

Problemstillingen

- Bruke RNG til å generere fraktaler

Temaer i IN1910

- Markovprosesser
- Objektorientering
- Gradvis utvikling, lesbarhet
- Testing

Løsning

```
1 def _starting_point(self):
2     w = np.random.random(size=self._n)
3     w /= np.sum(w)
4     v = w.dot(self._vertices)
5     return v
```

```
1 def _generate_ngon(self):
2     vertices = np.empty((self._n, 2))
3     angles = distributed_angles(self._n)
4     vertices[:, 0] = np.sin(angles)
5     vertices[:, 1] = np.cos(angles)
6     return vertices
```

```
1 def iterate(self, steps: int, discard: int = 5) -> np.ndarray:
2     assert isinstance(steps, int)
3     assert isinstance(discard, int)
4     seq = np.empty((steps, 2))
5     indices = np.empty(steps, dtype=int)
6     seq[0] = self._starting_point()
7     for _ in range(discard):
8         seq[0], indices[0] = self._sequence_step(seq[0])
9     for i in range(steps - 1):
10        seq[i+1], indices[i+1] = self._sequence_step(seq[i])
11    self.sequence = seq
12    self.vertex_indices = indices
13
14    def _sequence_step(self, x):
15        i = np.random.randint(0, self._n)
16        c = self._r*x + (1 - self._r)*self._vertices[i]
17        return c, i
```

```
1 def distributed_angles(n: int):
2     return np.linspace(0, 2*np.pi, n + 1)[: -1]
```

Utfordringer

- Større frihet enn andre prosjekter
 - Større ansvar
- Modulært design som lar seg teste

Testing

- Unit tests
- Får mønstre som algoritmene er designet for :)

```
1 def test_distributed_angles():
2     np.testing.assert_allclose(
3         distributed_angles(3),
4         [0, 2*np.pi/3, 4*np.pi/3]
5     )
6     np.testing.assert_allclose(
7         distributed_angles(4),
8         [0, np.pi/2, np.pi, 3*np.pi/2]
9     )
```

```
1 def test_all_vertices_are_used_in_iteration():
2     g = ChaosGame(10)
3     g.iterate(10_000)
4     for i in range(10):
5         assert i in g.vertex_indices
```