### **Interactive Fractals**

#### **Silicon Valley Forth Interest Group**

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# Summary

- Mandelbrot Plots
- Floating Point Computations
- Coloring
- Interactive Navigation
- Demonstrations

## Mandelbrot Plots

- Scan a complex plane Z=X+iY
- At an point Zo = Xo +iYo Compute Zn+1 = Zo + Zn\*Zn Xn+1 = Xo + Xn\*Xn - Yn\*Yn Yn+1 = Yo + 2Xn\*Yn
- When Xn+1\*Xn+1 + Yn+1\*Yn+1 > 4, stop iteration and plot n in color.

# **Floating Point Computation**

- Screen coordinates: 768x512 pixels
- (X,Y) coordinates are scaled to 64 bit integers: 1.0 = 0x1000,0000,0000,0000
- In the original image, 1.0 is mapped to 256 pixels.
- Coordinates are fed into FPU and iteration is started to produce n for coloring.



# **Interactive Navigation**

- Mouse clicking any point on screen moves this point to the center of the screen.
- Mouse clicking buttons at the bottom of screen activates various functions.

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Expand 0 1 2 3 4 RED GRN BLU CYN YEL VIO +COLOR -COLOR +BASEC -BASEC Compress

## **Interactive Navigation**

Expand Expand current image by a factor of 2. Display the initial default Mandelbrot fractal. 0 Display selected fractals. 1 - 4 RED Change current display to red. Change current display to green. GRN Change current display to blue. BLU CYN Change current display to cyan. Change current display to yellow. YEL Change current display to violet. VIO Increase the number of colors. +COLOR -COLOR Decrease the number of colors. +BASEL Increase the baseline color code. -BASEL Decrease the baseline color code. Compress Compress current image by a factor of 2.

# Conclusion

- Idiot proof.
- PC is fast enough to display fractals interactively.
- It will be released as a game with complete source code and F# operating system, for people to explore Forth.

### **Thank You**