)

```

Listing 12: Implementation of the persian recursion scheme in *Python*

Figure 13: Output produced by listing 12 with 6 folds

## 2.5 Julia Sets

Ryan

### 2.5.1 Introduction

Julia sets are a very interesting fractal and we hope to investigate them further in this project.

### 2.5.2 Motivation

Consider the iterative process  $x \rightarrow x^2$ ,  $x \in \mathbb{R}$ , for values of  $x > 1$  this process will diverge and for  $x < 1$  it will converge.

Now Consider the iterative process  $z \rightarrow z^2$ ,  $z \in \mathbb{C}$ , for values of  $|z| > 1$  this process will diverge and for  $|z| < 1$  it will converge.

Although this seems trivial this can be generalised.

Consider:

- The complex plane for  $|z| \leq 1$
- Some function  $f_c(z) = z^2 + c$ ,  $c \leq 1 \in \mathbb{C}$  that can be used to iterate with

Every value on that plane will belong to one of the two following sets

- $P_c$ 
  - The set of values on the plane that converge to zero (prisoners)
  - Define  $Q_c^{(k)}$  to be the the set of values confirmed as prisoners after  $k$  iterations of  $f_c$ 
    - \* this implies  $\lim_{k \rightarrow \infty} [Q_c^{(k)}] = P_c$
- $E_c$ 
  - The set of values on the plane that tend to  $\infty$  (escapees)

In the case of  $f_0(z) = z^2$  all values  $|z| \leq 1$  are bounded with  $|z| = 1$  being an unstable stationary circle, but let's investigate what happens for different iterative functions like  $f_1(z) = z^2 - 1$ , despite how trivial this seems at first glance.

### 2.5.3 Plotting the Sets

Although the convergence of values may appear simple at first, we'll implement a strategy to plot the prisoner and escape sets on the complex plane.

Because this involves iteration and *Python* is a little slow, We'll denote complex values as a vector<sup>9</sup> and define the operations as described in listing 13.<sup>10</sup>

To implement this test we'll consider a function called `escape_test` that applies an iteration (in this case  $f_0 : z \rightarrow z^2$ ) until that value diverges or converges.

While iterating with  $f_c$  once  $|z| > \max(\{c, 2\})$ , the value must diverge because  $|c| \leq 1$ , so rather than record whether or not the value converges or diverges, the `escape_test` can instead record the number of iterations ( $k$ ) until the value has crossed that boundary and this will provide a measurement of the rate of divergence.

Then the `escape_test` function can be mapped over a matrix, where each element of that matrix is in turn mapped to a point on the cartesian plane, the resulting matrix can be visualised as an image<sup>11</sup>, this is implemented in listing 14 and the corresponding output shown in 14.

with respect to listing 14:

- Observe that the `magnitude` function wasn't used:

1. This is because a `sqrt` is a costly operation and comparing two squares saves an operation

```
from math import sqrt
def magnitude(z):
    # return sqrt(z[0]**2 + z[1]**2)
    x = z[0]
    y = z[1]
    return sqrt(sum(map(lambda x: x**2, [x, y])))

def cAdd(a, b):
    x = a[0] + b[0]
    y = a[1] + b[1]
    return [x, y]

def cMult(u, v):
    x = u[0]*v[0]-u[1]*v[1]
    y = u[1]*v[0]+u[0]*v[1]
    return [x, y]
```

Listing 13: Defining Complex Operations with vectors

```
%matplotlib inline
```

<sup>9</sup>See figure for the obligatory *XKCD* Comic

<sup>10</sup>This technique was adapted from Chapter 7 of *Math adventures with Python* [12]

<sup>11</sup>these cascading values are much like brightness in Astronomy

```

%config InlineBackend.figure_format = 'svg'
import numpy as np
def escape_test(z, num):
    ''' runs the process num amount of times and returns the count of
    divergence'''
    c = [0, 0]
    count = 0
    z1 = z #Remember the original value that we are working with
    # Iterate num times
    while count <= num:
        dist = sum([n**2 for n in z1])
        distc = sum([n**2 for n in c])
        # check for divergence
        if dist > max(2, distc):
            #return the step it diverged on
            return count
        #iterate z
        z1 = cAdd(cMult(z1, z1), c)
        count+=1
        #if z hasn't diverged by the end
    return num

p = 0.25 #horizontal, vertical, pinch (zoom)
res = 200
h = res/2
v = res/2

pic = np.zeros([res, res])
for i in range(pic.shape[0]):
    for j in range(pic.shape[1]):
        x = (j - h)/(p*res)
        y = (i-v)/(p*res)
        z = [x, y]
        col = escape_test(z, 100)
        pic[i, j] = col

import matplotlib.pyplot as plt

plt.axis('off')
plt.imshow(pic)
# plt.show()

```

Listing 14: Circle of Convergence of  $z$  under recursion

Figure 14: Circle of Convergence for  $f_0 : z \rightarrow z^2$

This is precisely what we expected, but this is where things get interesting, consider now the result if we apply this same procedure to  $f_1 : z \rightarrow z^2 - 1$  or something arbitrary like  $f_{\frac{1}{4}+\frac{i}{2}} : z \rightarrow z^2 + (\frac{1}{4} + \frac{i}{2})$ , the result is something remarkably unexpected, as shown in figures 15 and 16.

Figure 15: Circle of Convergence for  $f_0 : z \rightarrow z^2 - 1$

Figure 16: Circle of Convergence for  $f_{\frac{1}{4}+\frac{i}{2}} : z \rightarrow z^2 + \frac{1}{4} + \frac{i}{2}$

To investigate this further consider the more general function  $f_{0.8e^{i\tau}} : z \rightarrow z^2 + 0.8e^{i\tau}$ ,  $\tau \in \mathbb{R}$ , many fractals can be generated using this set by varying the value of  $\tau$ <sup>12</sup>.

*Python* is too slow for this, but the *Julia* programming language, as a compiled language, is significantly faster and has the benefit of treating complex numbers as first class citizens, these images can be generated in *Julia* in a similar fashion as before, with the specifics shown in listing 15. The GR package appears to be the best plotting library performance wise and so was used to save corresponding images to disc, this is demonstrated in listing 16 where 1200 pictures at a 2.25 MP resolution were produced.<sup>13</sup>

A subset of these images can be combined using *ImageMagick* and *bash* to create a collage, *ImageMagick* can also be used to produce an animation but it often fails and a superior approach is to use *ffmpeg*, this is demonstrated in listing 17, the collage is shown in figure 17 and a corresponding animation is [available online](#)<sup>14</sup>].

```
# * Define the Julia Set
"""
Determine whether or not a value will converge under iteration
"""
function juliaSet(z, num, my_func)
    count = 1
    # Remember the value of z
    z1 = z
    # Iterate num times
    while count <= num
        # check for divergence
        if abs(z1)>2
            return Int(count)
        end
        #iterate z
        z1 = my_func(z1) # + z
        count=count+1
    end
    #if z hasn't diverged by the end
    return Int(num)
end

# * Make a Picture
"""
Loop over a matrix and apply apply the julia-set function to
the corresponding complex value
"""
function make_picture(width, height, my_func)
    pic_mat = zeros(width, height)
```

<sup>12</sup>This approach was inspired by an animation on the *Julia Set* Wikipedia article [17]

<sup>13</sup>On my system this took about 30 minutes.

<sup>14</sup><https://dl.dropboxusercontent.com/s/rbu25urfg8sbwfu/out.gif?dl=0>

```

zoom = 0.3
for i in 1:size(pic_mat)[1]
    for j in 1:size(pic_mat)[2]
        x = (j-width/2)/(width*zoom)
        y = (i-height/2)/(height*zoom)
        pic_mat[i,j] = juliaSet(x+y*im, 256, my_func)
    end
end
return pic_mat
end

```

Listing 15: Produce a series of fractals using julia

```

# * Use GR to Save a Bunch of Images
## GR is faster than PyPlot
using GR
function save_images(count, res)
    try
        mkdir("/tmp/gifs")
    catch
    end
    j = 1
    for i in (1:count)/(40*2*)
        j = j + 1
        GR.imshow(make_picture(res, res, z -> z^2 + 0.8*exp(i*im*9/2))) # PyPlot
        uses interpolation = "None"
        name = string("/tmp/gifs/j", lpad(j, 5, "0"), ".png")
        GR.savefig(name)
    end
end

save_images(1200, 1500) # Number and Res

```

Listing 16: Generate and save the images with GR

```

# Use montage multiple times to get recursion for fun
montage (ls *.png | sed -n '1p;0~600p') 0a.png
montage (ls *.png | sed -n '1p;0~100p') a.png
montage (ls *.png | sed -n '1p;0~50p') -geometry 1000x1000 a.png

# Use ImageMagick to Produce a gif (unreliable)
convert -delay 10 *.png 0.gif

# Use FFMpeg to produce a Gif instead
ffmpeg \
    -framerate 60 \

```

```

-pattern_type glob \
-i '*.png'          \
-r 15               \
out.mov

```

Listing 17: Using bash, ffmpeg and *ImageMagick* to combine the images and produce an animation.

Figure 17: Various fracals corresponding to  $f_{0.8e\pi i\tau}$

## 2.6 MandelBrot

Ryan

Investigating these fractals, a natural question might be whether or not any given  $c$  value will produce a fractal that is an open disc or a closed disc.

So pick a value  $|\gamma| < 1$  in the complex plane and use it to produce the julia set  $f_\gamma$ , if the corresponding prisoner set  $P$  is closed we this value is defined as belonging to the *Mandelbrot* set.

It can be shown (and I intend to show it generally), that this set is equivalent to re-implementing the previous strategy such that  $z \rightarrow z^2 + z_0$  where  $z_0$  is unchanging or more clearly as a sequence:

$$z_{n+1} = z_n^2 + c \quad (40)$$

$$z_0 = c \quad (41)$$

This strategy is implemented in listing and produces the output shown in figure 18.

```

%matplotlib inline
%config InlineBackend.figure_format = 'svg'
def mandelbrot(z, num):
    ''' runs the process num amount of times and returns the count of
    divergence'''
    count = 0
    # Define z1 as z
    z1 = z
    # Iterate num times
    while count <= num:
        # check for divergence
        if magnitude(z1) > 2.0:
            #return the step it diverged on
            return count
        #iterate z
        z1 = cAdd(cMult(z1, z1),z)
        count+=1
        #if z hasn't diverged by the end
    return num

import numpy as np

```

```

p = 0.25 # horizontal, vertical, pinch (zoom)
res = 200
h = res/2
v = res/2

pic = np.zeros([res, res])
for i in range(pic.shape[0]):
    for j in range(pic.shape[1]):
        x = (j - h)/(p*res)
        y = (i-v)/(p*res)
        z = [x, y]
        col = mandelbrot(z, 100)
        pic[i, j] = col

import matplotlib.pyplot as plt
plt.imshow(pic)
# plt.show()

```

Listing 18: All values of  $c$  that lead to a closed *Julia*-set

Figure 18: Mandelbrot Set produced in *Python* as shown in listing 2.6

This output although remarkable is however fairly undetailed, by using *Julia* a much larger image can be produced, in *Julia* producing a 4 GB, 400 MP image can be done in little time (about 10 minutes on my system), this is demonstrated in listing and the corresponding FITS image is [available-online](https://www.dropbox.com/s/jd5qf1pi2h68f2c/mandelbrot-400mpx.fits?dl=0).<sup>15</sup>

```

function mandelbrot(z, num, my_func)
    count = 1
    # Define z1 as z
    z1 = z
    # Iterate num times
    while count < num
        # check for divergence
        if abs(z1)>2
            return Int(count)
        end
        #iterate z
        z1 = my_func(z1) + z
        count=count+1
    end
    #if z hasn't diverged by the end
    return Int(num)
end

function make_picture(width, height, my_func)
    pic_mat = zeros(width, height)

```

<sup>15</sup><https://www.dropbox.com/s/jd5qf1pi2h68f2c/mandelbrot-400mpx.fits?dl=0>



```

for i in 1:size(pic_mat)[1]
    for j in 1:size(pic_mat)[2]
        x = j/width
        y = i/height
        pic_mat[i,j] = mandelbrot(x+y*im, 99, my_func)
    end
end
return pic_mat
end

using FITSIO
function save_picture(filename, matrix)
    f = FITS(filename, "w");
    # data = reshape(1:100, 5, 20)
    # data = pic_mat
    write(f, matrix) # Write a new image extension with the data

    data = Dict{"col1"=>[1., 2., 3.], "col2"=>[1, 2, 3]};
    write(f, data) # write a new binary table to a new extension

    close(f)
end

# * Save Picture
#-----
my_pic = make_picture(20000, 20000, z -> z^2) 2000^2 is 4 GB
save_picture("/tmp/a.fits", my_pic)

```

Figure 19: Screenshot of Mandelbrot FITS image produced by listing

## 2.7 Relevant Sources

To guide research for our topic *Chaos and Fractals* by Pietgen, Jurgens and Saupe [26] will act as a map of the topic broadly, other than the sources referenced already, we anticipate referring to the following textbooks that we access to throughout the project:

- *Integration of Fuzzy Logic and Chaos Theory* [22]
- *Advances in Chaos Theory and Intelligent Control* [1]
- *NonLinear Dynamics and Chaos* [32]
- *The NonLinear Universe* [28]
- *Chaos and Fractals* [26]
- *Turbulent Mirror* [8]

- *Fractal Geometry* [11]
- *Math Adventures with Python* [12]
- *The Topology of Chaos* [14]
- *Chaotic Dynamics* [33]

Ron Knott's website appears also to have a lot of material related to patterns, the *Fibonacci Sequence* and the *Golden Ratio*, we intend to have a good look through that material as well. [27]

## 2.8 Appendix

```
from __future__ import division
from sympy import *
x, y, z, t = symbols('x y z t')
k, m, n = symbols('k m n', integer=True)
f, g, h = symbols('f g h', cls=Function)
init_printing()
init_printing(use_latex='mathjax', latex_mode='equation')

import pyperclip
def lx(expr):
    pyperclip.copy(latex(expr))
    print(expr)

import numpy as np
import matplotlib as plt

import time

def timeit(k):
    start = time.time()
    k
    print(str(round(time.time() - start, 9)) + "seconds")
```

Listing 19: Preamble for *Python* Environment

### 2.8.1 Persian Recursion Examples

```
%config InlineBackend.figure_format = 'svg'
main(5, 9, 1, cx)
```

Listing 20: Enhance listing 12 to create 9 folds

```
%config InlineBackend.figure_format = 'svg'
def cx(l, r, t, b, m):
    new_col = (main.mat[t,l] + main.mat[t,r] + main.mat[b,l] + main.mat[b,r]-7)
    % m
    return new_col.astype(int)
main(8, 8, 1, cx)
```

Listing 21: Modify the Function to use  $f(w, x, y, z) = (w + x + y + z - 7) \bmod 8$

Figure 20: Output produced by listing 21 using  $f(w, x, y, z) = (w + x + y + z - 7) \bmod 8$

```
%config InlineBackend.figure_format = 'svg'
import numpy as np
def cx(l, r, t, b, m):
    new_col = (main.mat[t,l] + main.mat[t,r]*m + main.mat[b,l]*(m) +
    main.mat[b,r]*(m))*1 % m + 1
    return new_col.astype(int)
main(8, 8, 1, cx)
```

Listing 22: Modify the function to use  $f(w, x, y, z) = (w + 8x + 8y + 8z) \bmod 8 + 1$

Figure 21: Output produced by listing 22 using  $f(w, x, y, z) = (w + 8x + 8y + 8z) \bmod 8 + 1$

## 2.8.2 Figures

Figure 22: XKCD 2028: Complex Numbers

## 2.8.3 Why Julia

The reason we resolved to make time to investigate *Julia* is because we see it as a very important tool for mathematics in the future, in particular because:

- It is a new modern language, designed primarily with mathematics in mind
  - First class support for UTF8 symbols
  - Full Support to call *R* and *Python*.

- Performance wise it is best in class and only rivalled by compiled languages such as *Fortran Rust* and **C**
  - *Just in Time Compiling* allows for a very useable *REPL* making Julia significantly more appealing than compiled languages
  - The syntax of Julia is very similar to *Python* and **R**
- The `DifferentialEquations.jl` library is one of the best performing libraries available.

**Other Packages** Other packages that are on our radar for want of investigation are listed below, in practice it is unlikely that time will permit us to investigate many packages or libraries

- Programming Languages and CAS
  - Julia
    - \* `SymEngine.jl`
    - \* `Symata.jl`
    - \* `SymPy.jl`
  - Maxima
    - \* Being the oldest there is probably a lot too learn
  - Julia
  - Reduce
  - Xcas/Gias
  - Python
    - \* Numpy
    - \* Sympy
- Visualisation
  - Makie
  - Plotly
  - GNUPlot

## References

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