

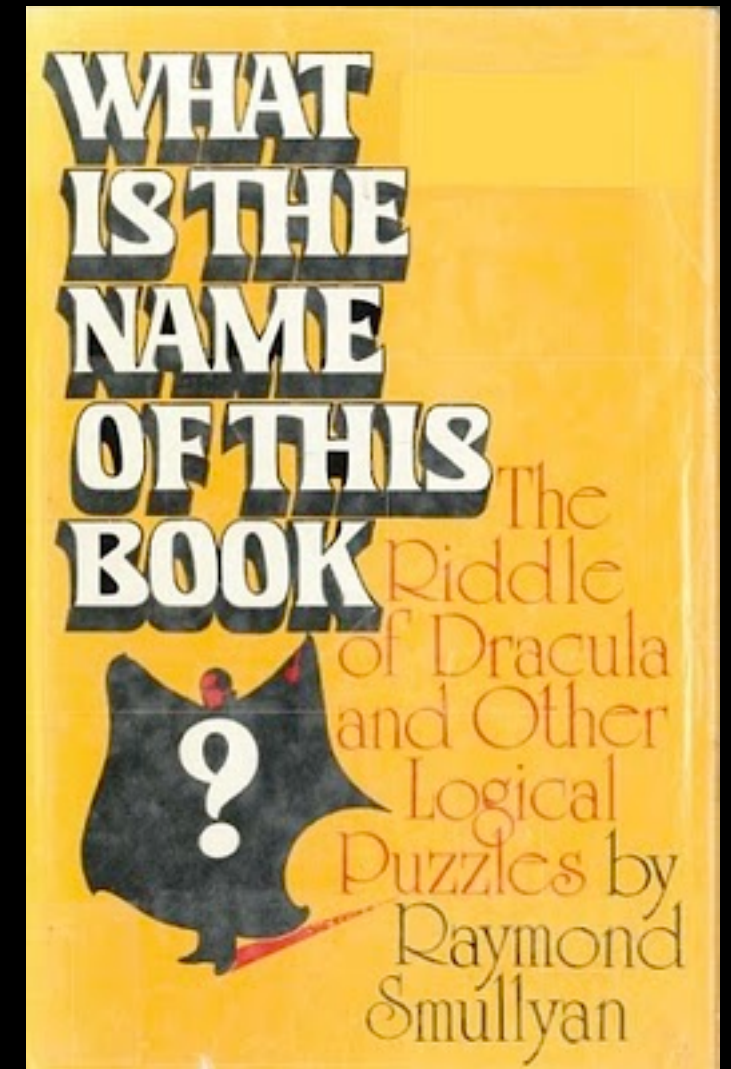
Recursion

Recursion

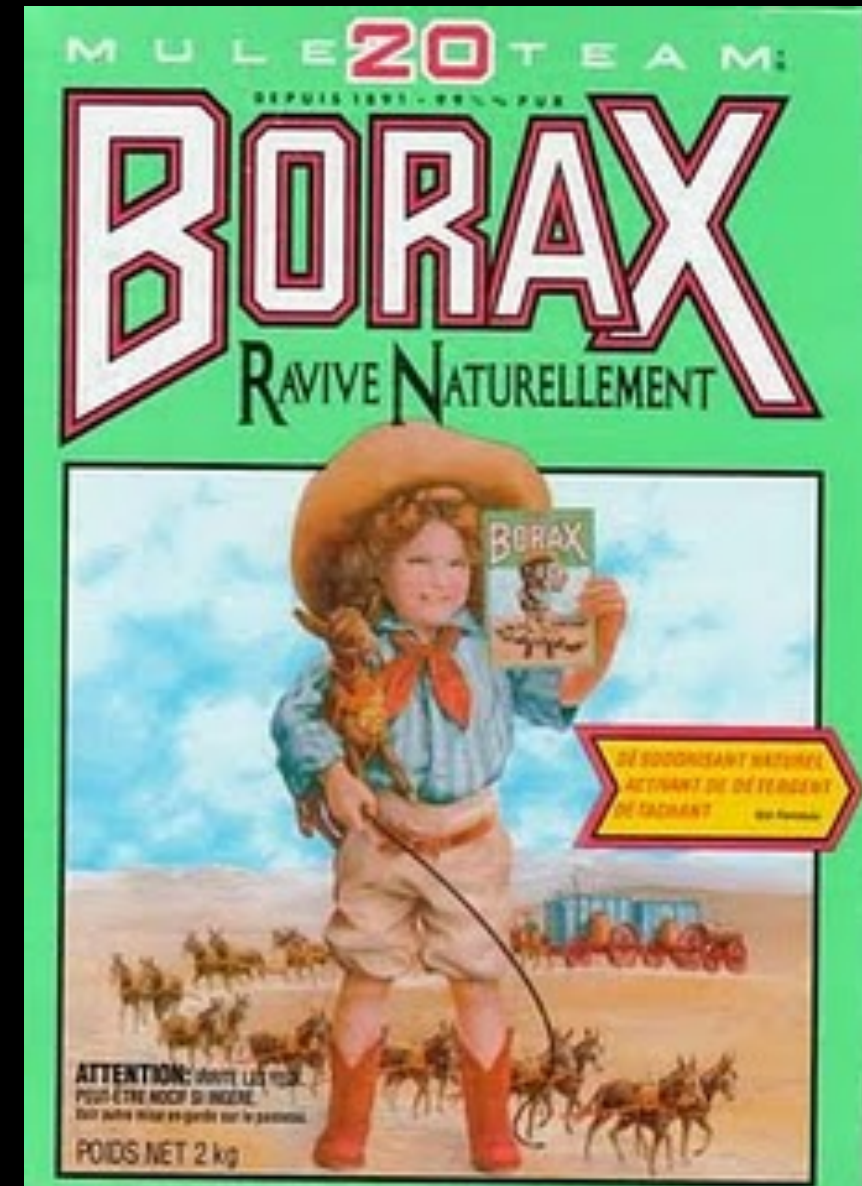
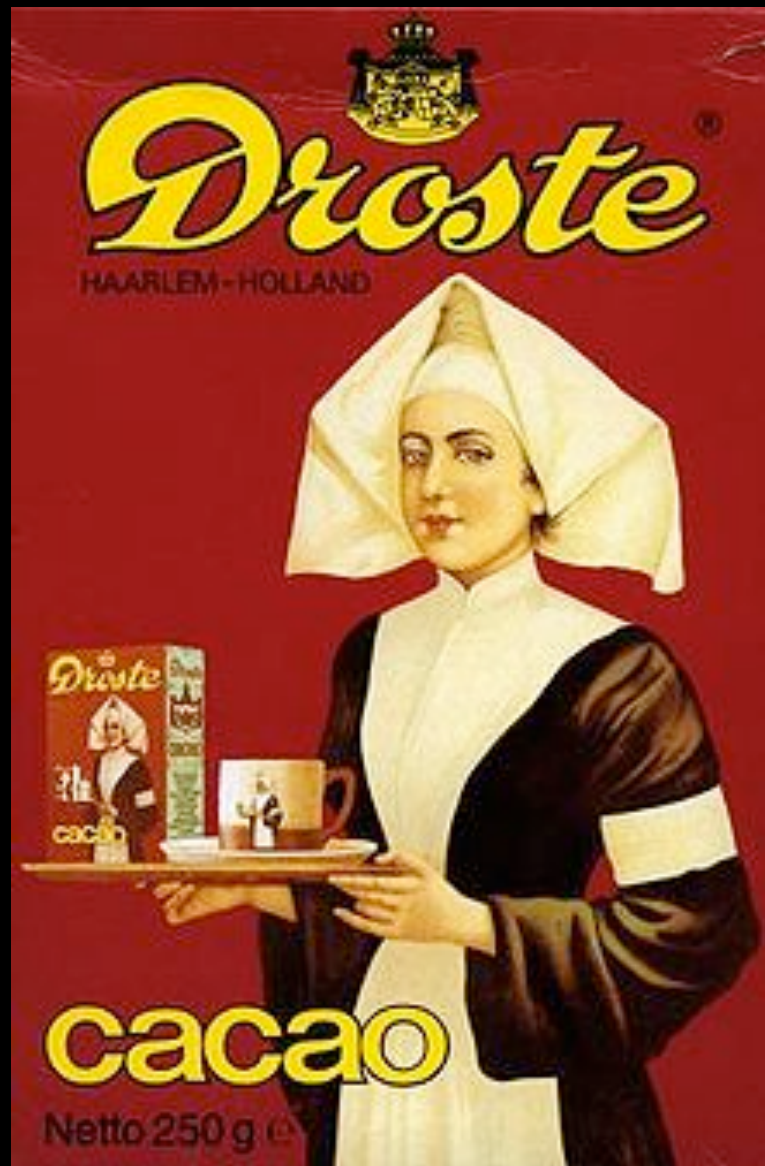
- Self-referencing definition
- Don't forget the base-case!!

Examples

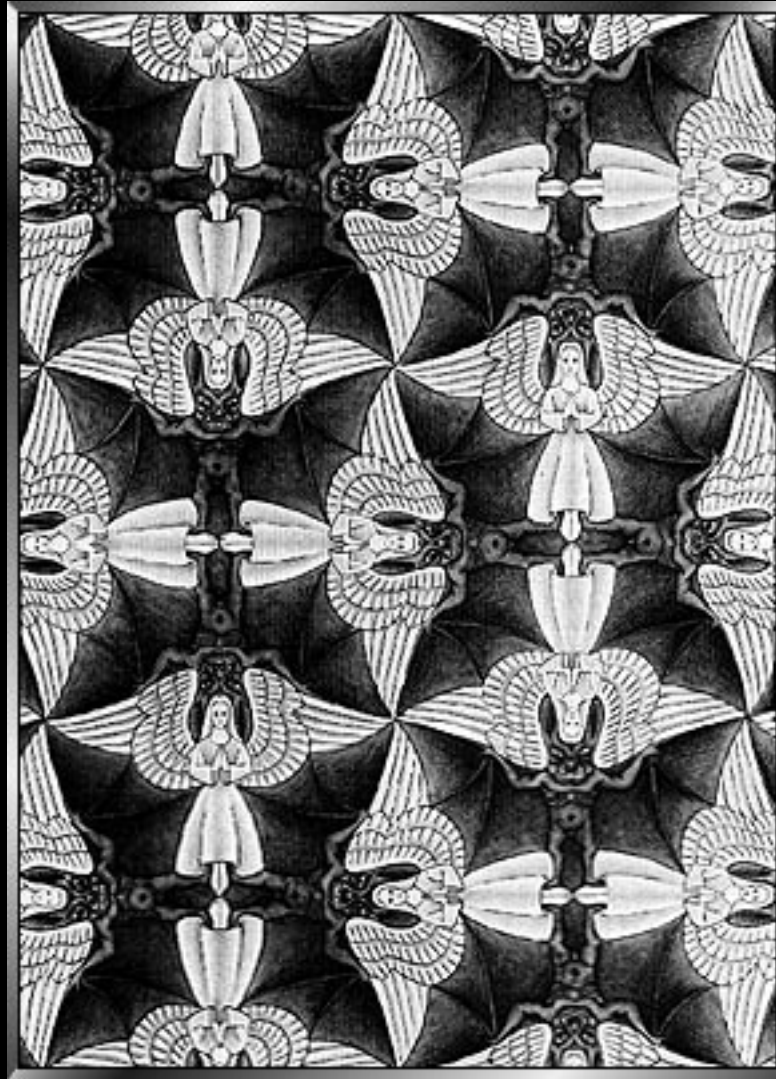
- In order to understand recursion, you must first understand recursion
- Try to Google recursion
- WINE: Wine Is Not an Emulator
- PHP: PHP Hypertext Preprocessor



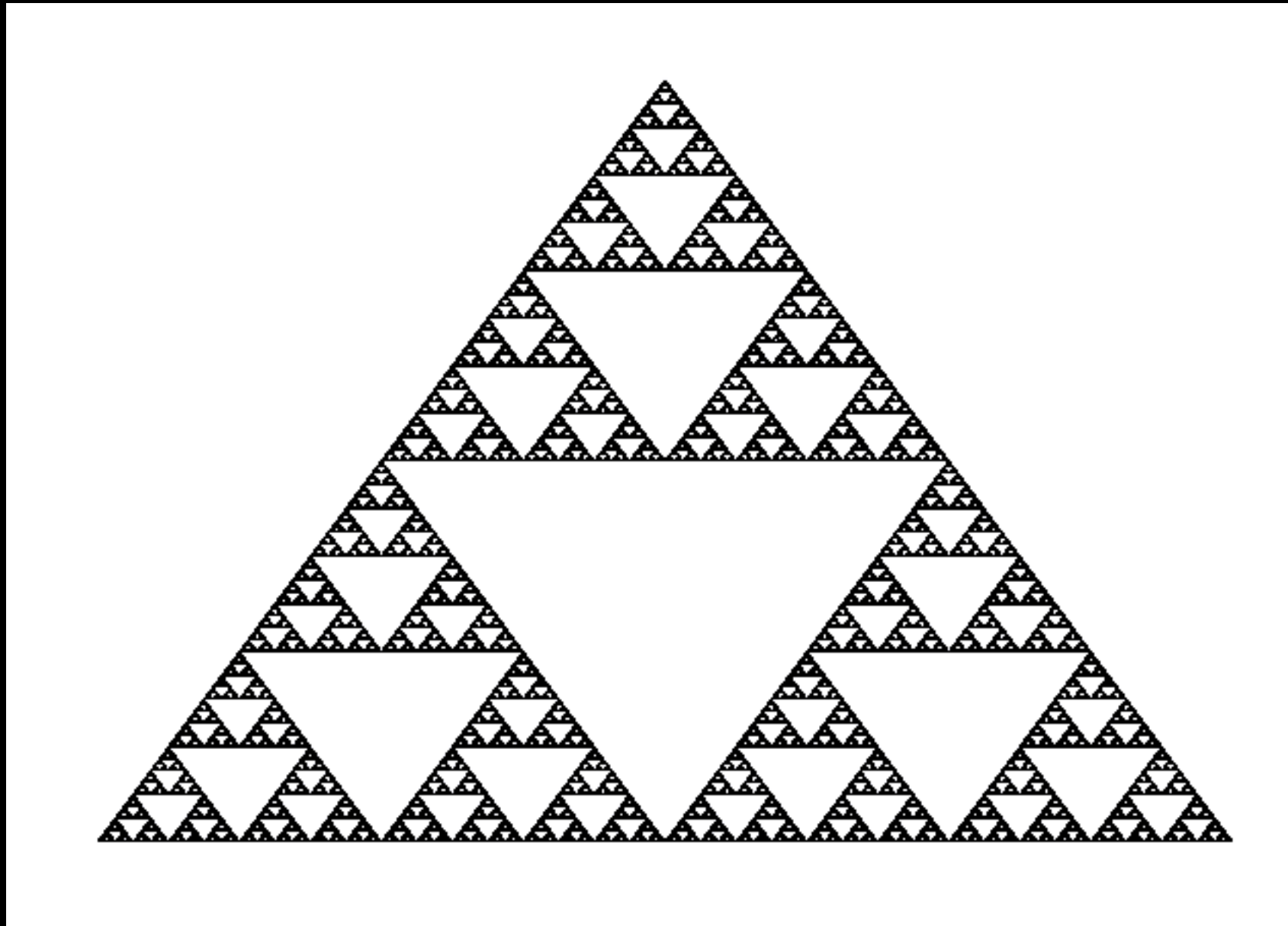
Droste Effect



Recursive?



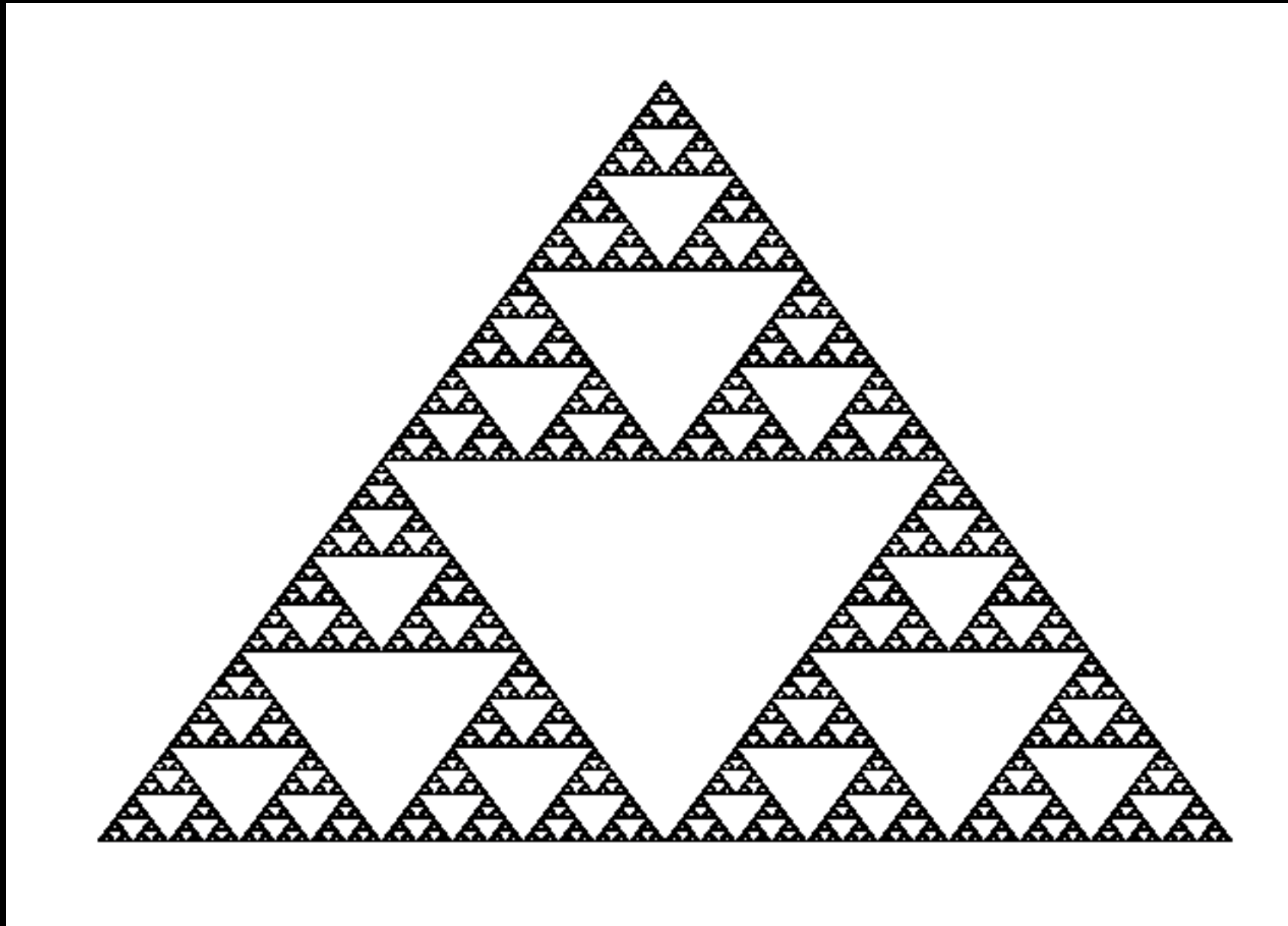
Recursively defined images



Sierpinski's Triangle

- Try to find a recursive definition for Sierpinski's Triangle
 - what is the base case?
 - where is the self reference happening?

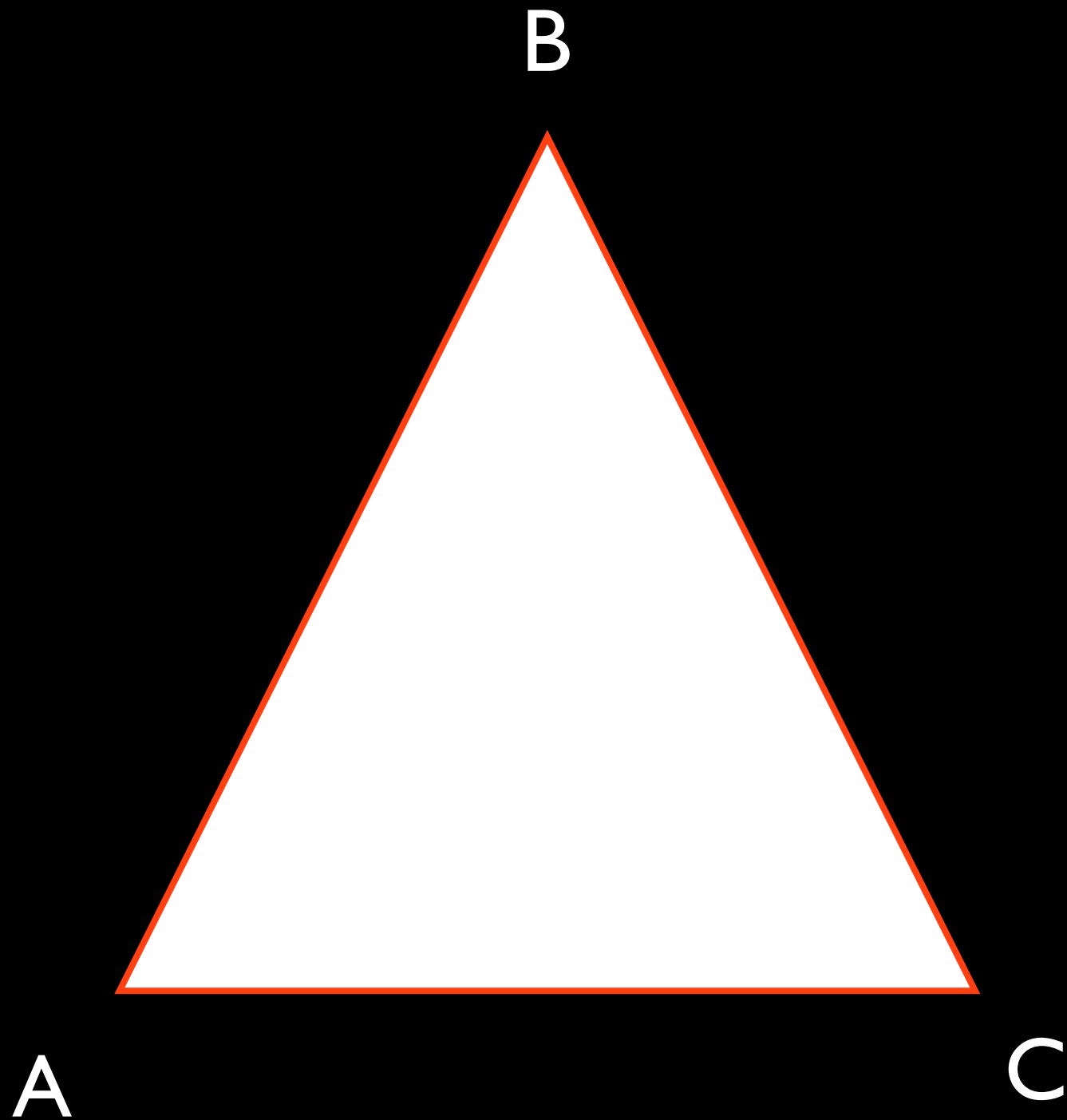
Sierpinski's Triangle



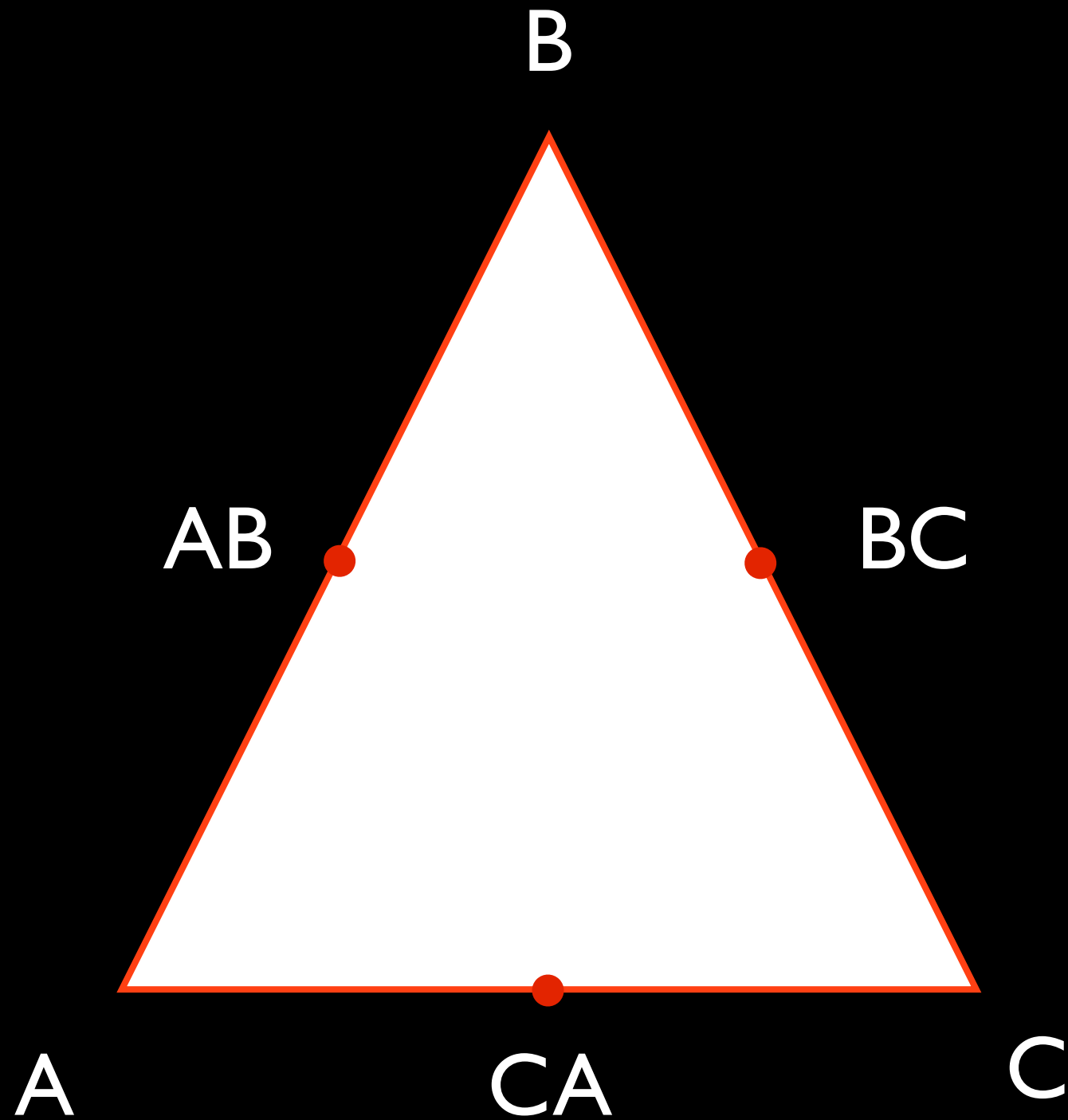
Sierpinski's Triangle

- Base Case: Points too close to draw a line between them
- Recursion:
 - For each edge in the triangle, find the midpoints, and use them to define 3 new triangles
 - Call Sierpinski on each one!

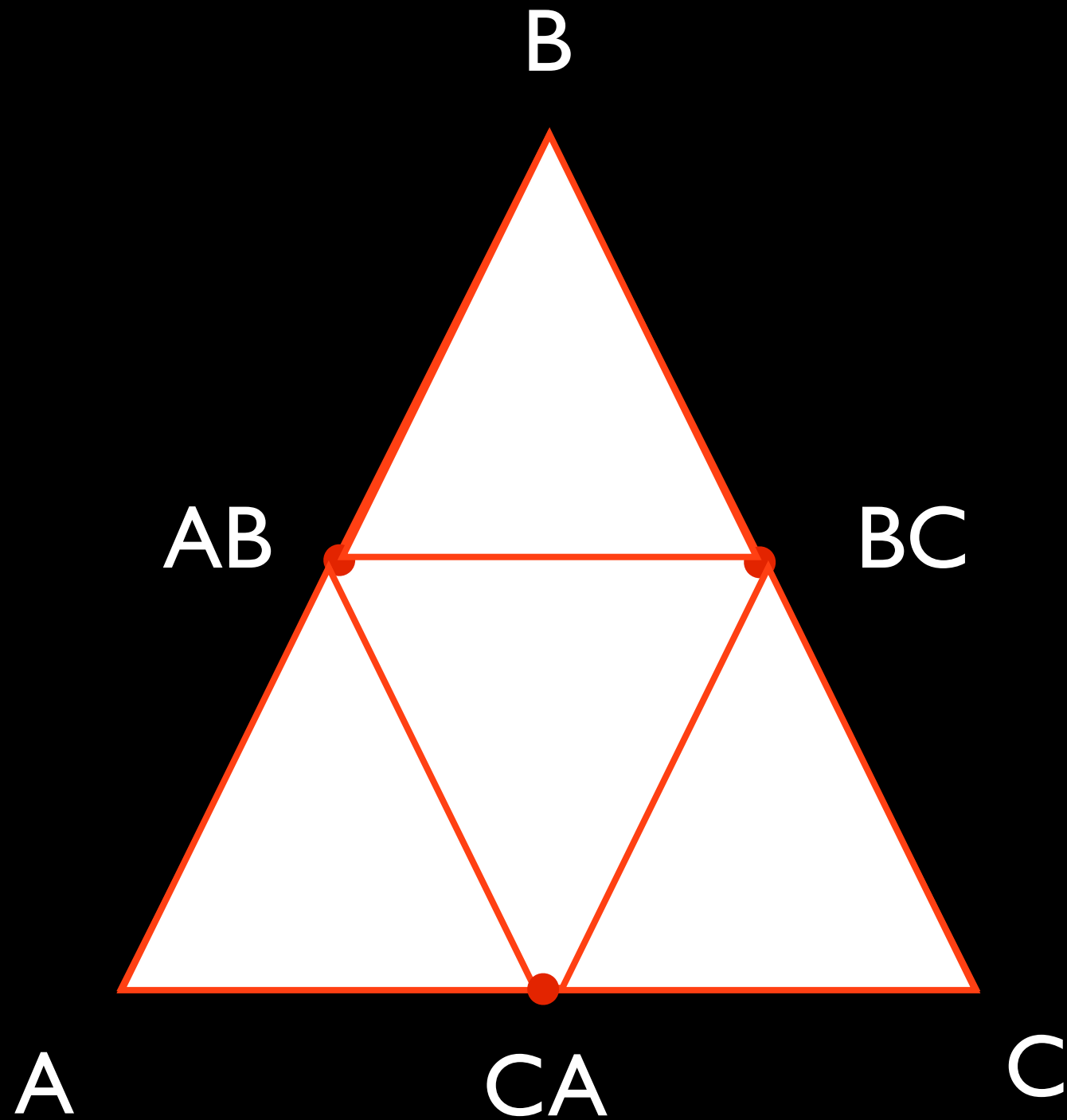
The idea...



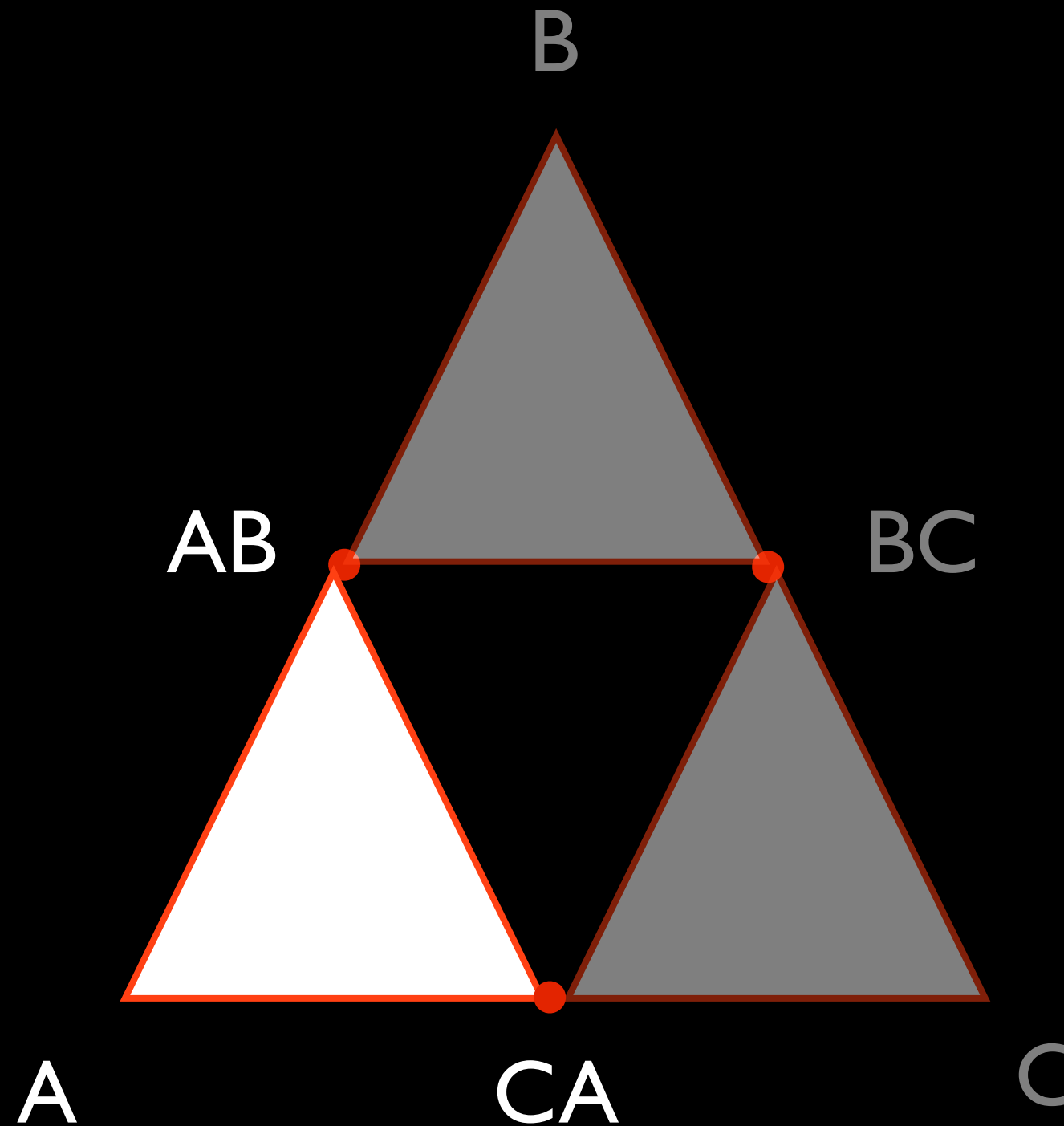
Find midpoints



Draw 3 triangles



Do the same in smaller triangles



Sierpinski's Triangle

```
SIERPINSKI (A, B, C)
```

```
  IF points are too close, STOP  
  ELSE{
```

```
    set AB to midpoint of A and B
```

```
    set BC to midpoint of B and C
```

```
    set CA to midpoint of C and A
```

```
    DRAWTRIANGLE (A, B, C)
```

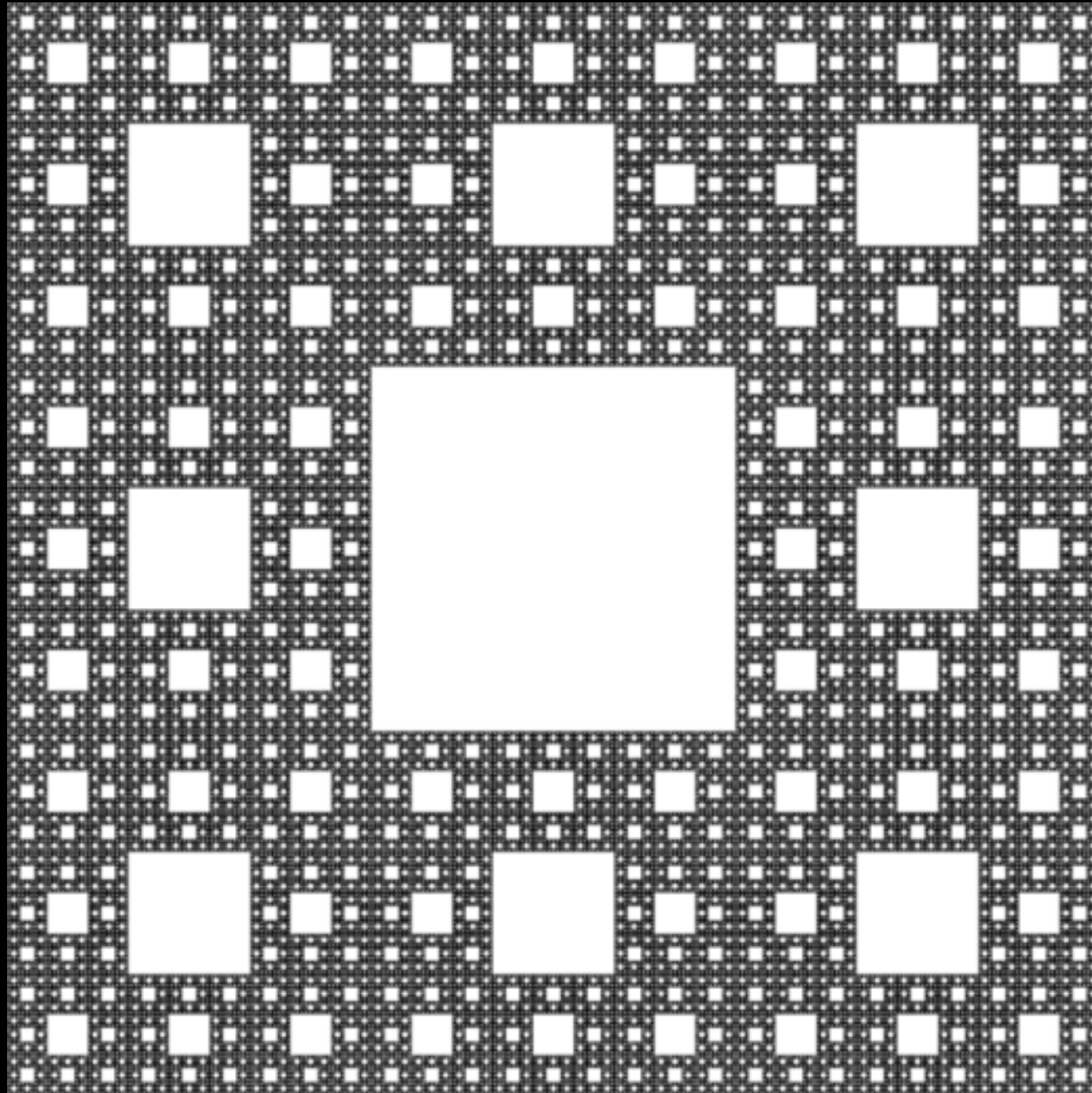
```
    SIERPINSKI (A, AB, CA)
```

```
    SIERPINSKI (AB, B, BC)
```

```
    SIERPINSKI (CA, BC, C)
```

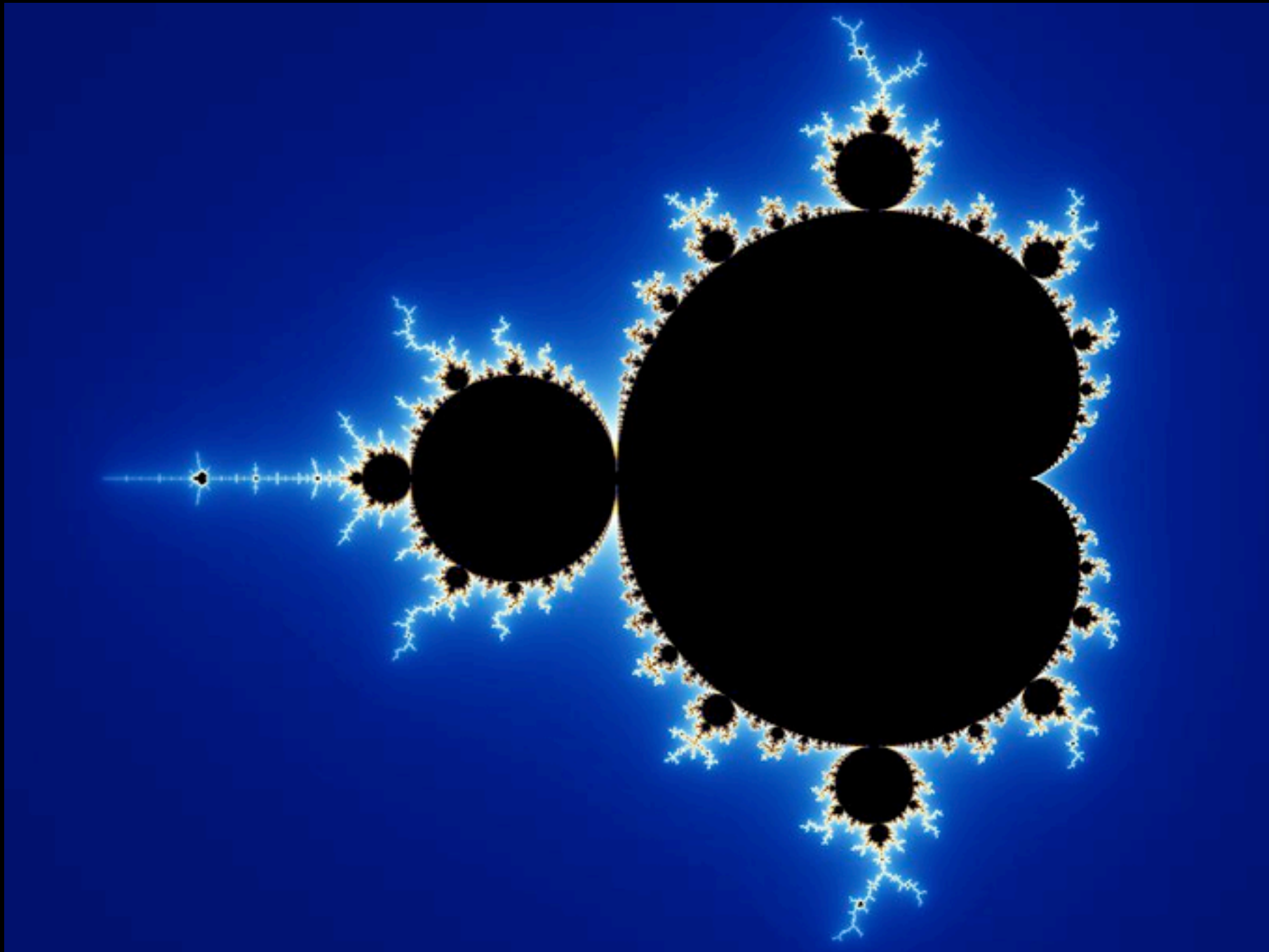
```
  }
```


Other recursive designs



http://en.wikipedia.org/wiki/File:Sierpinski_carpet.png

Mandelbrot Set



http://www.misterx.ca/Mandelbrot_Set---Thumb_Print_of_God.html

Fun interactive tools

- Mandelbrot explorer: <http://math.bu.edu/DYSYS/explorer/>
- L-System builder: kevs3d.co.uk/dev/lsystems/