1 Functional graphics

```
import numpy as np
    from matplotlib import pyplot as plt
    from functools import partial, reduce
   from operator import add, mul
   I = lambda t: t
    const = lambda c: lambda _: c
    compose = lambda *fs: reduce(lambda f, g: lambda *x: f(g(*x)), fs)
    pure = lambda t: [t]
    iterate = lambda n: lambda f: lambda x: iterate(n-1)(f)(f(x)) if n > 0 else x
    mcompose = lambda *fls: reduce(lambda fl, gl: [compose(f, g) for f in fl for g in gl], fls)
    def apply(f, *args, **kwargs):
        return f(*args, **kwargs)
    lapply = lambda *fs: lambda t: np.array([f(t) for f in fs])
    origin = lapply(const(\theta), const(\theta))
    line = lapply(lambda t: 2*t - 1, const(0))
    ltrans = lambda T: lambda x: T @ x
    rot = lambda \theta: ltrans(np.array([[np.cos(\theta), np.sin(\theta)], [-np.sin(\theta), np.cos(\theta)]]))
    rotcw = rot(np.pi / 2)
    rotccw = rot(-np.pi / 2)
    rotccw(np.array([-1, 1]))
    array([-1., -1.])
    split = lambda *fs: lambda t: fs[len(fs) - 1 if t = 1 else int(t * len(fs))](t*len(fs) % 1)
    curve = split(compose(rot(1), line), line)
    plt.figure(figsize=(5, 5))
    plt.plot(*zip(*map(curve, np.linspace(0, 1))), 'wo')
plt.axis('off');
```

1.1 2D regions

```
pair = lambda *fs: lambda a: np.array([f(*a) for f in fs])
   constv = lambda a, b: pair(const(a), const(b))
   square = pair(lambda u, v: 2*u - 1, lambda u, v: 2*v - 1)
   rapply = lambda g: lambda f: lambda *args: g(*f(*args))
trans = lambda *cs: partial(add, np.array(cs))
   resize = lambda *cs: partial(mul, np.array(cs))
  scale = lambda c: resize(c, c)
   transforms = [
      circle,
      scale(0.5),
      trans(1/2, 1/2),
   ] * 2
   transforms.reverse()
   shape = compose(*transforms)
  shape([1/2, 1/2])
   array([0.5 , 0.75])
1 n = 100
uniform = np.linspace(0, 1, n)
```

Grid

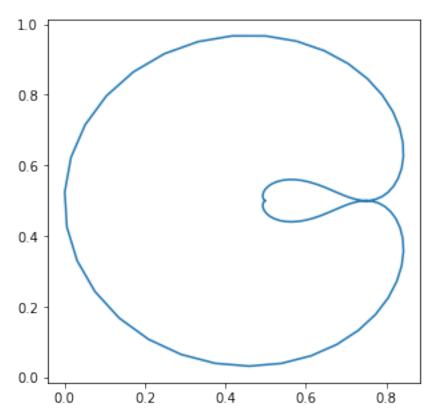
us, vs = np.meshgrid(uniform, uniform)

Boundary

- us = np.hstack([uniform, np.ones(n), 1 uniform, np.zeros(n)]) vs = np.hstack([np.zeros(n), uniform, np.ones(n), 1 uniform])
- us, vs = uniform, np.ones(n)

Draw the shape

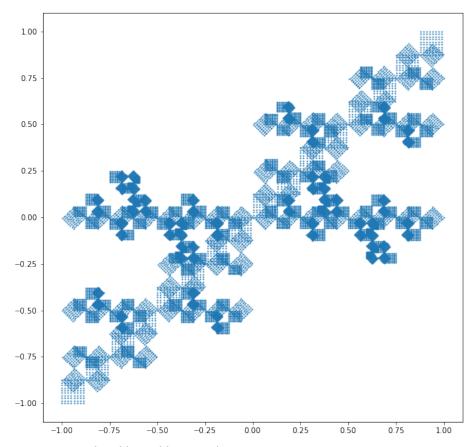
- xs, ys = zip(*map(shape, zip(us.flat, vs.flat)))
- plt.figure(figsize=(5, 5))
- g plt.plot(xs, ys, '-');
- # plt.axis('off');



Now fractals

- double = lambda f, g: lambda a: compose(f, resize(2, 1))(a) if a[θ] < 1/2 else compose(g, resize(2, 1), \leftrightarrow trans(-1/2, θ))(a)
- frac = lambda f: (lambda g: compose(scale(1/2), double(g, compose(rot(np.pi/4), scale(1/np.sqrt(2)), \rightarrow g))))(double(compose(trans(-1, -1), f), compose(trans(1, 1), f)))
- shape = iterate(4)(frac)(square)

```
us, vs = np.meshgrid(np.linspace(0, 1, 2000), np.linspace(0, 1, 10))
xs, ys = zip(*map(shape, zip(us.flat, vs.flat)))
plt.figure(figsize=(10, 10))
plt.plot(xs, ys, 'o', markersize=1);
```



Now use a graphics library like a regular person.

```
import cairocffi as cairo
from PIL import Image

def draw_point(ctx, p, r=0.005):
    ctx.arc(*p, r, 0, 2*np.pi)
    ctx.fill()
    ctx.stroke()

def draw_line(ctx, line):
    p1, p2 = line
    ctx.move_to(*p1)
    ctx.line_to(*p2)
    ctx.stroke()

frac = lambda geom: lambda *fs: lambda ls: [geom(f, 1) for l in ls for f in fs]
linegeom = lambda f, point: f(point)
```

Draw a mandala-like fractal

```
\# drawgeom, mapgeom, initgeom = draw_line, linegeom, [([-1, \ \theta], \ [1, \ \theta])]
     drawgeom, mapgeom, initgeom = draw_point, pointgeom, [[0, 0]]
     langle = np.pi / 8
     geoms = iterate(n)(frac(mapgeom)(*mcompose(
         [I, rot(np.pi / 2)],
         [I, resize(-1, 1)],
         [trans(1, 0)],
         [I, resize(-0.5, 1)],
         [I, resize(1, -1)],
         [compose(trans(0, np.tan(langle)), rot(-langle), scale(1 / (2*np.cos(langle))), trans(-1, 0))]
    )))(initgeom)
     width, height = 300, 500
     surface = cairo.PDFSurface('mandala.pdf', width, height)
     ctx = cairo.Context(surface)
     ctx.translate(width / 2, height / 2)
     side = 0.5 * min(width, height)
     ctx.scale(side, side)
    ctx.move_to(0, 0)
    ctx.set_source_rgba(0, 0, 1, 0.25)
     ctx.set_line_width(1e-4)
10
     ctx.scale(0.5, 0.5)
     for geom in geoms:
12
         drawgeom(ctx, geom)
13
     ctx.set_source_rgba(1, 0, 0)
15
     ctx.arc(0, 0, 0.01, 0, 2*np.pi)
    ctx.fill()
     ctx.stroke()
     surface.finish()
         Distort a region
     def draw_poly(ctx, poly):
         ctx.move_to(*poly[0])
         for p in poly[1:]:
             ctx.line_to(*p)
         ctx.set_source_rgba(1, 0, 1, 0.5)
         ctx.fill()
         ctx.fill_preserve()
         ctx.set_source_rgba(0, 1, 0, 0.5)
         ctx.stroke()
     polygeom = lambda f, poly: [f(p) for p in poly]
     drawgeom, mapgeom, initgeom = (
         draw_poly,
         polygeom,
          [[circle([a, 1]) for a in np.linspace(0, 1, 4)]]
             [[0,0], [1,0], [1/2,1]],
```

```
[[1,1], [1,0], [1/2,1]],
             [[0,1], [1/2,1], [0,0]]
         ]
    )
10
11
     geoms = iterate(8)(frac(mapgeom)(*mcompose(
12
        [resize(1, 1/2), compose(scale(1/2), trans(0, 1)), compose(scale(1/2), trans(1, 1))]
13
     )))(initgeom)
     geoms = iterate(2)(frac(mapgeom)(*mcompose(
         [compose(scale(0.5), trans(1, 1), circle)]
     )))(geoms)
17
     # geoms = frac(mapgeom)(circle)(geoms)
     # geoms = iterate(3)(frac(mapgeom)(*mcompose(
          [I, rot(np.pi / 2)],
           [I, resize(-1, 1)],
21
           [trans(1, 0)],
          [I, resize(-0.5, 1)],
          [I, resize(1, -1)],
24
           [compose(trans(0, np.tan(langle)), \ rot(-langle), \ scale(1 \ / \ (2*np.cos(langle))), \ trans(-1, \ 0))], \\
    # )))(geoms)
     width, height = 300, 500
     surface = cairo.PDFSurface('distort.pdf', width, height)
     ctx = cairo.Context(surface)
     ctx.translate(width / 2, height / 2)
     side = 0.5 * min(width, height)
     ctx.scale(side, -side)
     ctx.scale(0.5, 0.5)
    # ctx.set_source_rgba(0, 0, 0, 0.02)
10
   # draw_poly(ctx, [[0,0],[0,1],[1,1],[1,0]])
    # ctx.set_source_rgba(0, 1, 0, 0.5)
     # ctx.arc(1/2, 1/2, 0.01, 0, 2*np.pi)
13
     # ctx.fill()
     ctx.set_line_width(1e-4)
     ctx.set_source_rgba(0, 0, 1, 0.25)
17
     for geom in geoms:
         drawgeom(ctx, geom)
     ctx.set_source_rgb(1, 0, 0)
     ctx.arc(0, 0, 0.01, 0, 2*np.pi)
22
     ctx.fill()
23
     surface.finish()
         A line fractal
     drawgeom, mapgeom, initgeom = (
         draw_line,
         linegeom,
         [([-1, 0], [1, 0])]
    )
5
     geoms = iterate(4)(frac(mapgeom)(*mcompose(
         [I, *mcompose(
             [compose(scale(1), rot(np.pi/m))],
```

```
[rot(2*np.pi*i/m) for i in range(m)],
10
             [compose(scale(-0.5), trans(1, 0))]
11
        )],
12
         mcompose(
13
             [rot(2*np.pi*i/m) for i in range(m)],
             [compose(scale(-0.5), trans(1, 0))]
15
     )))(initgeom)
17
     width, height = 300, 500
     surface = cairo.PDFSurface('linefractal.pdf', width, height)
     ctx = cairo.Context(surface)
     ctx.translate(width / 2, height / 2)
     side = 0.5 * min(width, height)
     ctx.scale(side, -side)
     ctx.scale(0.75, 0.75)
   # ctx.set_source_rgba(0, 0, 0, 0.02)
   # draw_poly(ctx, [[0,0],[0,1],[1,1],[1,0]])
    # ctx.set_source_rgba(0, 1, 0, 0.5)
    # ctx.arc(1/2, 1/2, 0.01, 0, 2*np.pi)
    # ctx.fill()
     ctx.set_line_width(1e-4)
     ctx.set_source_rgba(0, 0, 1, 0.75)
17
     for geom in geoms:
        drawgeom(ctx, geom)
     ctx.set_source_rgb(1, \theta, \theta)
21
     ctx.arc(0, 0, 0.01, 0, 2*np.pi)
22
     ctx.fill()
     surface.finish()
```