

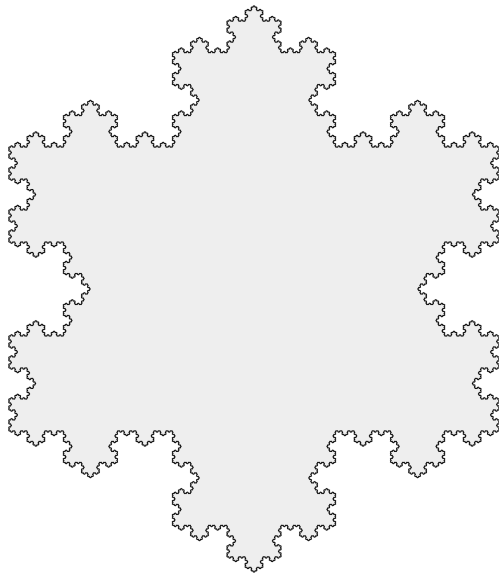
# Fractal animation introduction

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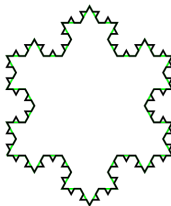
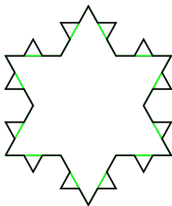
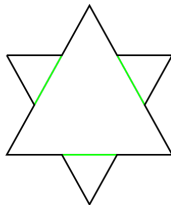
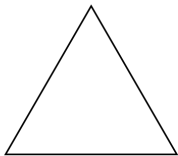
@rodzilla  
[github.com/rodzilla](https://github.com/rodzilla)

October 18th, 2018

## What are fractals?

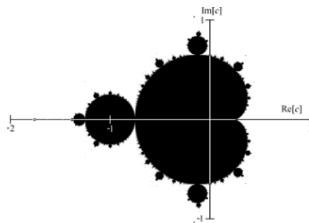


## Koch snowflake



# Pythagora's tree demo

# Mandelbrot set



## Complex numbers and complex plane

$$c = ai + b$$

$$i^2 = -1$$

The *norm* of a complex number is its euclidian distance to 0:

$$c = ai + b$$

$$|c| = \sqrt{a^2 + b^2}$$

```
In [1]: c = complex(1, 2)
```

```
In [2]: c
```

```
Out[2]: (1+2j)
```

```
In [3]: c + complex(0,3)
```

```
Out[3]: (1+5j)
```

```
In [4]: c * c
```

```
Out[4]: (-3+4j)
```

# Mandelbrot set

## Function to iterate

The formula that generates everything is the following one:

$$z_0 = c$$

$$z_{n+1} = z_n^2 + c$$

For each pixel  $(x, y)$  of the screen, we compute the corresponding complex number  $c_{x,y}$ .

Now we compute a fixed number of terms of the sequence above starting with  $z_0 = c_{x,y}$ .

$$z_0 = c_{x,y}$$

$$z_1 = c_{x,y}^2 + c_{x,y}$$

$$z_2 = z_1^2 + c_{x,y} = (c_{x,y}^2 + c_{x,y})^2 + c_{x,y}$$

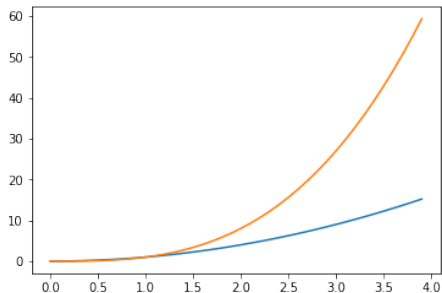
...

$$z_{100} = z_{99}^2 + c_{x,y}$$

## Function interpolation with Python

```
f_square = lambda x: x ** 2
```

```
f_cube   = lambda x: x ** 3
```





## Mandelbrot set

mandelbrot image.