

# New developments in chaos game theory

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czech republic



EUROPEAN UNION



MINISTRY OF EDUCATION,  
YOUTH AND SPORTS

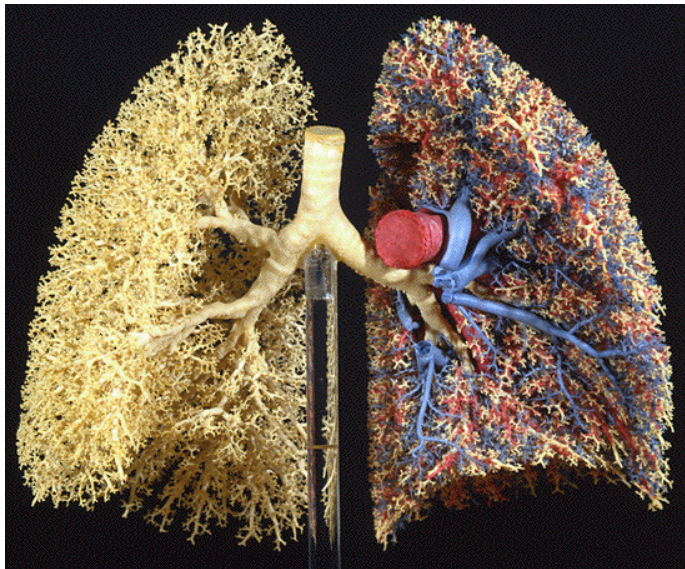


OP Education  
for Competitiveness

INVESTMENTS IN EDUCATION DEVELOPMENT



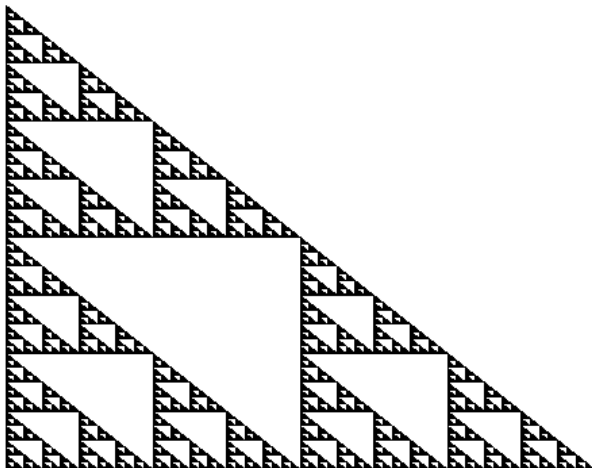
# Fractals



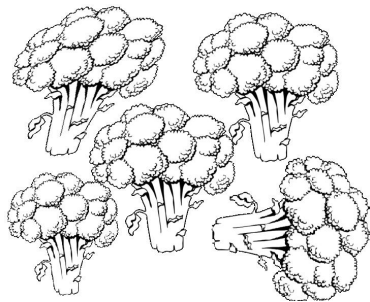
# Fractals



# Fractals

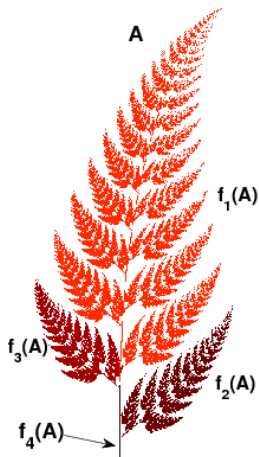


# Selfsimilarity



$$A = f_1(A) \cup f_2(A) \cup \dots \cup f_N(A)$$

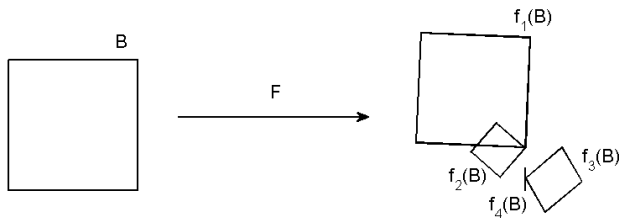
# Selfsimilarity



$$A = f_1(A) \cup f_2(A) \cup \dots \cup f_N(A)$$

Selfsimilar sets consist of their copies.

# Hutchinson operator



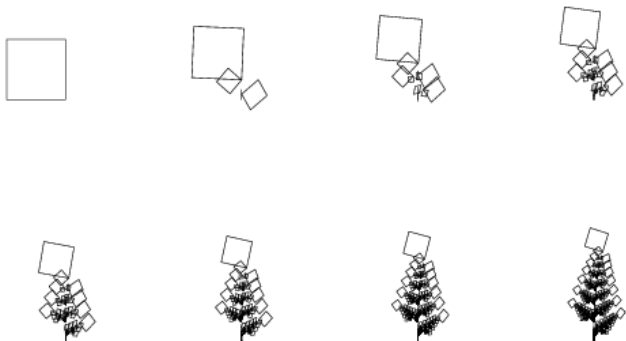
$$F(B) = f_1(B) \cup f_2(B) \cup \dots \cup f_N(B)$$

# Hutchinson operator

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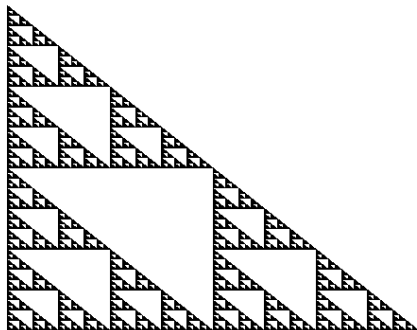
If  $f_i$  are **contractions**

$$F^n(B) \rightarrow A$$





# Sierpinski triangle



$$f_1(x) = \frac{x + a_1}{2}$$

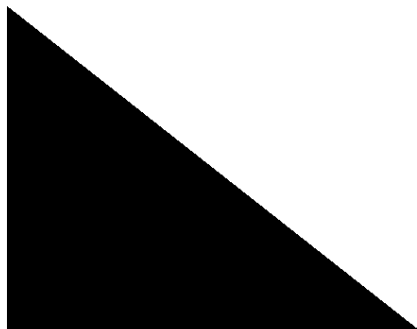
$$f_2(x) = \frac{x + a_2}{2}$$

$$f_3(x) = \frac{x + a_3}{2}$$

$$a_1 = [0, 0], a_2 = [1, 0],$$

$$a_3 = [0, 1]$$

# Sierpinski triangle



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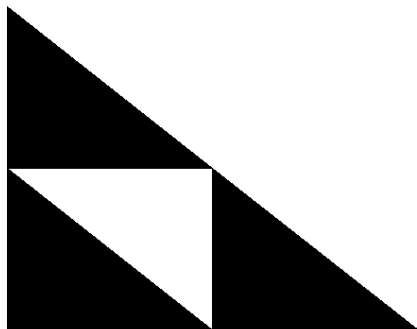
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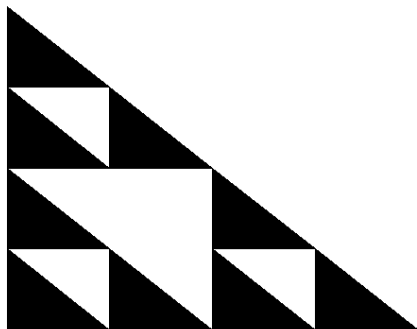
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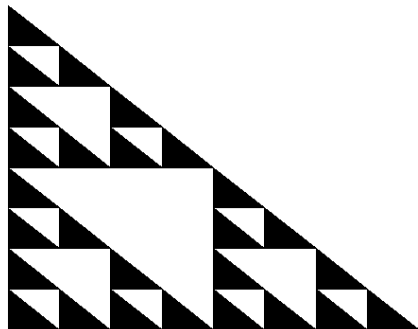
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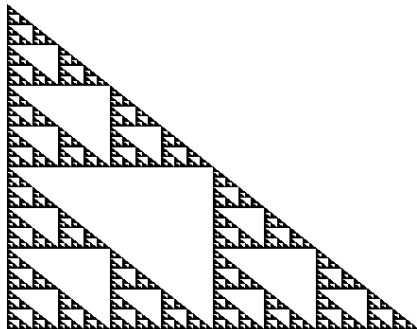
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# Chaos game

## Definition

Given contractive maps with probabilities  $\{f_i, p_i, i = 1, 2, \dots, m\}$ , we construct a sequence

$$\{x_i\}_{i=1}^n,$$

where

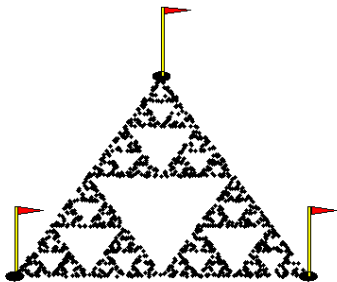
$$x_{i+1} = f_{u_i}(x_i), u_i \in \{1, 2, \dots, m\}.$$

Mappings  $f_j$  are taken with given probability  $P(u_i = j) = p_j, j \in \{1, 2, \dots, m\}$ .

## Theorem

*The sequence  $\{x_i\}_{i=1}^{\infty}$  approximates the fractal with probability one.*

# Chaos game



$$f_1(x) = \frac{x + a_1}{2}$$

$$f_2(x) = \frac{x + a_2}{2}$$

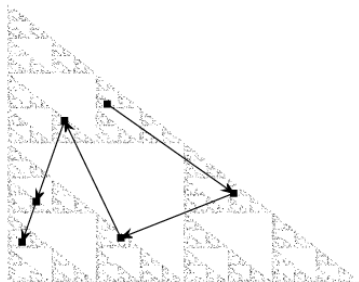
$$f_3(x) = \frac{x + a_3}{2}$$



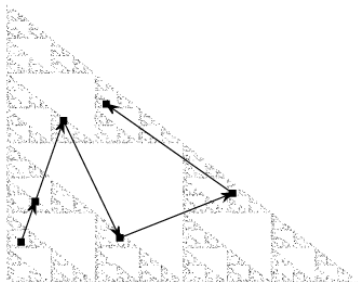


# Chaos game

stochastic

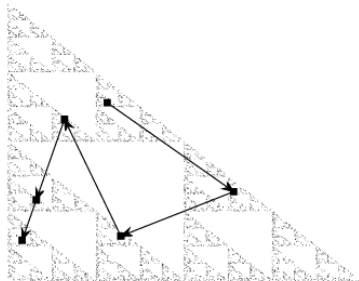


... and chaotic as well

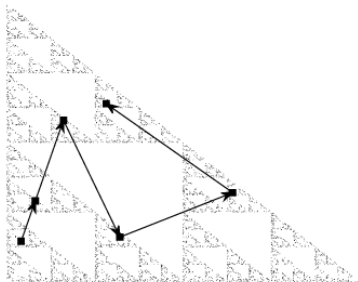


# Chaos game

stochastic



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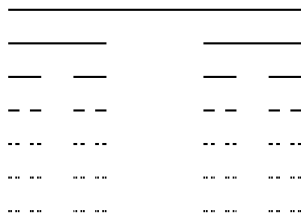
taken backwards

# Cantor set

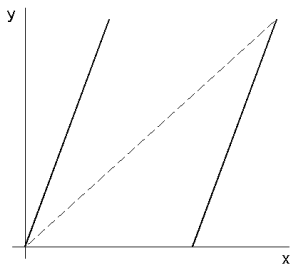
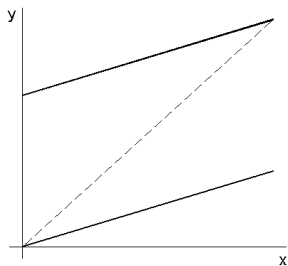
... ..

$$f_1(x) = \frac{x}{3}$$

$$f_2(x) = \frac{x+2}{3}$$



# Chaos game on the Cantor set



chaotic map

# Use of the chaos game

- ▶ Visualization of fractals
- ▶ image processing
- ▶ Analogy of Monte Carlo method for fractal measures

# References

Michael F. Barnsley, *Fractals everywhere*, Academic Press, New York (2003).

What happens if the maps are not contractive?

Michael F. Barnsley, Krzysztof Lesniak and Miroslav Rypka, *Chaos game for IFSs on topological spaces*, arXiv preprint arXiv:1410.3962 (2014).

Thank you for your attention