
This is called the Barnsley Fern. Barnsley is a pioneer in the use of self-similar computer generated sets. He wrote a book called Fractal measure Theory. This work is often used for computer simulation of natural structures.

We first define 4 affine transforms in 2D. An affine transform is a linear matrix transform and a translation: $A \cdot (x, y) + b$

Each transform has a probability associated with it.

```
In[ ]:= << "barnsley.wdx";  
  
In[ ]:= p1 = 0.01;  
t1 = AffineTransform[{{0, 0}, {0, 0.16}}, {0, 0}];  
p2 = 0.85;  
t2 = AffineTransform[{{0.85, 0.04}, {-0.04, 0.85}}, {0, 1.6}];  
p3 = 0.07;  
t3 = AffineTransform[{{0.2, -0.26}, {0.23, 0.22}}, {0, 1.6}];  
p4 = 0.07;  
t4 = AffineTransform[{{-0.15, 0.28}, {0.26, 0.24}}, {0, 0.44}];  
xlo = -3.0; xhi = 3.0; ylo = 0; yhi = 10.;
```

This evaluates the next point given the current point. It first throws a random number and selects on the upper transformations. Each of the transformations is meant for drawing one of the 4 attributes of the picture. Stem, within the leaflet, one leaflet to the opposite leaflet, across the main stem.

```
In[ ]:= nextpoint = Compile[{{x, _Real}, {y, _Real}}, Module[{r, xnew, ynew},
  r = Random[]; (* make a random number from 0 to 1 *)
  {xnew, ynew} = Which[r < p1, t1[{x, y}], r ≥ p1 && r < (p1 + p2), t2[{x, y}],
    r ≥ (p1 + p2) && r < (p1 + p2 + p3), t3[{x, y}],
    r ≥ (p1 + p2 + p3), t4[{x, y}]];
  Return[{xnew, ynew}]]]
```

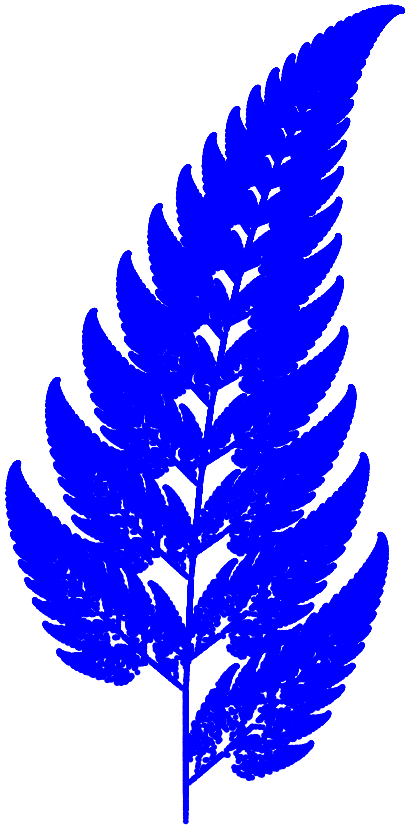
```
Out[ ]:= CompiledFunction[ Argument count: 2  
Argument types: {_Real, _Real}]
```

Now we calculate 100000 points starting from {0,0}. Notice that each leaflet and subleaflet has the same structure.

```
In[ ]:= fernpoints = Module[{i, tmp, plist},
  start = {0., 0.};
  plist = {start};
  For[i = 1, i ≤ 100 000, i++,
    tmp = nextpoint[plist[[i]][[1]], plist[[i]][[2]]];
    plist = Append[plist, tmp];
  plist];
```

```
In[ ]:= Graphics[{Blue, Point[fernpoints] }]
```

```
Out[ ]:=
```



```
In[ ]:= Save["barnsley.wdx", "Global`"]
```