

MATH 53 WORKSHEET : Fractals from probabilistic games

10/29/01  
Barnett

- Apply  $f_1(x) = \frac{x}{3}$  } with equal probability of  $\frac{1}{2}$  on each iteration.  
or  $f_2(x) = \frac{x+2}{3}$  }

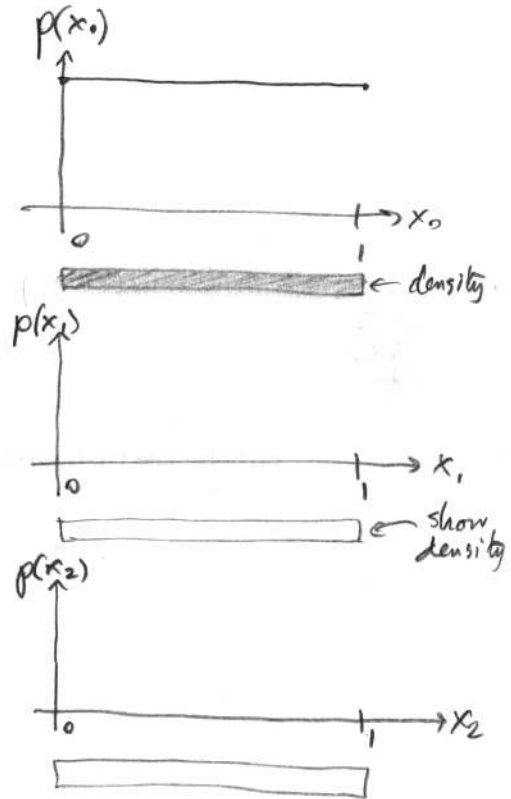
Starting with  $p(x_0)$  uniform in  $[0, 1]$ ,

Find  $p(x_1)$  and sketch  
[Hint: what geometrically does  $f_2$  do?]

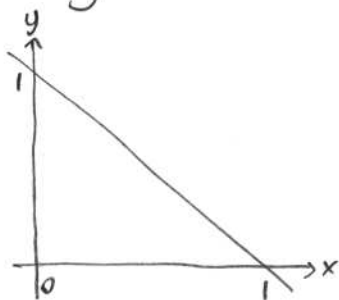
Find  $p(x_2)$  and sketch

What is  $p(x_n)$ ?  
What is the limiting attractor set as  $n \rightarrow \infty$ ?

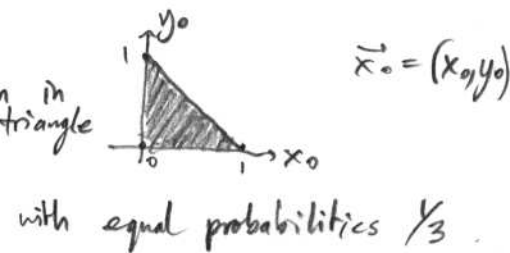
Prove an upper bound on the distance of  $x_n$  to this set [Hint: dist of  $x_0 \leq ?$ ]



- Now try a 2D example : start with  $\vec{x}_0$  uniform in triangle



Apply 
$$\begin{cases} f_1(\vec{x}) = (\frac{x}{2}, y/2) \\ f_2(\vec{x}) = (\frac{x+1}{2}, y/2) \\ f_3(\vec{x}) = (\frac{x}{2}, \frac{y+1}{2}) \end{cases}$$



← Deduce the attractor set.

SOLUTIONS

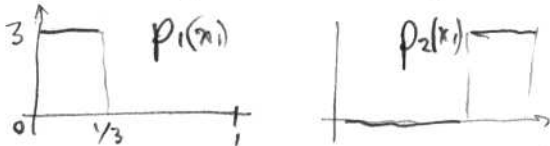
- Apply  $f_1(x) = \frac{x}{3}$  } with equal probability of  $\frac{1}{2}$  on each iteration.  
or  $f_2(x) = \frac{x+2}{3}$  }

Starting with  $p(x_0)$  uniform in  $[0, 1]$ ,

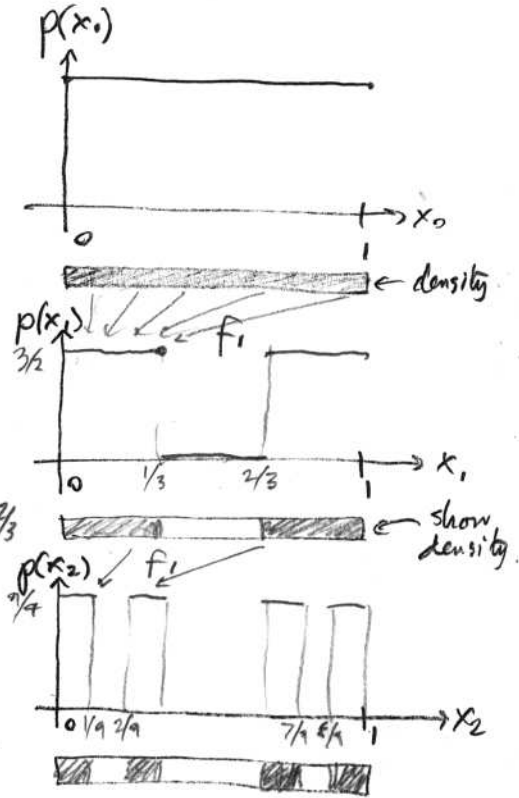
Find  $p(x_1)$  and sketch

[Hint: what geometrically does  $f_2$  do?]

average them  $\rightarrow$



$$p(x_1) = \begin{cases} 3/2 & x_1 < 1/3 \text{ or } x_1 > 2/3 \\ 0 & \text{otherwise} \end{cases}$$



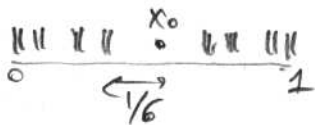
Find  $p(x_2)$  and sketch

$$p(x_2) = \begin{cases} 9/4 & x_2 < 1/9 \text{ or } 2/9 < x_2 < 1/3 \text{ or } 2/3 < x_2 < 7/9 \text{ or } x_2 > 8/9 \\ 0 & \text{otherwise} \end{cases}$$

What is  $p(x_n)$ ?  $p(x_n) = (\frac{3}{2})^n$  if  $x_n \in K_n$ , 0 otherwise

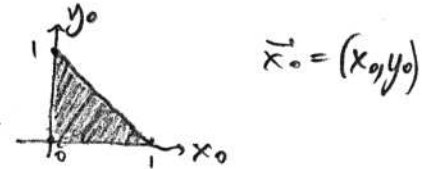
What is the limiting attractor set as  $n \rightarrow \infty$ ?  $K_\infty$ , the Cantor-Set "missing third"

Prove an upper bound on the distance of  $x_n$  to this set [Hint: dist of  $x_0 \leq ?$ ]



Worst-case  $x_0 = 1/2$  has  $\text{dist}(x_0, K_\infty) = 1/6$   
Upon iteration, get 3 times closer per iteration  
 $\Rightarrow \text{dist}(x_n, K_\infty) \leq \frac{1}{6 \cdot 3^n}$

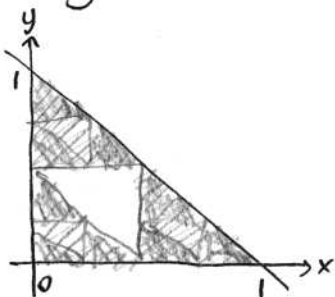
Now try a 2D example: start with  $\vec{x}_0$  uniform in triangle



Apply  $\begin{cases} f_1(\vec{x}) = (\frac{x}{2}, y/2) \\ f_2(\vec{x}) = (\frac{x+1}{2}, y/2) \\ f_3(\vec{x}) = (\frac{x}{2}, \frac{y+1}{2}) \end{cases}$

with equal probabilities  $\frac{1}{3}$ .

$\rightarrow$  Deduce the attractor set.  $\rightarrow$  geometrically make  $\vec{x}$  more half the dist. towards 3 vertices.



Sierpinski gasket for vertices  $(0,0), (1,0), (0,1)$ .