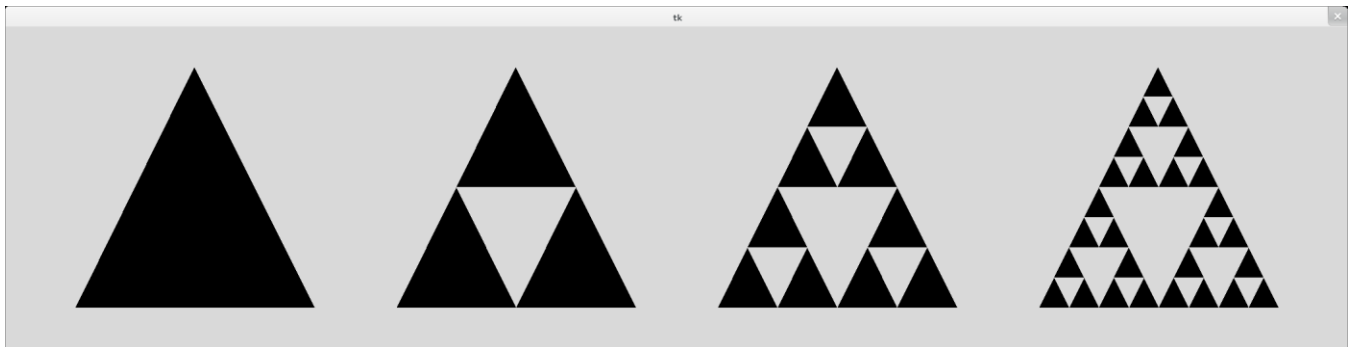


15-112: Fundamentals of Programming

Assignment #4: Re-Re-Recursive-sive Fractals (Due August 3, 2012)

1. Sierpinski's Triangle

A fun application of recursion is in generating fractals. Fractals are shapes or images that are generated by repeated application of an equation or a set of rules on said shape or image. The fascinating thing about fractals is their abundance in nature and the wide variety of remarkable images and patterns one could generate with only a simple set of rules. In this assignment, you will be drawing two-dimensional fractals.



Sierpinski's Triangle (up to depth 3)

You all have probably seen Sierpinski's Triangle before. It is an equilateral triangle that is divided into four (4) identical regions where the middle region is removed. Then the pattern is repeated for each of the three (3) smaller equilateral triangles at the next depth level, and then their subsections in the depth after that (recursion!), and so on per depth level. In this section, you will be implementing two different recursive methods of drawing Sierpinski's Triangle: the constructive method, and the chaos game method.

(a) Constructive Method

In this section, you will be constructing the fractal, or creating the triangles that make up the fractal (as opposed to deleting the middle triangles). We will start out with definitions.

(a.1) Midpoint

A two-dimensional coordinate is defined to be a tuple (2-ple) of floats.

```
>>> print "Example point: ", (3.0, 5.0)
Example point: (3.0, 5.0)
```

The midpoint of two (2) two-dimensional coordinates a and b is defined to be:

$$\begin{aligned} a &= (a_x, a_y) \\ b &= (b_x, b_y) \\ \text{midpoint}(a, b) &= \left(\frac{a_x + b_x}{2}, \frac{a_y + b_y}{2} \right) \end{aligned}$$

With this in mind, you will implement the following function:

```
def midpoint(pointA, pointB):
```

where `midpoint(pointA, pointB)` will return the midpoint of the two (2) two-dimensional coordinates *a* and *b*. For the rest of this document, M_{ab} will represent the midpoint of the two points *a* and *b*.

(a.2) Drawing the Triangles

A triangle is defined to be a triple (3-ple) of points. So, in Python, they will look like:

```
>>> print "Example triangle: ", ((1.0, 2.0), (0.0, 0.0), (2.0, 0.0))
Example triangle: ((1.0, 2.0), (0.0, 0.0), (2.0, 0.0))
```

Given this definition of a triangle, write the function

```
def drawTriangle(triangle):
```

The function `drawTriangle()` takes in a triangle named `triangle` and draws the triangle on the global canvas widget. As described in the Background section, you will access the canvas widget through the global widget dictionary, and use the `create polygon` function to draw the triangle onto the globally available canvas. Please see Section 2 for more information on how to implement this function. This function will not have any meaningful return values.

(a.3) Constructing the Fractal

In the constructive method, you will be sub-dividing an equilateral triangle into four (4) equal subtriangles. And then you will sub-divide those triangles into four (4) sub-sections again, and again, and again, until you hit the maximum depth limit. The fractal can go to an infinite depth but after a few levels, the triangles become smaller than the pixels on your screen.

For our Sierpinski Triangle fractal, we will only care about three (3) of the four (4) sub-triangles. When the recursion depth is increased by one (1), one would sub-divide every triangle into three (3) smaller triangles.

With this definition of a triangle and `drawTriangles` and the recursive method of dividing the Sierpinski triangle, implement the following recursive function:

```
def sierpinski(currentDepth, triangle):
```

The function starts with one triangle given as the `triangle` argument. From that triangle, it will divide the triangle and recurse on the smaller triangles up to the integer depth `currentDepth`. When `currentDepth` is zero (0), then the function should draw the given triangle and return. When `sierpinski` is called with depth one (1), it would draw exactly three (3) triangles, and nine (9) triangles at depth two (2). This function will not have any meaningful return values.

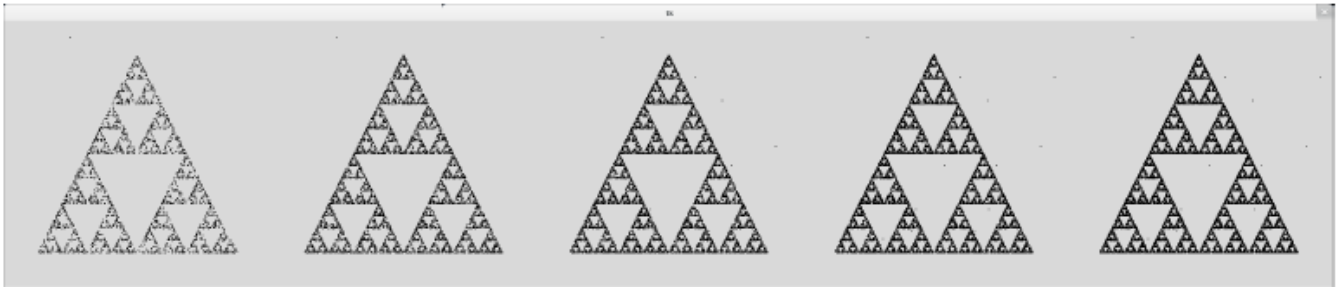
WARNING: You should not have any loops in your code for `sierpinski`. If there are any for or while loops or global variables/state in your code for this function, you will get zero (0) points for this function. You have been warned.

(b) Chaos Game Method

The second way of rendering a Sierpinski Triangle fractal is by something known as the chaos game method. The algorithm is as follows:

Given three vertices of the initial triangle a , b , and c :

1. Start with a random point p
2. Pick a random vertex from a , b , or c
3. Plot the midpoint m between p and the chosen vertex
4. Go back to step 2 where m is the new p



A progression of the chaos game method at 3000 points per iteration.

(b.1) Chaos

Implement the following functions:

```
def chaos(points, start): # Recursive function
def drawPixel(point):
```

Like in the *sierpinski* function, *points* is an int that represents the number of points that should be drawn. Unlike the *sierpinski* function though, the *start* parameter is not a triangle; it is a single coordinate, the coordinate p in step 1 from the given algorithm. Your job is to write a recursive function that executes one cycle of the algorithm and plots the midpoint computed in Step 3 using the function *drawPixel* before making the recursive call. There should be no loops in the code of this function.

The function *drawPixel()* is like the *drawTriangle()* function except that it draws a single pixel onto the globally available canvas at the coordinates given to it as the *point* argument. A pixel by definition is the smallest possible discrete unit that can be drawn on a computer screen. For the purposes of this lab, you will draw every pixel as a rectangle of length 1. Please see Section 2 for more information on how to implement this function.

Protip: You can access a random vertex of the triangle from the staff-provided function, *randomVertex()*.

When called, it will return exactly one (1) two-dimensional coordinate.

2. Implementing the GUI

(a) Background information

In this assignment, we will be using a new type of design structure for our Tkinter-related code, aka. our GUI. There is a global dictionary available called *widgetDict*. This dictionary is where you will be storing all of your Tkinter widgets, like your buttons and canvas. In the following function,

```
def run():
```

you will initialize *widgetDict*, your root and widgets within this function, and then store all of these widgets inside *widgetDict*. This way, you will be able to access the canvas and widgets from the functions that need access to the canvas and widgets such *drawTriangle* and *drawPixel*. In case you cannot remember, you can store and access a widget *foo* into *widgetDict* with the name “bar” with the statement:

```
widgetDict["bar"] = foo
```

Your run function is where you will be doing all of the setup of the GUI. You will initialize the Tk root and canvas, and you will create two buttons and two text entry boxes.



Example screenshot of the GUI

The provided skeleton file starts the run function with a call to *initTriangle*. It is a function that will initialize the original triangle based on the window size and the desired triangle size, and make the coordinates of the three vertices available as global variables *ax*, *ay*, *bx*, *by*, *cx*, and *cy*.

(b) Wrapper Functions

Write the following two functions:

```
def sierpinskiWrapper():  
def chaosWrapper():
```

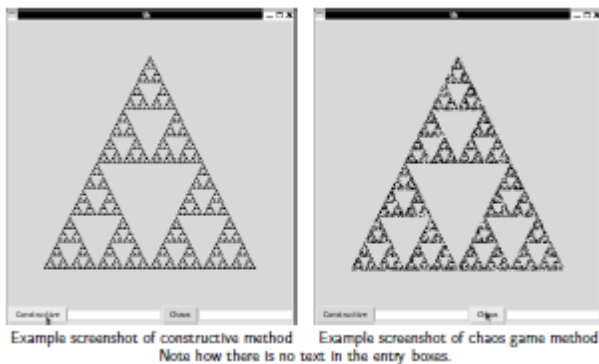
When the user clicks on a button, one of these two functions should be called. The “Constructive” button should call *sierpinskiWrapper* and the “Chaos” button should call *chaosWrapper*. These two functions should wipe the canvas of all triangles and pixels (achieved with the canvas widget’s *delete(ALL)* command), and then get the input from the entry box directly to the right of the button that was pressed.

If this input string is empty, then the wrapper functions should just wipe the canvas and end. Otherwise, the input string should be checked to see if it is an integer and converted to an int, and then checked to see if it is within acceptable parameters.

- The program should draw a Sierpinski triangle using the constructive method if and only if the input is between 0 and 9 (inclusive), and end otherwise.
- The program should draw a Sierpinski triangle using the Chaos game method if and only if the input is between 1 and the value of the global constant *maxDepth*, and end otherwise.

Should there be more than one word in the entry box (e.g. “5 golden rings”), the input is considered valid if the first word (e.g. “5”) is a valid integer that fits the restrictions given above. Upon receiving bad input, your wrapper functions should only wipe the canvas and entry box, and then return silently without errors.

Also, whenever a button is pressed, the relevant entry box’s text should be erased.



3. Grading (a) Rubric

Your grade in this assignment will be distributed as follows:

- midpoint (5%)
- drawTriangle (5%)
- sierpinski (20%)
- drawPixel (5%)
- chaos (20%)
- sierpinskiWrapper (10%)
- chaosWrapper (10%)
- run (15%)
- Style (10%)

Your code will be graded on correctness, correct behavior of the GUI, and robustness (ability to not crash on malformed input into entry boxes). Individual functions will receive full points if they are correct and follow the specifications.

The Tk window should not launch when your Python source is loaded on the command line with the command `python -i lab5.py` on a machine on Andrew Linux (cluster computers, `unix.andrew` shells, etc.), and should launch only when the `run()` command is issued in the Python shell. It should also launch after the Tk window was closed and the `run()` command is issued again in the same Python shell (and again, ad infinitum).

Upon receiving bad input, your code should not throw an exception or crash or fail. Each crash caused

by our test suite will result in a deduction of correctness points.

In the case of infinite loops (recursive or otherwise), and other such errors in your code, the functions responsible will lose correctness points for each and every error evaluated on a case-by-case basis by the TAs. Submissions are expected to compile without error and failure to do so will result in loss of full style points at the very least along with the expected correctness deductions.

This point distribution is not guaranteed to be final and will be subject to change up to the point in time when they are graded.

(b) Helper Functions + Globals

- *windowSize* is the size constant for your Tk window. You may change it when testing your code for different results and images.
- *triSize* is the height of the triangle. You may change it when testing your code for different results.
- *maxDepth* is the maximum recursion depth that your program can attempt before getting a stack overflow.
- *initTriangle* is a function that computes the initial triangle's vertices' xy-coordinates and saves them as global variables *ax*, *ay*, *bx*, *by*, *cx*, *cy*.
- *randomVertex* is a function that returns a random vertex of *either* (*ax*, *ay*), (*bx*, *by*), *or* (*cx*, *cy*)

(Extra) Cool Things To Try.

- Try modifying your Chaos game button to allow you to not delete the already-drawn chaos game method Sierpinski triangle on the canvas!
- Try modifying your program to use more than one colour in some sort of pattern while drawing triangles!
- Sierpinski has other fractals named after him. Try to write a fractal generator (in a separate file) for Sierpinski's Carpet or Sierpinski's Hexagon (or pentagons)!
- There are also other simple and interesting fractals such as the T-Square and Mandelbrot Set fractals!