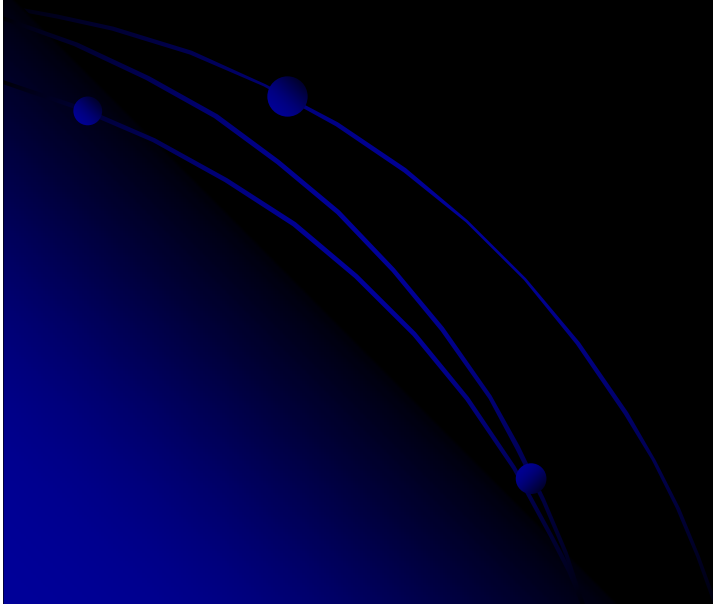


# Julia and Mandelbrot sets

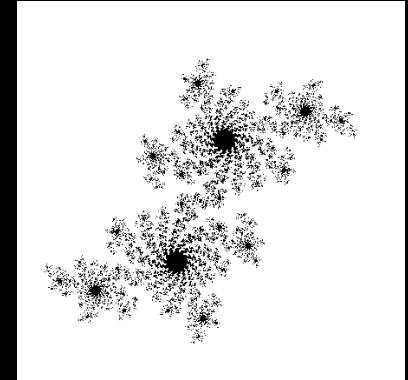
I.Kolingerová



## References:

- Francis S.Hill Jr.: Computer Graphics, Macmillan Publishing Company, New York, 1990
- H.A. Lauwerier, J.A. Kaandrop: Fractals (Mathematics, Programming and Applications), TR CS-R8762, Centre for Mathematics and Computer Science, Amsterdam, The Netherlands, 1980
- J.C.Sprott, C.A. Pickover: Automatic Generation of General Quadratic Map Basins, Computers & Graphics, Vol.19, No.2, pp.309-313, 1995

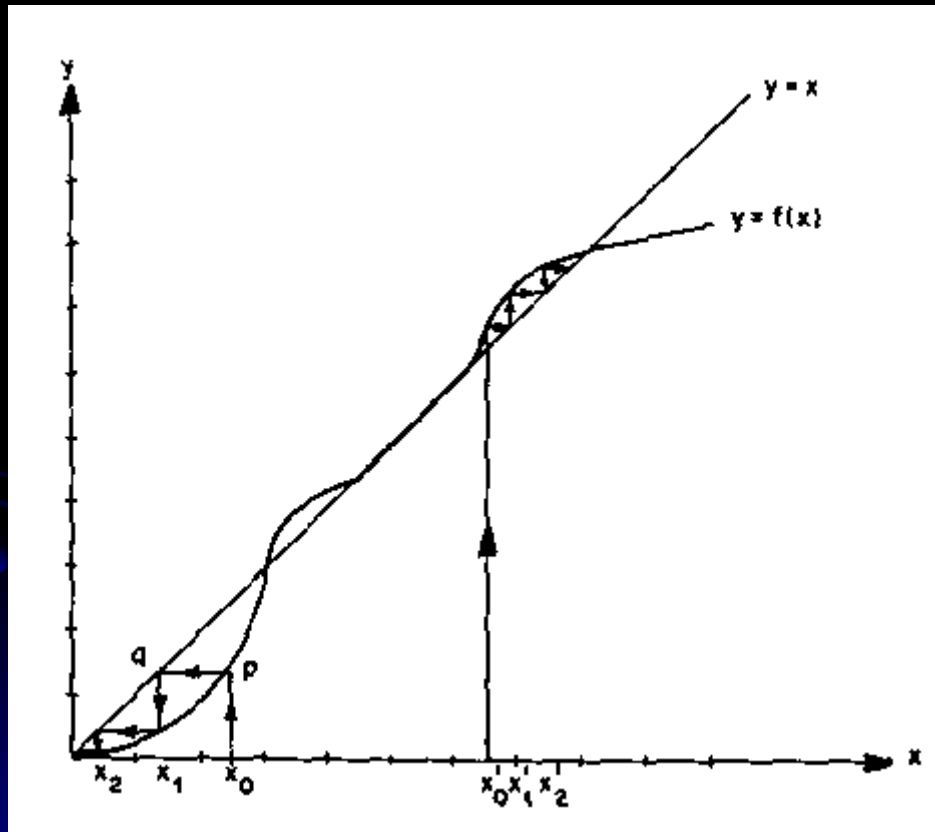
# Julia sets



- French mathematician G. Julia, 1918
- J. set:  $z_{n+1} = F(z_n)$ ,  $z_n$  – a complex number
- It preserves angles but the scale depends on the  $z$  value (locally, it is a rotation with a scale, the scale factor  $|F'(z)|$ )
- Standard example:  $z_{n+1} = z_n^2 + c$ ,  $c = a+ib$   
in real numbers:  $x_{n+1} = x_n^2 - y_n^2 + a$ ,  
 $y_{n+1} = 2x_n y_n + b$
- It is important to inspect fixed and periodic points of  $F$

- **Fixed point:** given by  $z = F(z)$
- If  $|F'(z)| < 1$ , the point is **stable**. If  $z_0$  is near a fixed point  $z$ , then the orbit  $z_0, z_1, z_2, z_3, \dots$  converges to  $z$ . Then  $z$  is the **attractor**.
- If  $|F'(z)| > 1$ , then the point is **unstable, a repeller**.
- If  $|F'(z)| = 1$ , the fixed point is **neutral**.
- **Periodic orbit (m-cycl):**  $z_m = F(z_{m-1}) = z_0$ ,  $m$  – the smallest integer, for which the equality holds;  $z_0$  – a periodic point of order  $m$ . M-cycl is stable if  $|F'(z_0)F'(z_1)F'(z_2)\dots F'(z_{m-1})| < 1$ , analogically for instability.
- Stability and instability are very useful for systems control, attractors for graphics

## Example 1

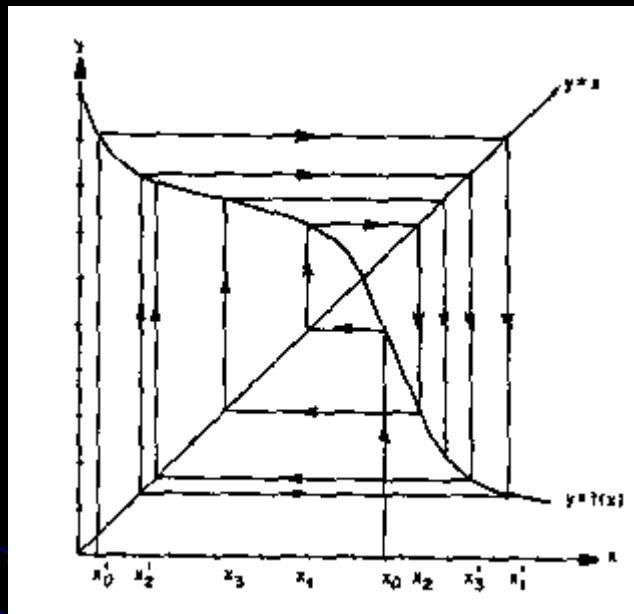


Monotonous function,  
positive derivation, does  
not produce chaos

Fixed points are  $x^{(1)} = 0$ ,  
 $x^{(2)} = 3/10$ ,  $x^{(5)} = 4/5$ ,  
interval  $J = 1/2$  to  $3/5$

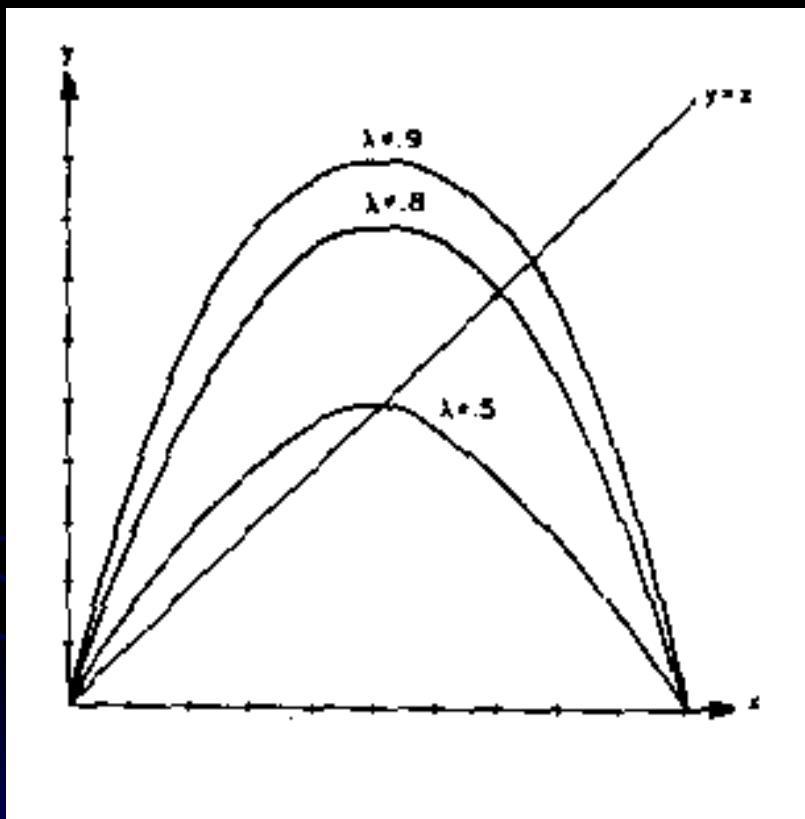
From the starting point  
 $x_0$ ,  $x_0'$ :  $x^{(1)}$  and  $x^{(5)}$  are  
attractors,  $x^{(2)}$  is a  
repellor while  
 $J$  attracts close points  
on the left and repells  
close points on the right

## Example 2



Monotonous function,  
negative derivation,  
does not produce chaos

### Example 3

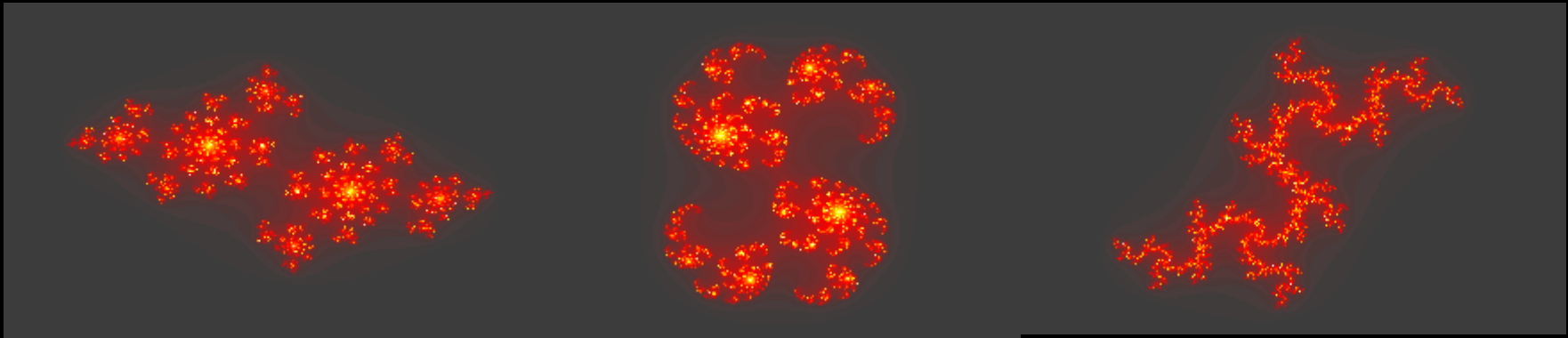


The function f.5:  $x=0$  is a repellor and  $x=0.5$  an attractor,

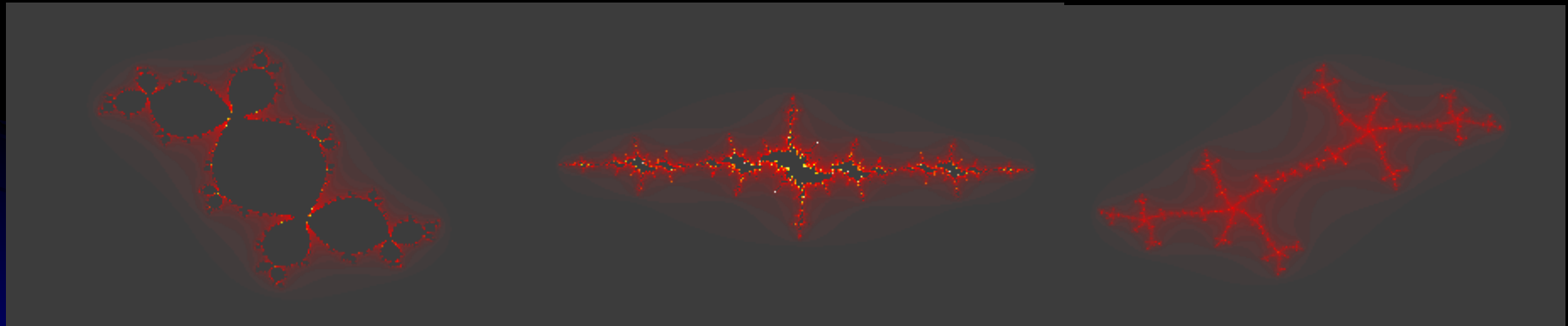
f.8:  $x=0$  is a repellor,  $x=11/16$  is also a repellor and the 2-cycl ( $x \sim 0.51$ ,  $x \sim 0.8$ ) is an attractor

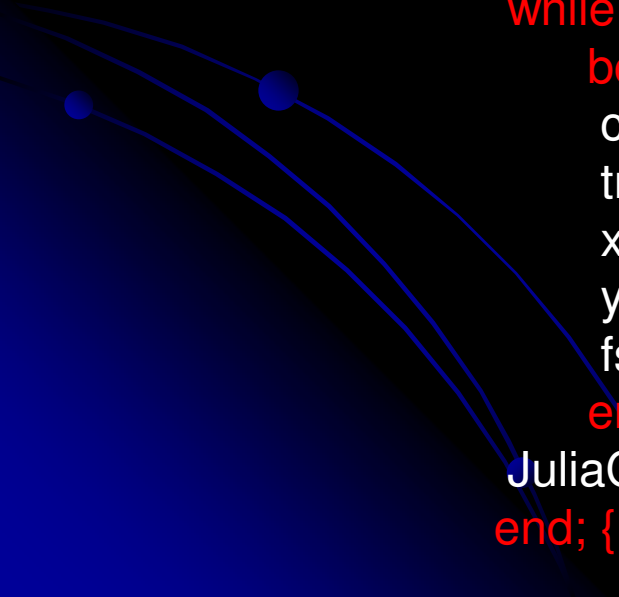
f.9 has periodic orbits  $2^n$  and the iterations are chaotic

- **Definition:** Julia set – a set of all complex numbers  $z$  for which the iteration  $F(z) \rightarrow z^2 + c$  is limited **for some  $c$** .
- In other words: the graph of all complex numbers  $z$  which are not growing to  $\infty$  when they are iterated in  $F(z) \rightarrow z^2 + c$ , where  $c$  is constant.
- Take a given  $c$ , find the color for the pixel  $(x,y)$  using  $z_0 = x + iy$  as a starting point
- More iterations – more details in the drawing
- Julia set is continuous if  $c$  lies on the corresponding Mandelbrot set and vice versa (i.e. the orbit for  $c=0$  decides).



Julia sets for  $F(z) \rightarrow z^2 + c$





```
function JuliaCount (x,y: extended; num: longint) : longint;

{ num is the maximum number of iterations }

const thresh = 4.0; { a larger threshold may yield better pictures }

var
  cx,cy,tmp,fsq : extended;
  count : longint;

begin
  cx := 0.0005; cy := 0.87;
  fsq := 0;
  count := 0;
  while (count < num) and (fsq <= thresh) do
    begin
      count := count+1;
      tmp := x;
      x := x*x - y*y + cx;
      y := 2.0*tmp*y + cy;
      fsq := x*x + y*y;
    end;
  JuliaCount := count;
end; { JuliaCount }
```

```

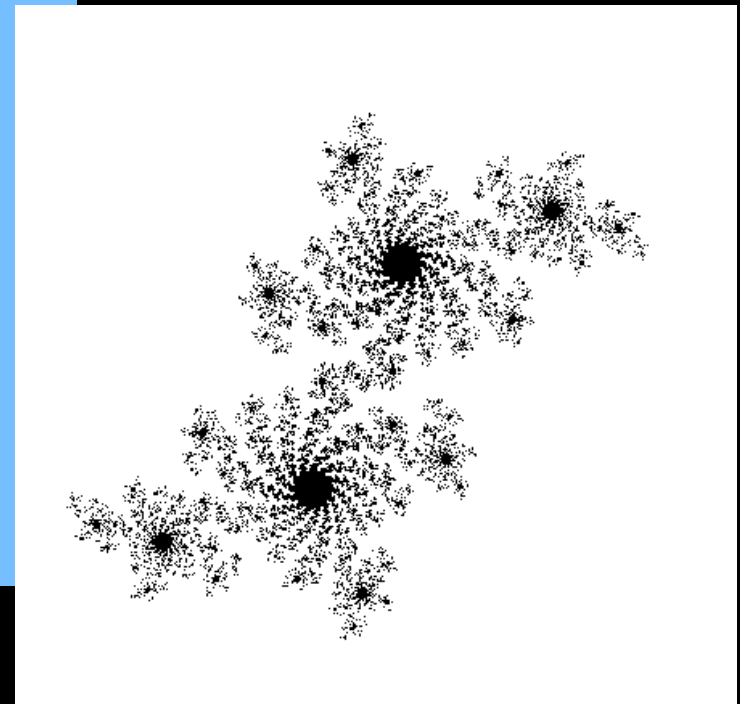
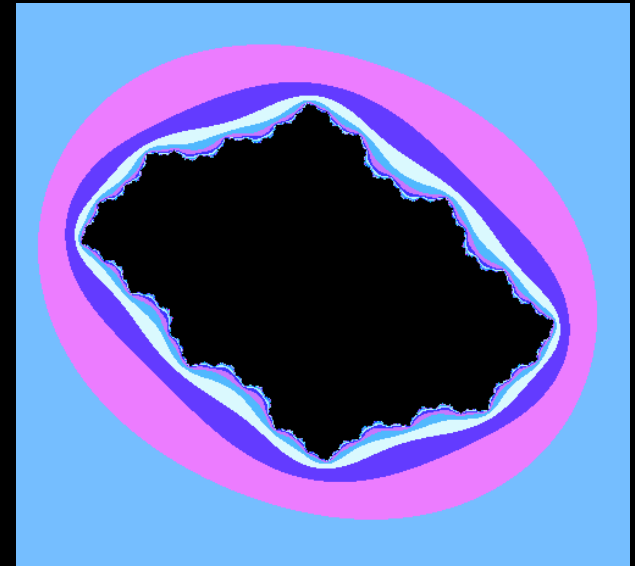
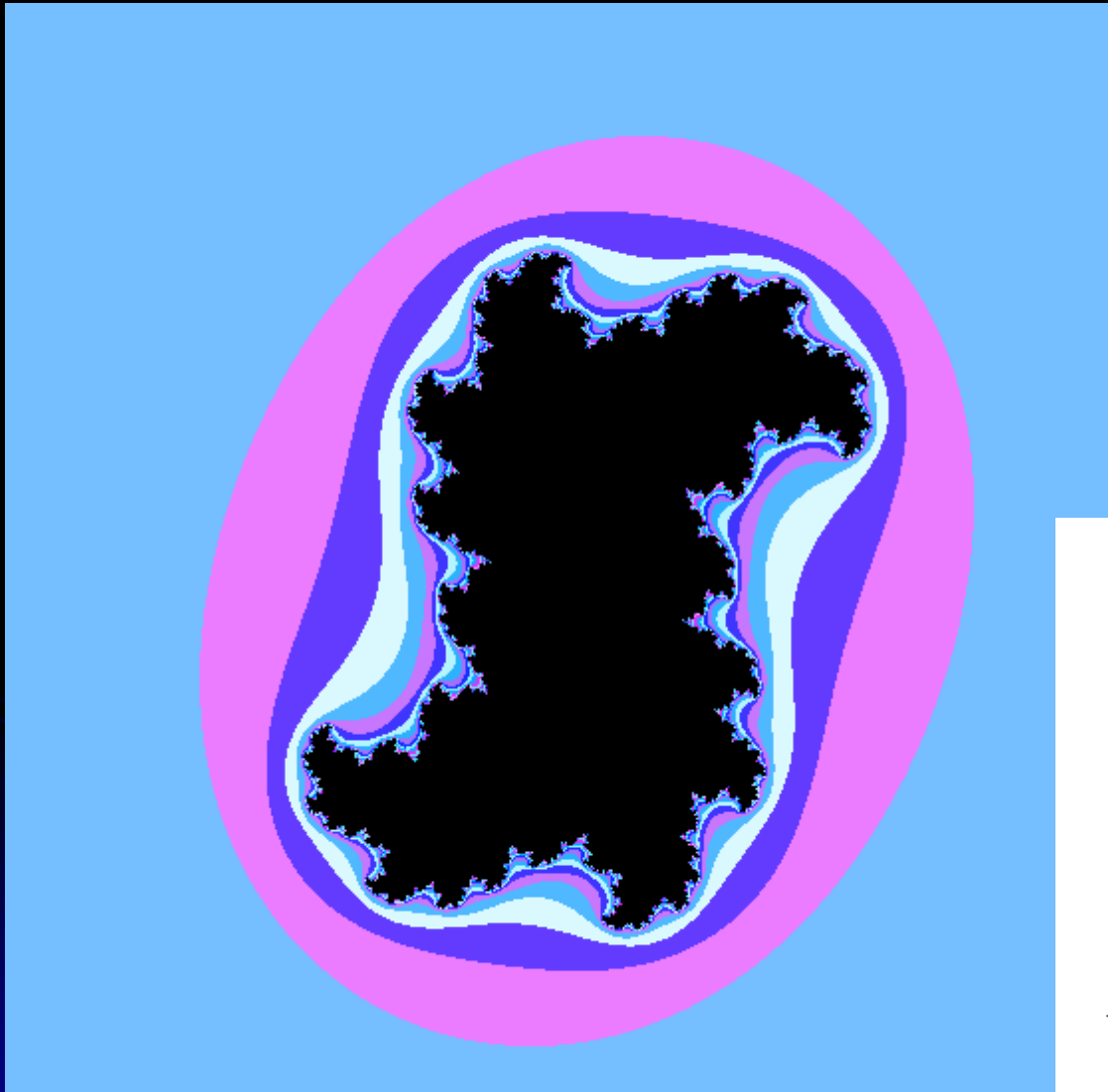
procedure Fill_pixels (var cells : TArray);

{ procedura spocte Juliovu mnozinu do pole cells }

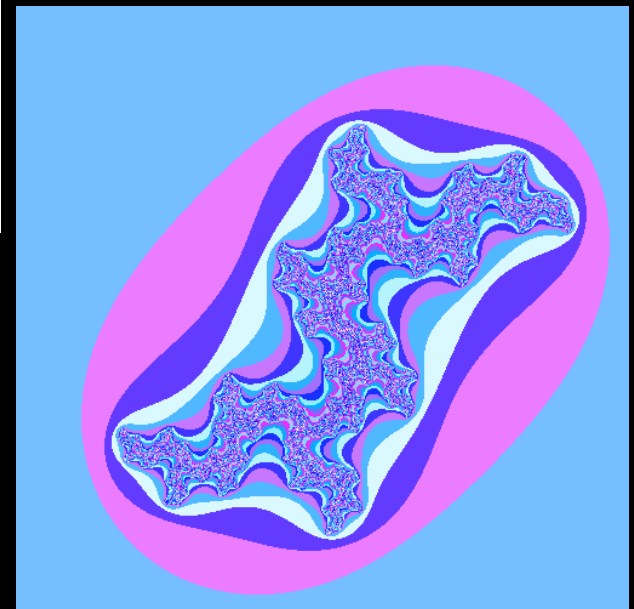
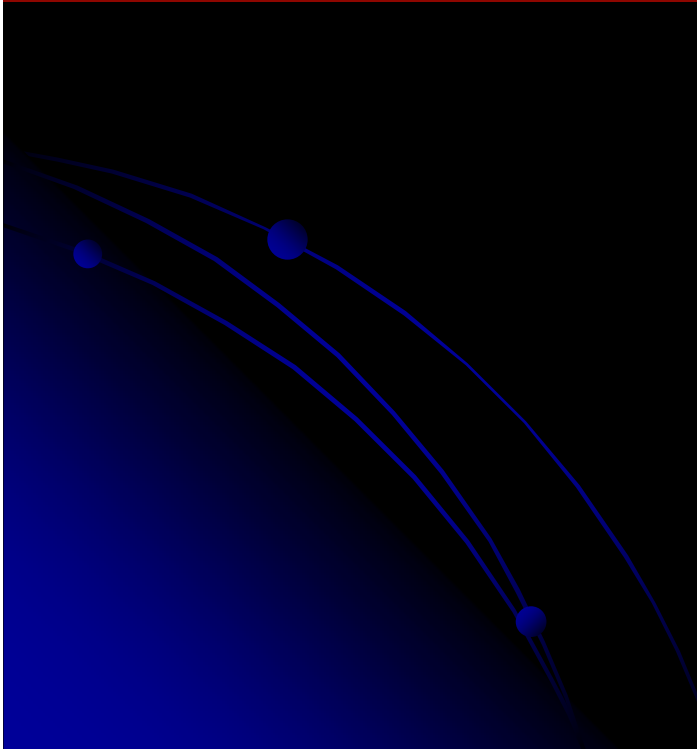
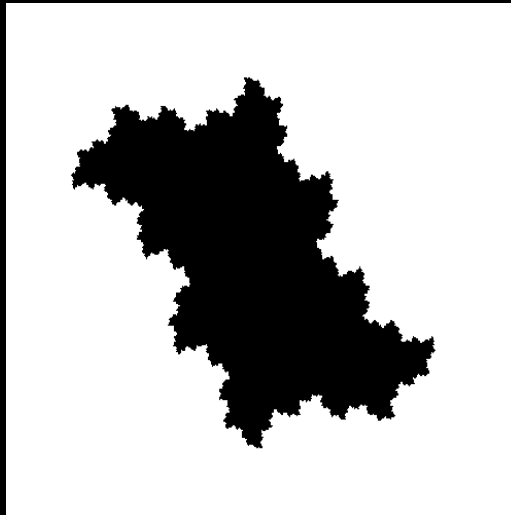
var i,j : integer;
    count,num : longint;
    x,y : real;
    col : TColor;

begin
    nrows := Form1.ClientHeight; ncols := Form1.ClientWidth;
    num := 1000;
    for i := 0 to nrows-1 do
        begin
            y := ymin+(ymax-ymin)*i/(nrows-1);
            for j := 0 to ncols-1 do
                begin
                    x := xmin+(xmax-xmin)*j/(ncols-1);
                    count := JuliaCount (x,y,num);
                    if count=num then cells[j,i] := clBlack { point in the Julia set }
                    else
                        cells[j,i] := clWhite;
                    end;
                end
            end;
        end;
    end; { Fill_pixels }

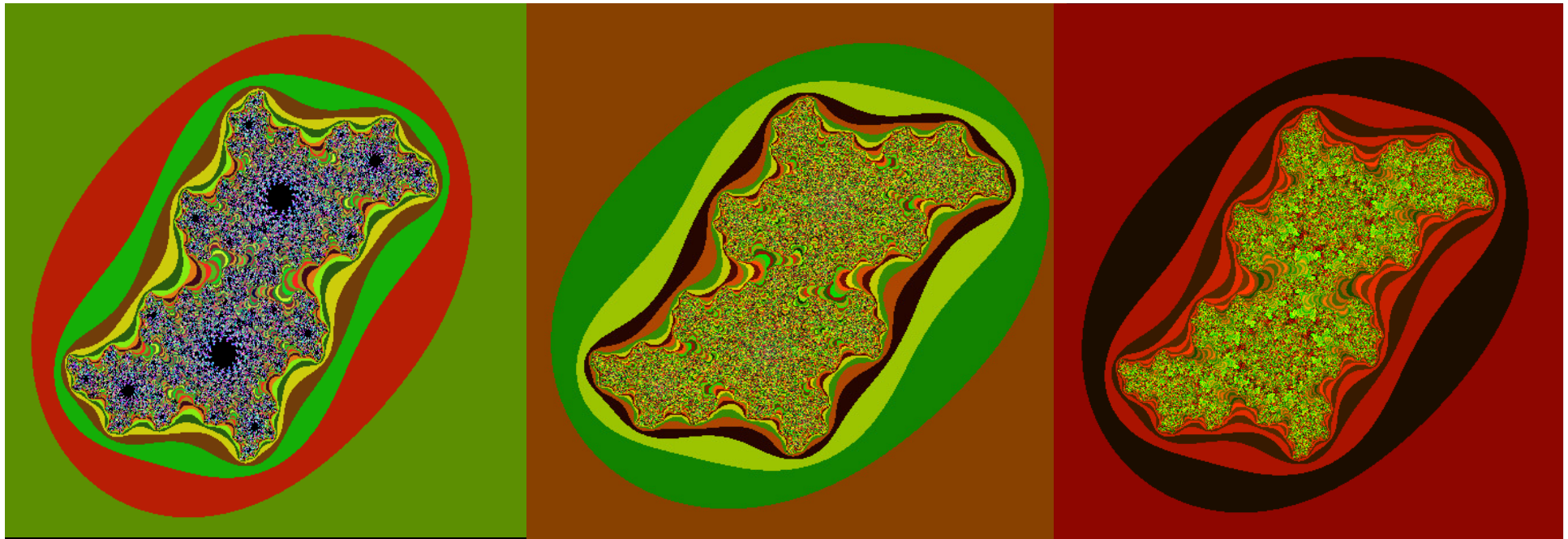
```



KPG



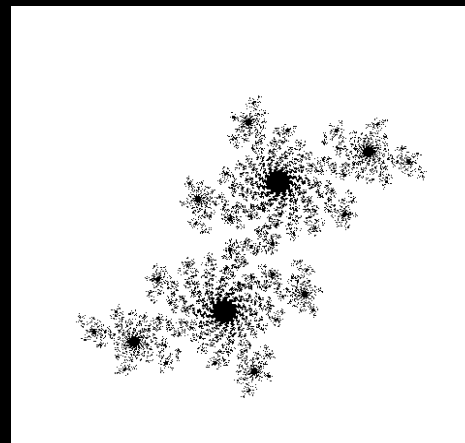
KPG



100 iterations,  $c=0.005+0.65i$

1000 iterations

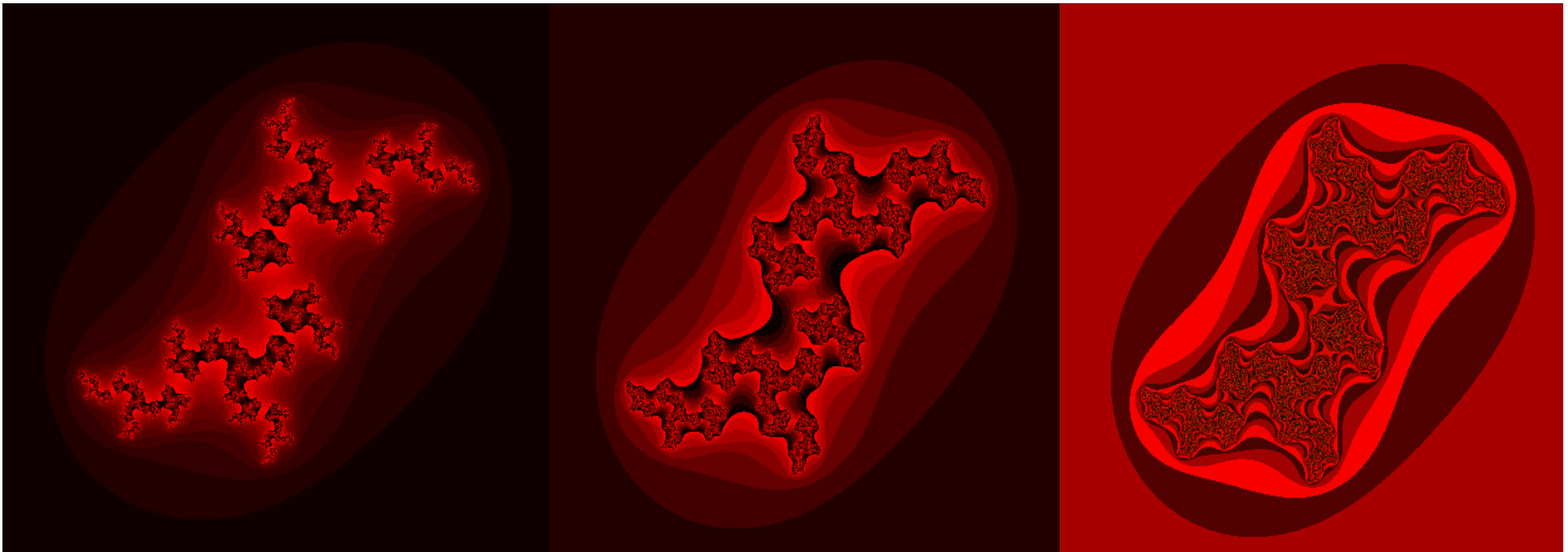
10000 iterations



$c=0.005+0.65i$

KPG

14

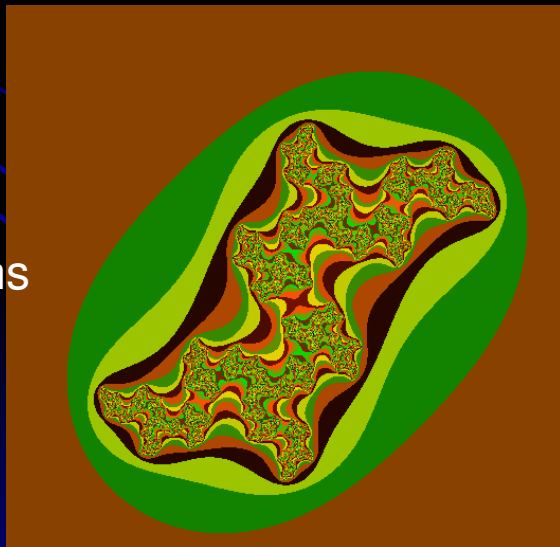


1 mil. iterations

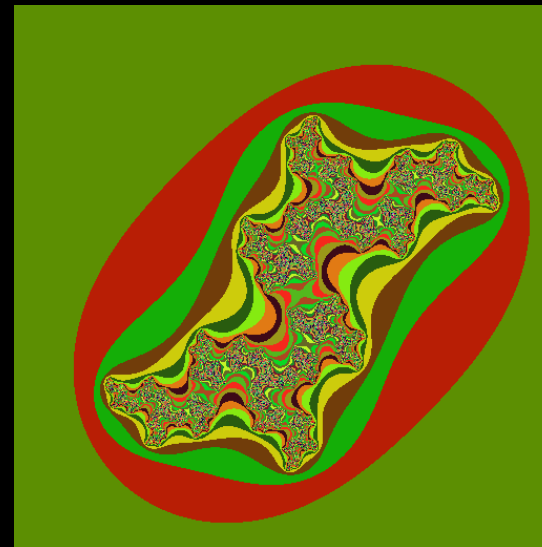
500 000 iterations

100 000 iterations

1000 iterations



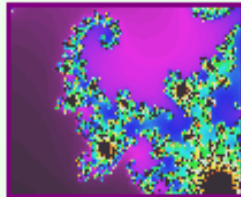
KPG



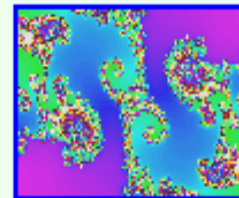
100 iterations

15

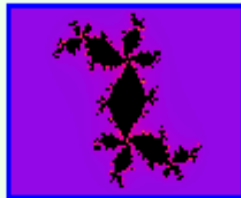
## Various equations to inspire



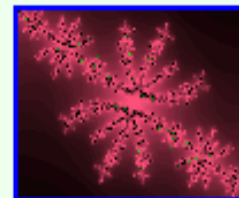
$$f(z)=z^2 - .74173 + .15518i \text{ (195K)}$$



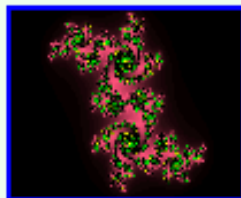
$$f(z)=z^2 - .74543 + .11301i \text{ (484K)}$$



$$f(z)=z^2 + .29812 + .52923i \text{ (35K)}$$

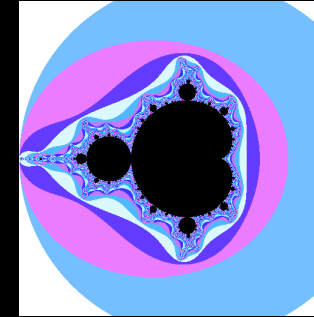


$$f(z)=z^2 - .55947 + .64196i \text{ (105K)}$$



$$f(z)=z^2 + .23300 + .53780i \text{ (104K)}$$

# Mandelbrot sets



- B.Mandelbrot, 1980
- We draw the points  $c=x+iy$  in the complex plane, for which the function value “remains small”

$$F_{k+1} = F_k^2 + c, F_0 = 0 + 0i$$

$$F_1 = c$$

$$F_2 = c^2 + c$$

$$F_3 = (c^2 + c)^2 + c$$

$$F_4 = ((c^2 + c)^2 + c)^2 + c \text{ atd.}$$

- Inspected value:  $|F_k|$

- It is inspected whether  $|F_k|$  for  $k=0,1,2,\dots$  And given  $c$  grows above all limits
- Compute first  $N$  iterations,  $N \sim 1000$ , often even less
- If  $|F_k| \leq 2$  up to  $N$ th iteration, we expect that the point lies in the M. set, we color it black
- If  $|F_k| > 2$ , the sequence will grow above all limits, the point does not lie in M set, we color it white or according to the number of iterations which  $|F_k|$  needed to grow above 2
- The boundary of M. set is a fractal curve
- M. set is continuous

- **Ex.:** Behaviour for one particular  $c = -0.2 + 0.5i$

$$F_2 = 0.41 + 0.3i,$$

$$F_3 = -0.1219 + 0.254i$$

$$F_4 = -0.2497 + 0.4381i \text{ atd.}$$

After  $\sim 80$  iterations it converges to  $F_k = -0.2499 + 0.33368i$

- fixed point of the function

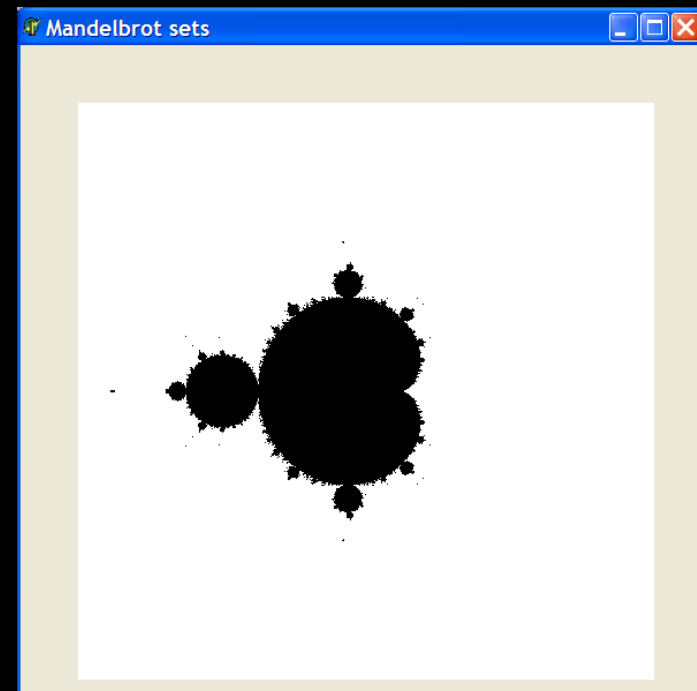
$$|F_k| = 0.416479 \Rightarrow c \text{ lies in M. set}$$

- For computation use at least the double type, compute more iterations nearby the boundary
- Although M. set is self-similar in zoom, details are not identical with the whole

- **Definition:** Mandelbrot set – a set of all complex  $c$  for which the iterations  $F(z) \rightarrow z^2 + c$  are limited (the start is in  $z=0+0i$ )
- In other words: a graph of all complex numbers  $c$  which are not growing to  $\infty$  when iterated in  $F(z) \rightarrow z^2 + c$  with the starting value  $z=0+0i$ .

100 iterations  
(more iterations would bring more details)

KPG



```
function MandelCount (cx,cy: extended; num: longint) : longint;  
  
  { num is the maximum number of iterations }  
  
  const thresh = 4.0; { a larger threshold may yield better pictures }  
  
  var  
    x,y,tmp,fsq : extended;  
    count : longint;  
  
  begin  
    x := cx; y := cy; fsq := x*x+y*y;  
    count := 0;  
    while (count < num) and (fsq <= thresh) do  
      begin  
        count := count+1;  
        tmp := x;  
        x := x*x - y*y + cx;  
        y := 2.0*tmp*y + cy;  
        fsq := x*x + y*y;  
      end;  
    MandelCount := count;  
  end; { MandelCount }
```

```

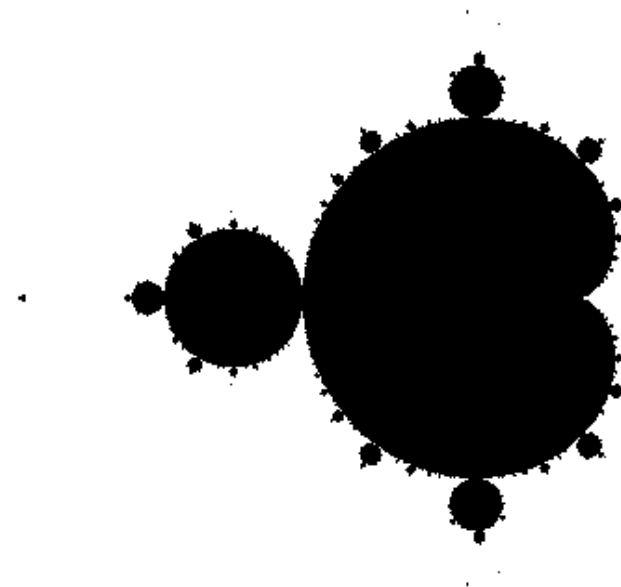
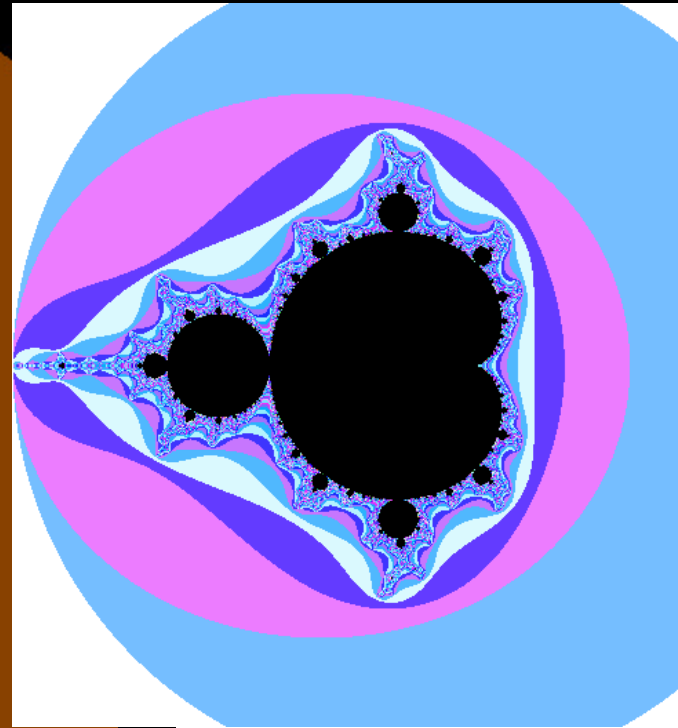
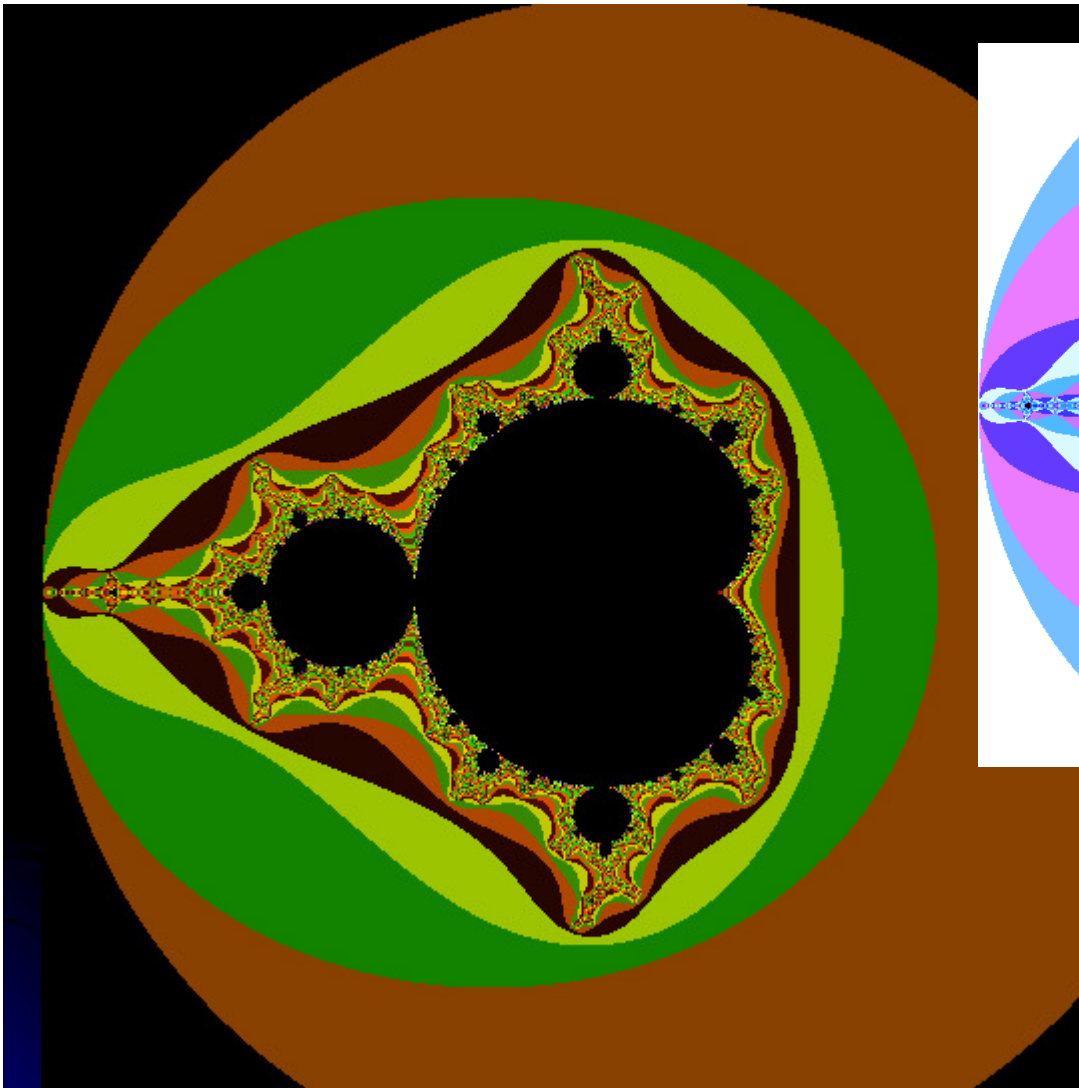
procedure Fill_pixels (var cells : TArray);

{ procedura spocte Manedlbrotovu mnozinu do pole cells }

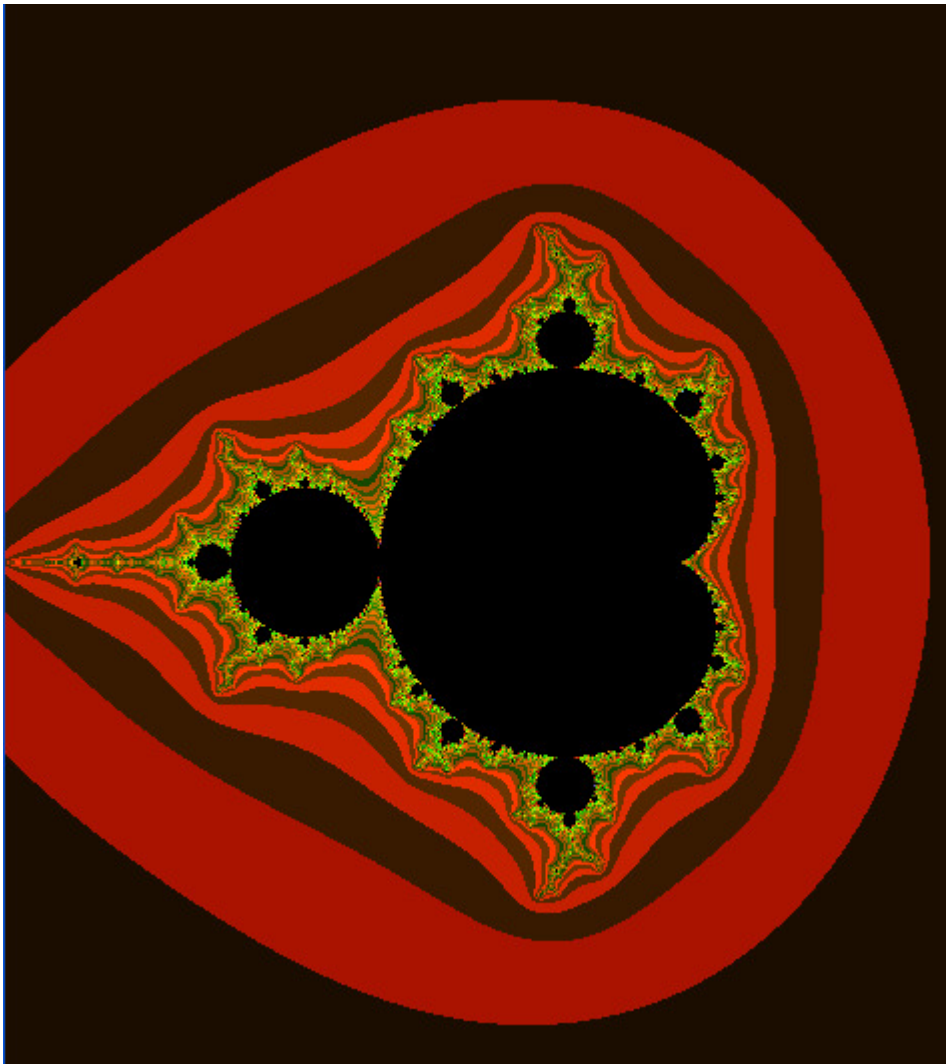
var i,j : integer;
    count,num : longint;    cx,cy : real;
    col : TColor;

begin
    nrows := Form1.height; ncols := Form1.width; num := 1000;
    for i := 0 to nrows-1 do
        begin
            cy := ymin+(ymax-ymin)*i/(nrows-1);
            for j := 0 to ncols-1 do
                begin
                    cx := xmin+(xmax-xmin)*j/(ncols-1);
                    count := MandelCount (cx,cy,num);
                    if count=num then cells[j,i] := clBlack { point in the
                                                                Mandelbrot set }
                    else
                        cells[j,i] := clWhite;
                    end;
                end
            end; { Fill_pixels }
        end;
    end;

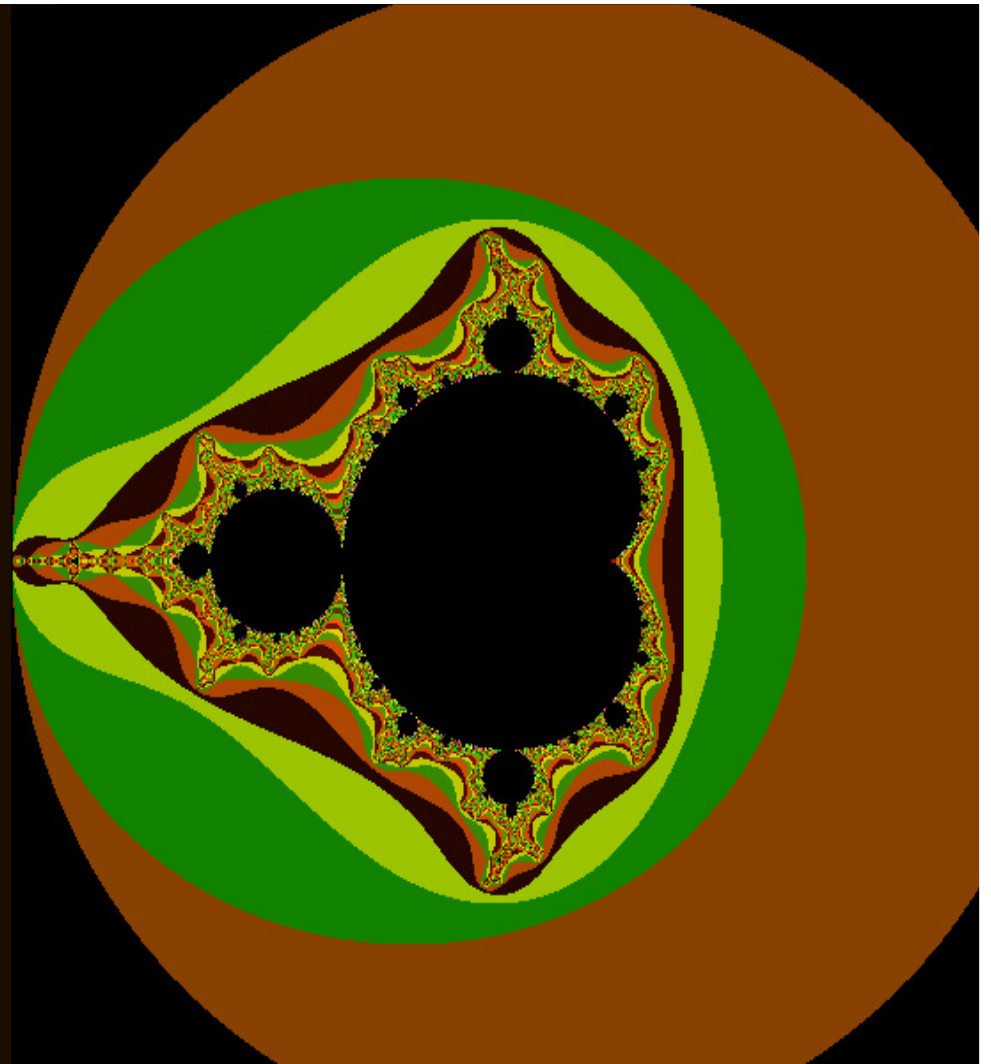
```



KPG



10 000 iterations

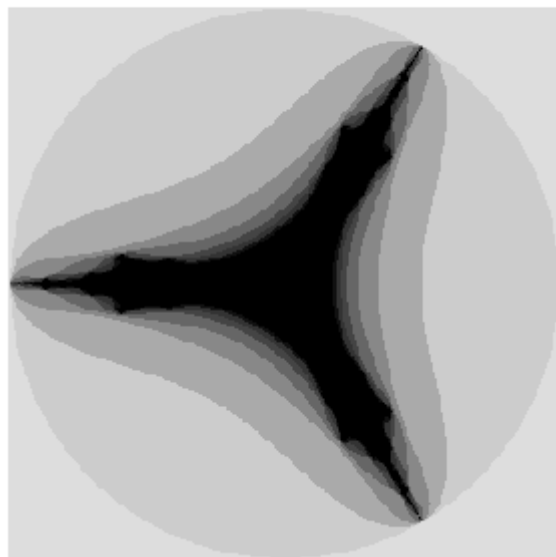


1000 iterations

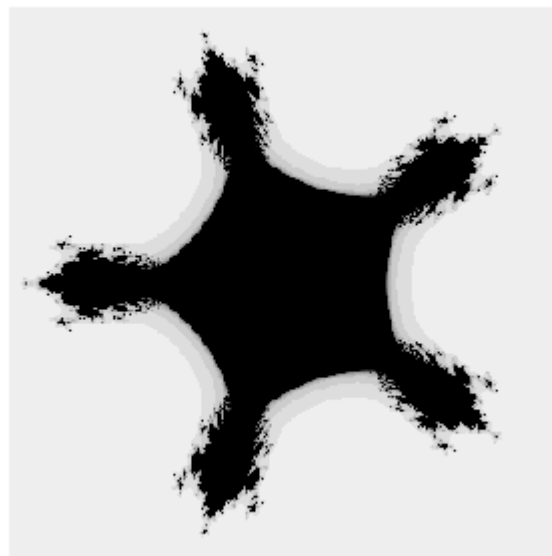
- $z = z^2 + c$  – the best known M. set, but other equations also possible – other M. sets
- To get M.set,  $c$  must be a variable and  $z$  start in  $(0,0i)$
- Mandelbrot set – various  $c$  values in the plane are drawn,  
Juliova set – various starting  $z$  values are drawn while  $c$  is constant.
- **Use** of J. and M. sets: studies of phase transformations, dynamic systems + theory of chaos, biology of evolution

Mandelbar set:

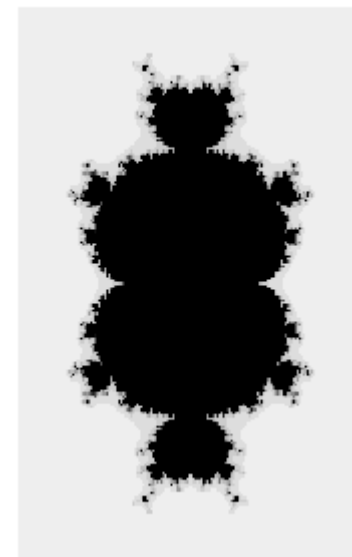
$$\overline{M}(2): z \rightarrow \bar{z}^2 + c$$



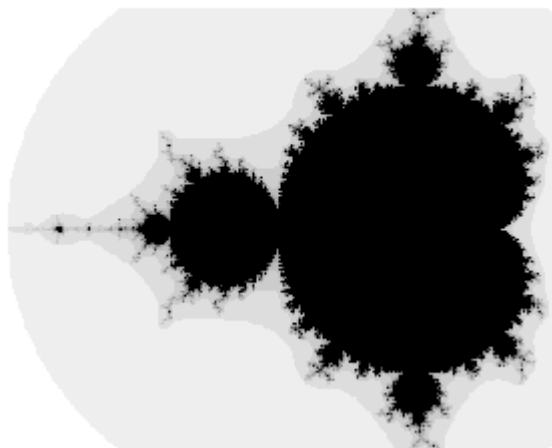
$$\overline{M}(4): z \rightarrow \bar{z}^4 + c$$



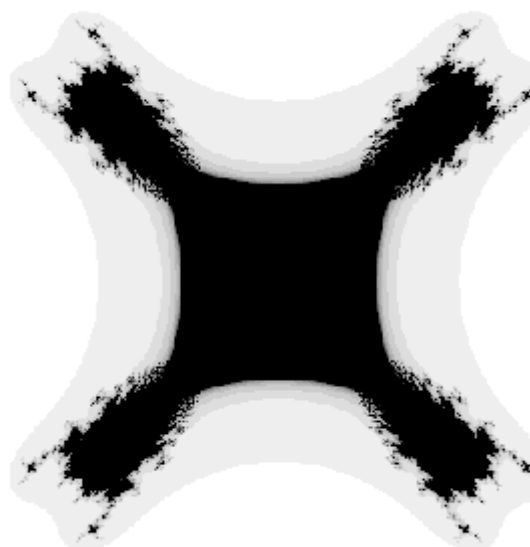
$$M(3): z \rightarrow z^3 + c$$



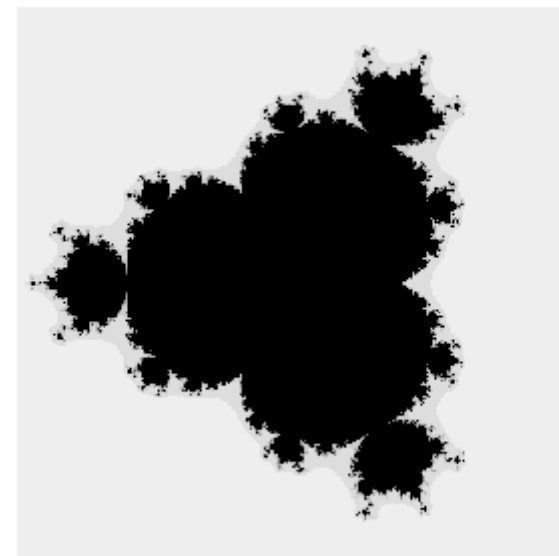
Mandelbrot set ( $M(2): z \rightarrow z^2 + c$ ):



$$\overline{M}(3): z \rightarrow \bar{z}^3 + c$$



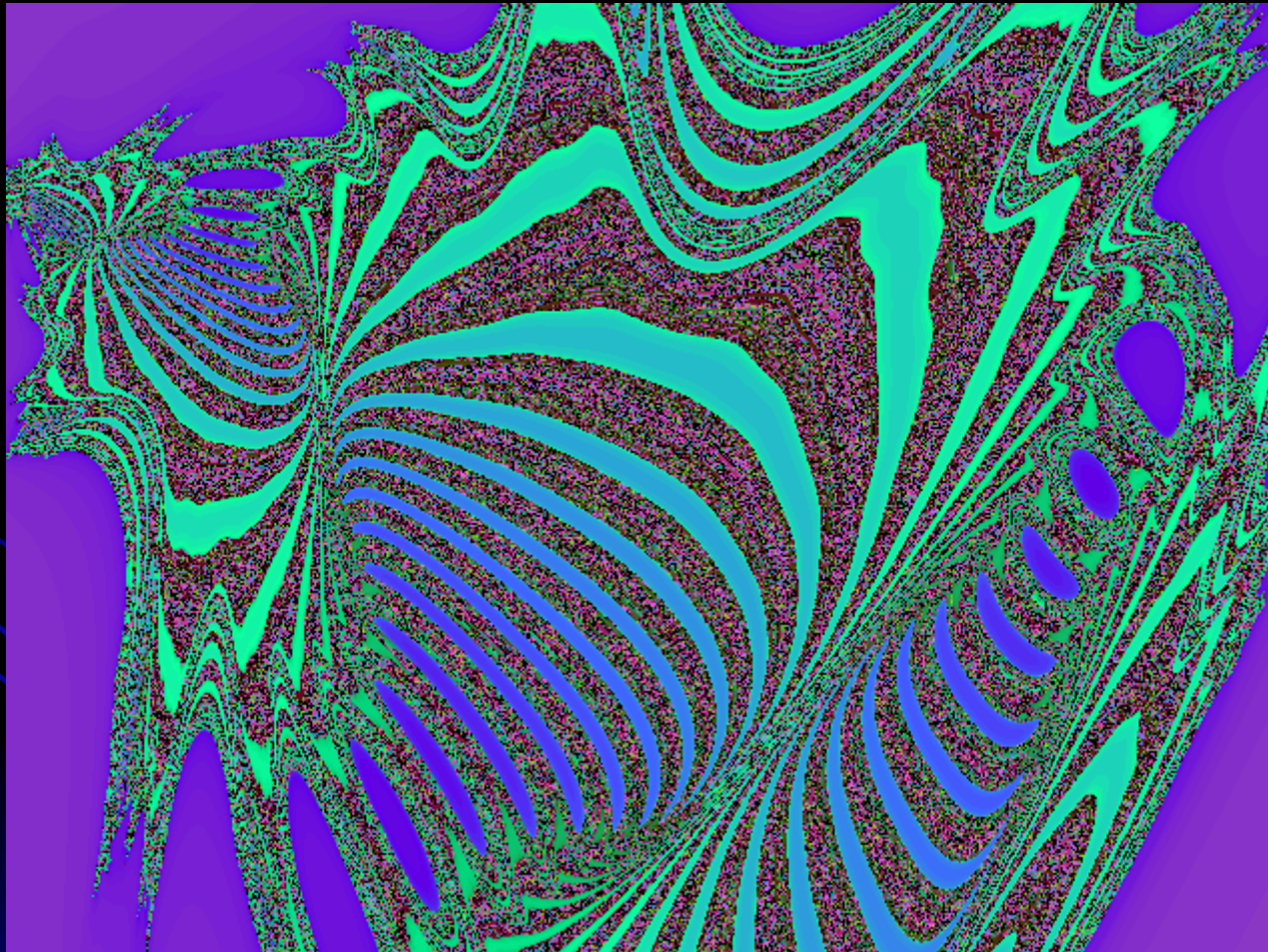
$$M(4): z \rightarrow z^4 + c$$



- Modification: **automatic fractals generation – to produce nice pictures** (J.C.Sprott, C.A.Pickover, 1995)
  - Take simple equations with randomly chosen coefficients
  - Solve them on a computer
  - Visualize only those which have some “artistic quality”
- General 2D quadratic iterated map:
$$x_{\text{new}} = a + bx + cx^2 + dxy + ey + fy^2$$
$$y_{\text{new}} = g + hx + ix^2 + jxy + ky + ly^2$$
where a-l are randomly chosen, kept constant for computation of one fractal

- Visualization: either to draw  $(x,y)$  or solve for various starting values and compute number of iterations needed to leave some area, the color is set according to the number of iterations
- Also possible for Julia sets
- Coefficients:  $-1.2$  až  $1.2$ , inc  $0.1$  the the equations are iterated with the initial condition  $x=y=0$ , if within 100 up to 1000 iteration the computation escapes from the circle centred in the origin with  $r=1000$ , then we save parameters and compute the so-called Escape fractal for some area
- Time to escape the area can be represented by a height, like a terrain

- Visually interesting fractals: those escaping slowly (100-1000 iterations)



- ~ 1 interesting case of 300

