Chaos in stb Cantor set Sierpiński triangle Lonentz attractor Mandelbrot set

#### **Chaos in stb**

C library that simulates many fractals and attractors. You can generate them into terminal as ASCII art or into image rendered using stb library.

#### **Cantor set**

- Available in ASCII
- Available in stb

#### Sierpiński carpet

- Available in ASCII
- Available in stb

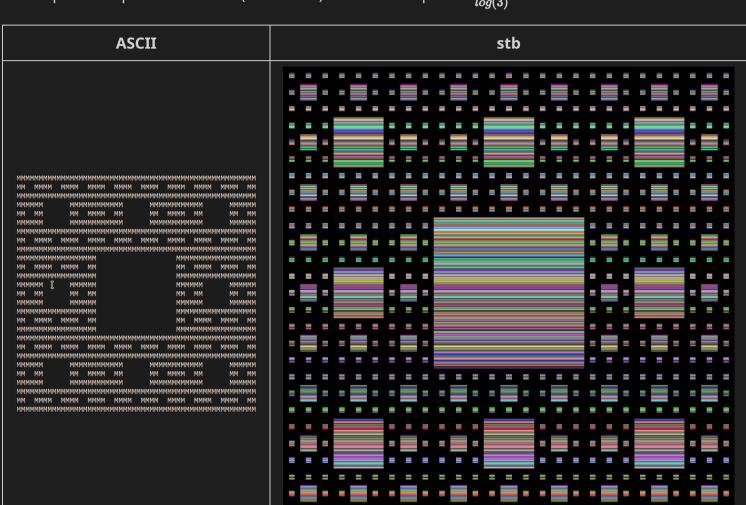
A Sierpiński carpet is a fractal formed by recursively removing squares from a surface. It is named after its founder, the Polish mathematician Wacław Sierpiński, who described it in 1916.

This fractal is a generalization of Cantor's set into two dimensions.

It is obtained by removing  $\frac{1}{9}$  of the content from the square, and removing  $\frac{1}{9}$  of their original content from the remaining 8 parts, each of which has  $\frac{1}{9}$  of their content again in the same way. This procedure is repeated indefinitely. Again, it is easy to compute the area of a Sierpiński carpet that converges to zero.

The math proof: 
$$1-\sum_{n=0}^\infty rac{8^n}{9^{n+1}} \Longrightarrow a_1=rac{1}{9}, q=rac{8}{9} \Longrightarrow 1-s=rac{\frac{1}{9}}{1-rac{8}{9}}=1-1=0$$

The Sierpiński carpet has a fractal (Hausdorff) dimension equal to  $rac{log(8)}{log(3)}pprox 1.8928...$ 



## Sierpiński triangle

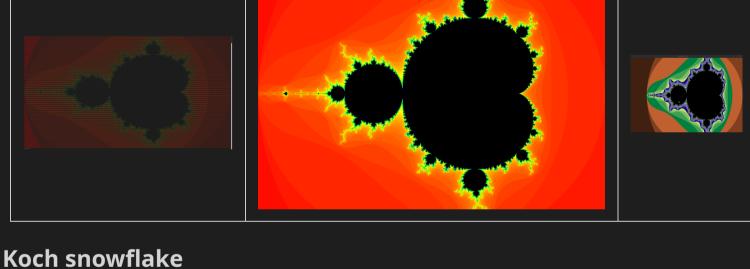
- Available in ASCII
- Available in stb

#### **Lonentz attractor**

- Available in ASCII
- Available in stb

## **Mandelbrot set**

- Available in ASCII Available in stb Available in SDL
- **ASCII** stb



**SDL** 

# Available in ASCII

- Available in stb
- **Barnsley fern** Available in ASCII

### Available in stb

Available in ASCII

**Bifurcation graph** 

Available in stb

# ASCII User interface

**TODO** 

- Cantor set ASCII
- stb Sierpinski carpet
  - ASCII
- stb
- Sierpinski triangle
  - ASCII
- stb Lonentz attractor
  - ASCII
- stb
- Mandelbrot set ASCII
  - stb
- SDL Koch snowflake

  - ASCII stb
- Barnsley fern
  - ASCII ■ stb

Bifurcation graph

ASCII stb