

# Mitered Fractal Trees: Constructions and Properties

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[wiskunst.dse.nl](http://wiskunst.dse.nl)

## Mitered Fractal Tree Sculpture (late 1980s, bronze)

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## Mitered Fractal Tree Sculpture (late 1980s, wood)

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## Mitered Fractal Tree I in One-Month Art Exhibition

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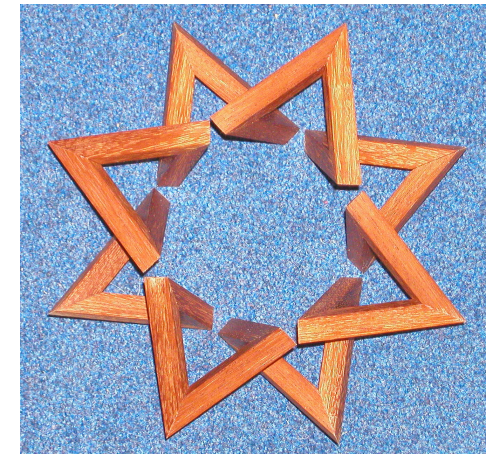
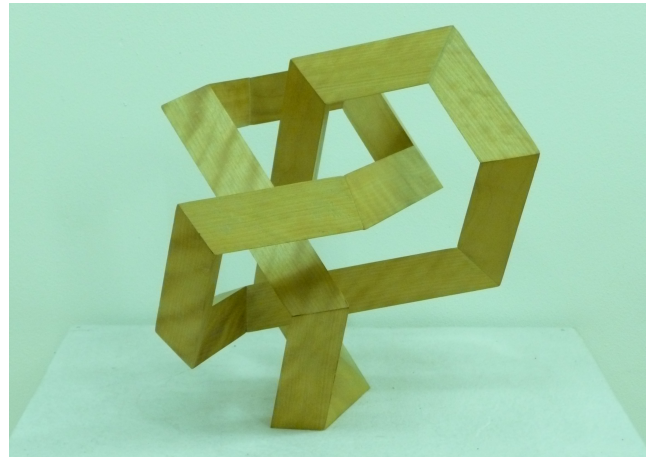


## Mitered Fractal Tree II in Conference Art Exhibition

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## Earliest Theme: Closed 3D Paths with Miter Joints



'Tinkering'  
Bridges 2008

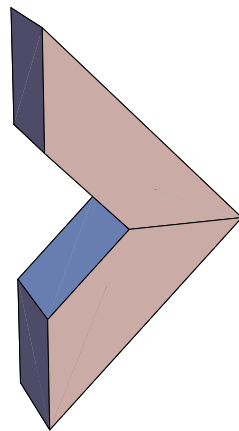
Lattice walking  
Bridges 2008

Constant torsion  
Bridges 2009

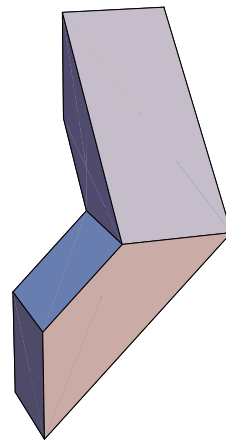
## Miter Joints with Square Cut Face

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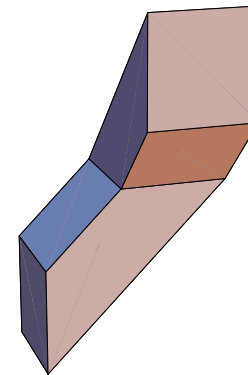
- Beam with  $1 : \sqrt{2}$  rectangle as cross section
- Bevel at  $45^\circ$
- Yields a square cut face



regular

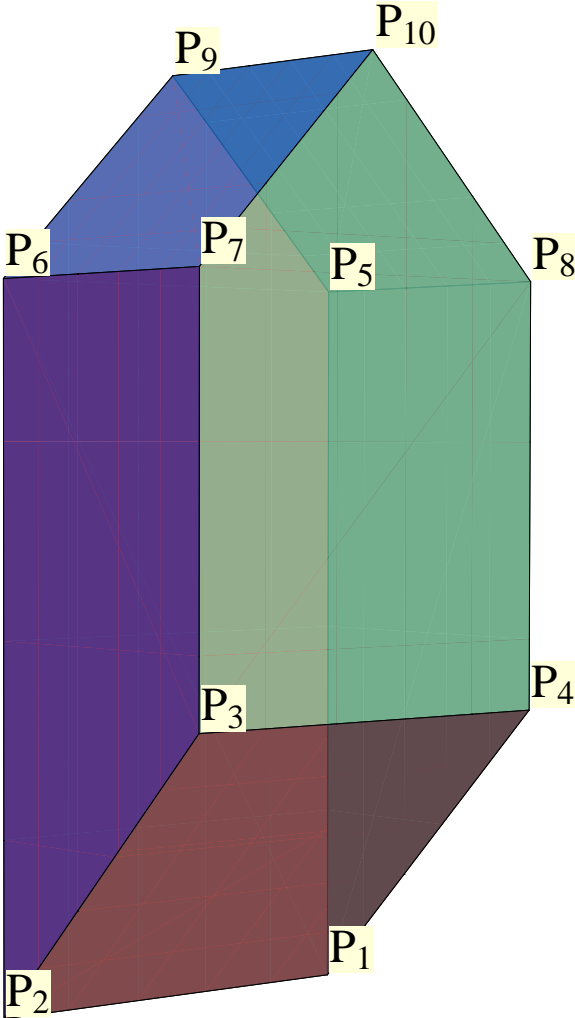


skew



skew

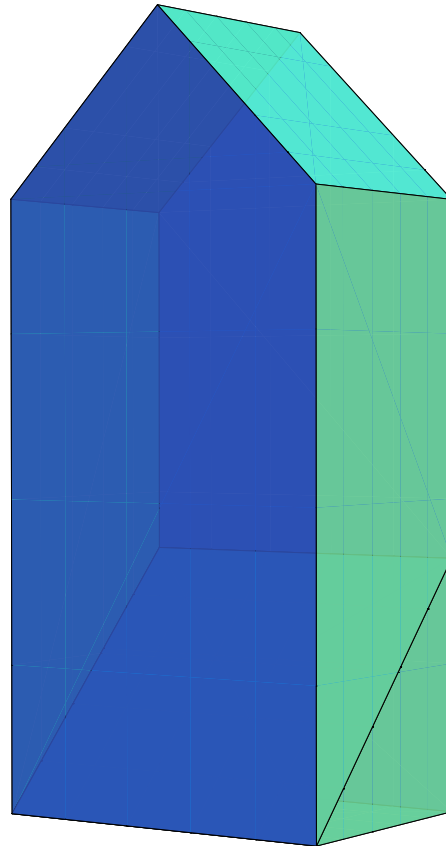
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: The Piece





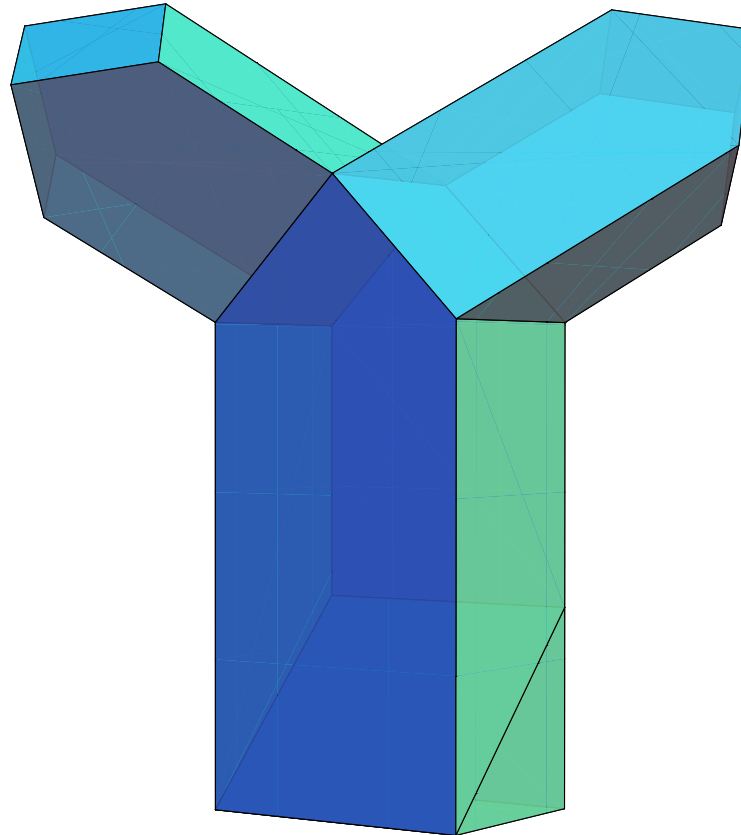
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Base

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## Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 2

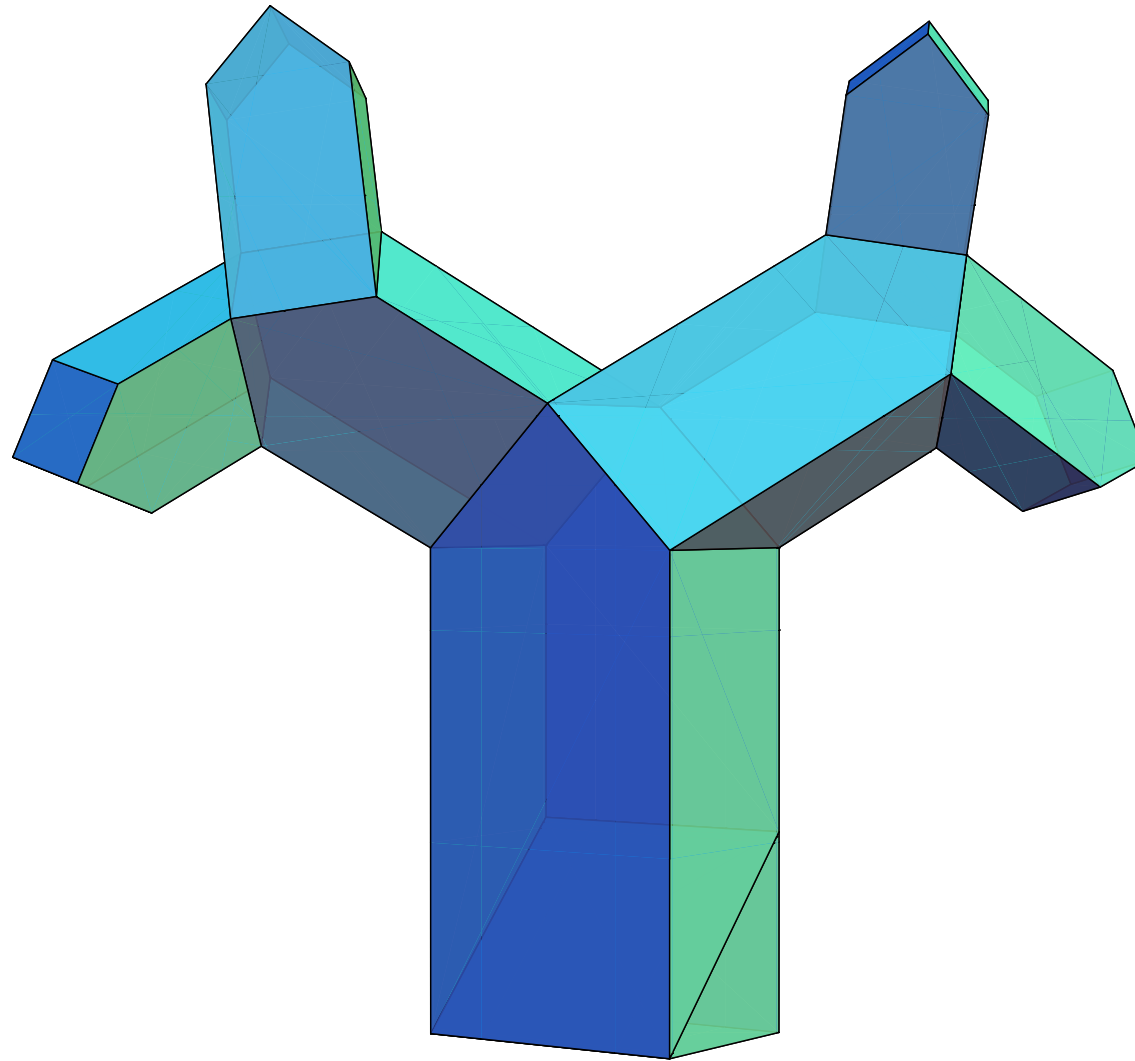
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Make two copies of the piece and shrink them by a factor  $\sqrt{2}$

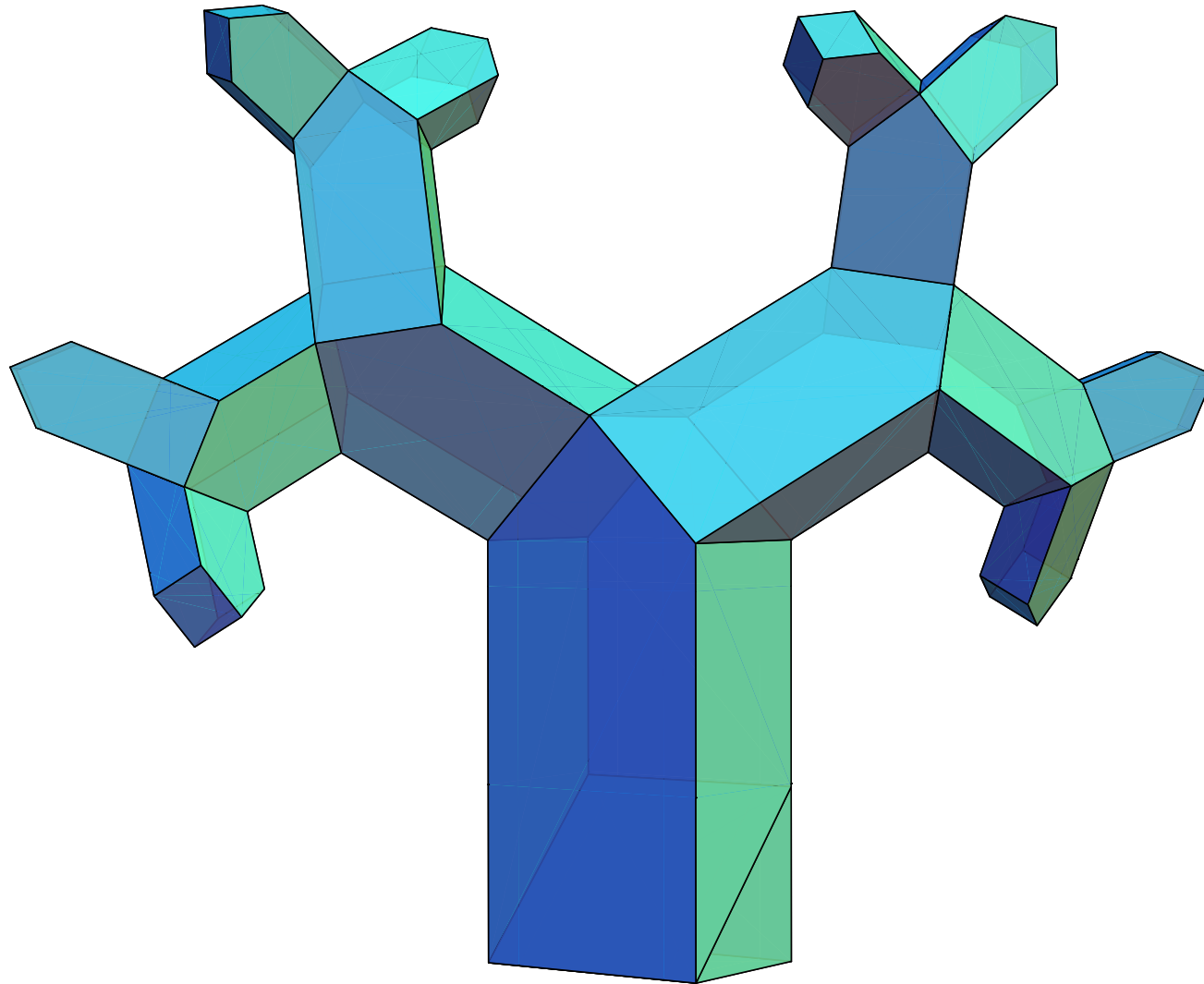
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 3

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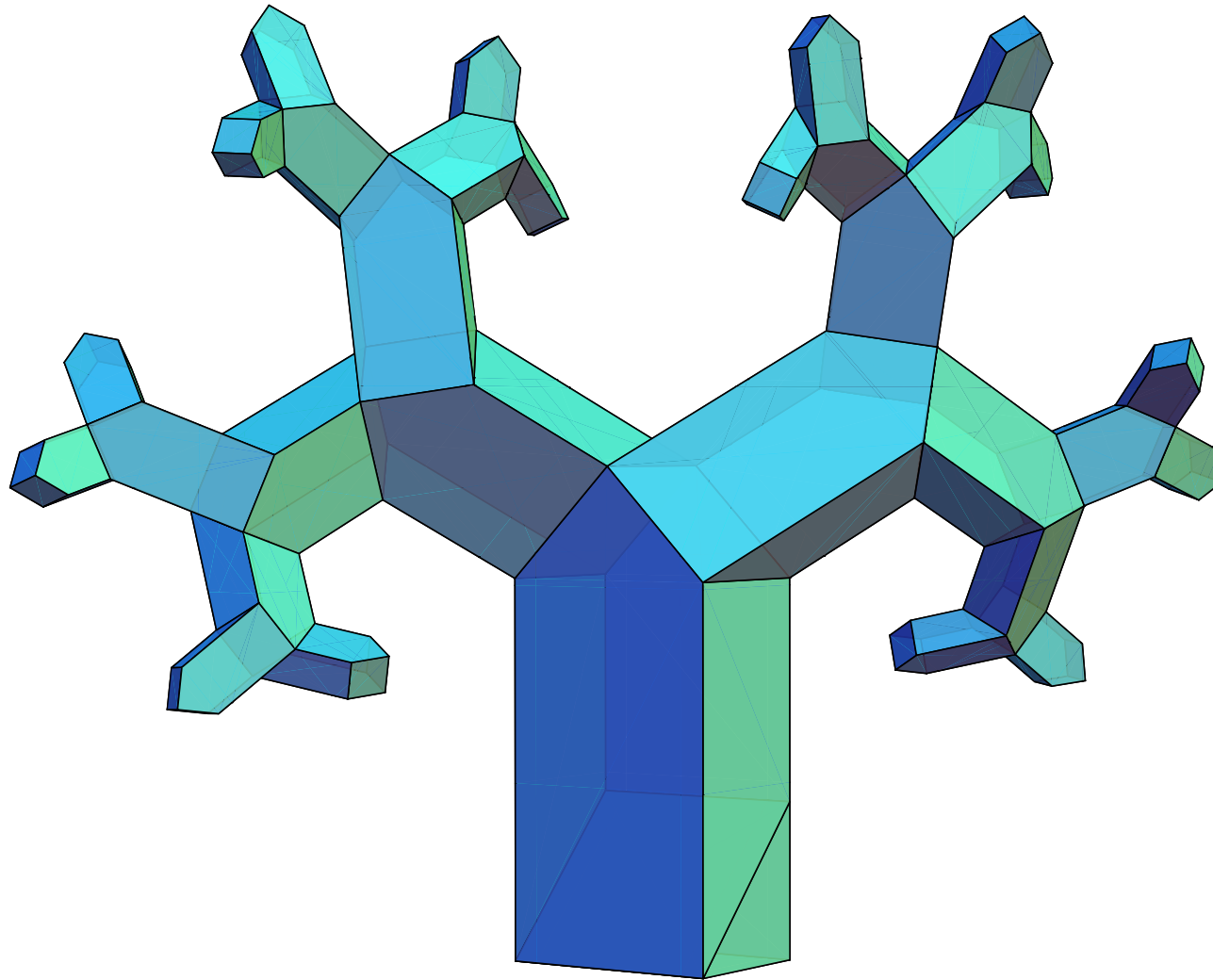
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 4

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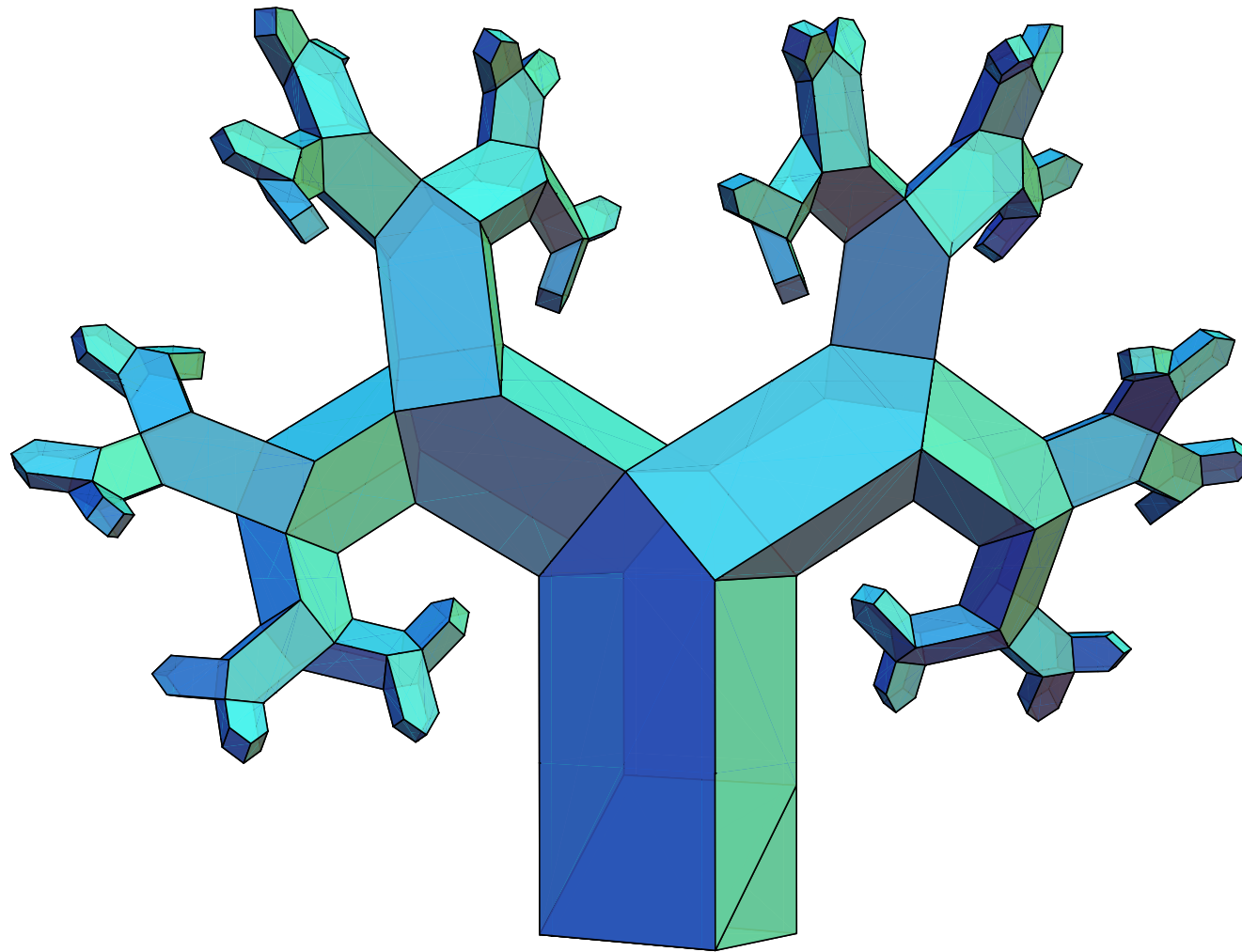
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 5

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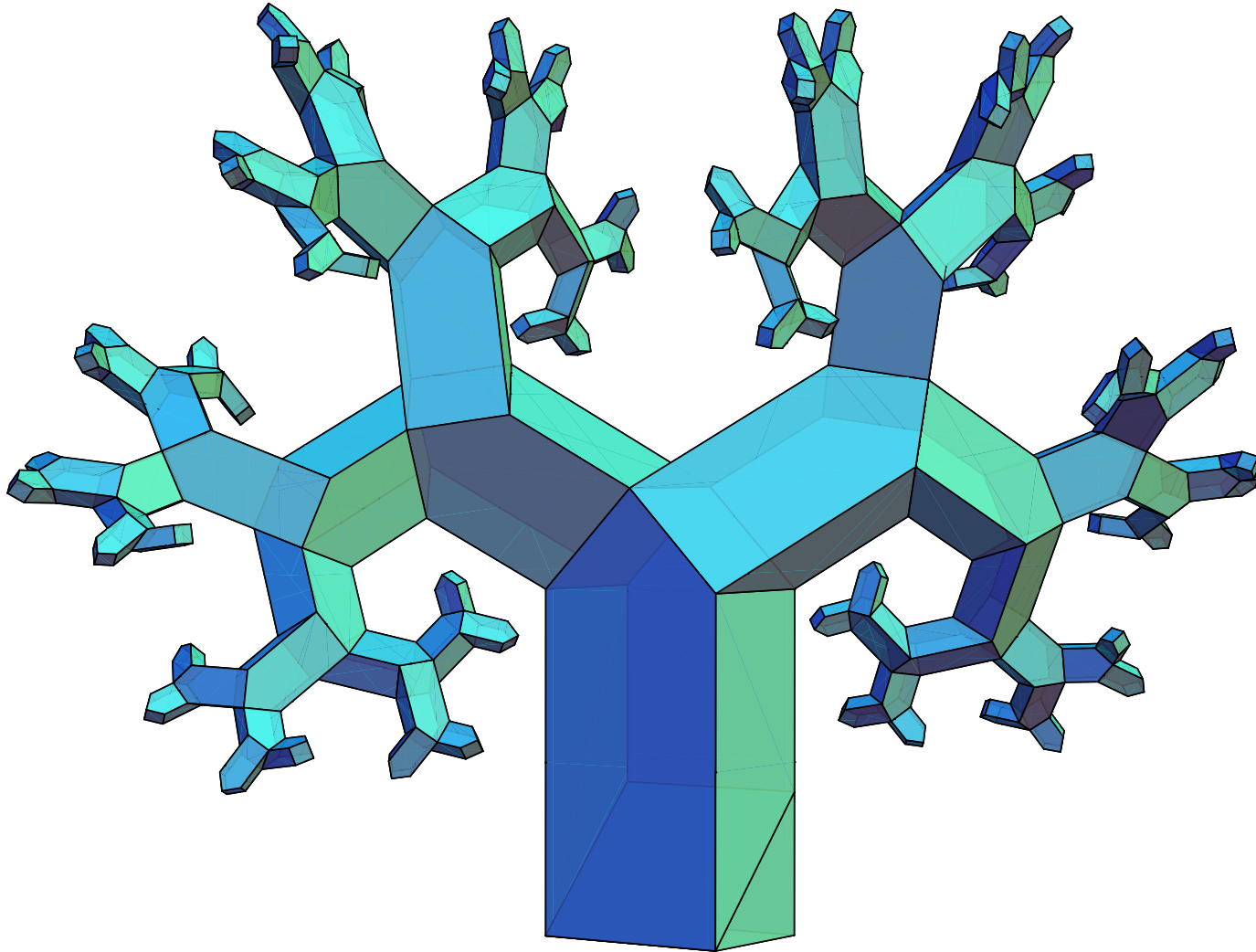
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 6

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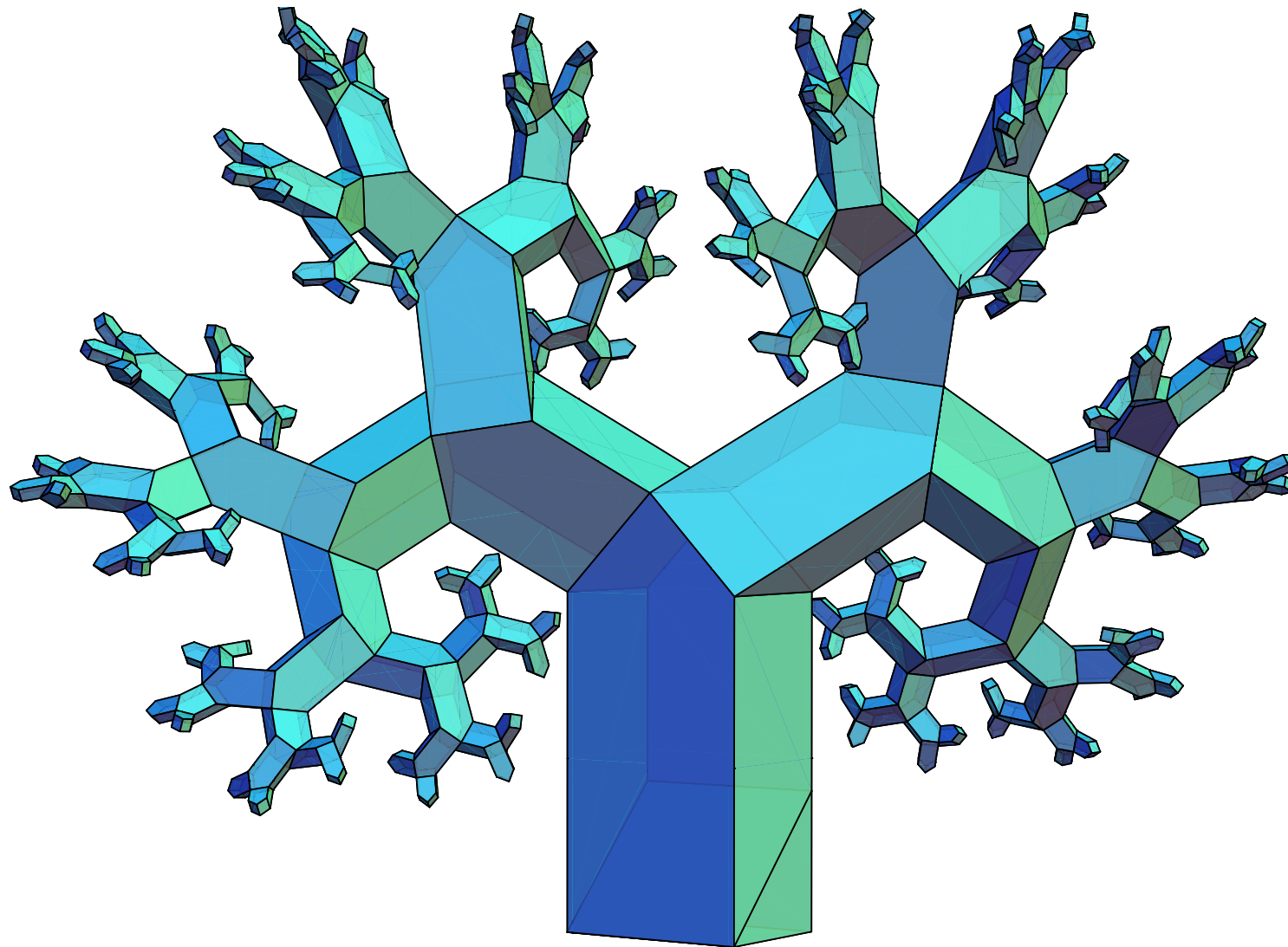
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 7

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# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 8

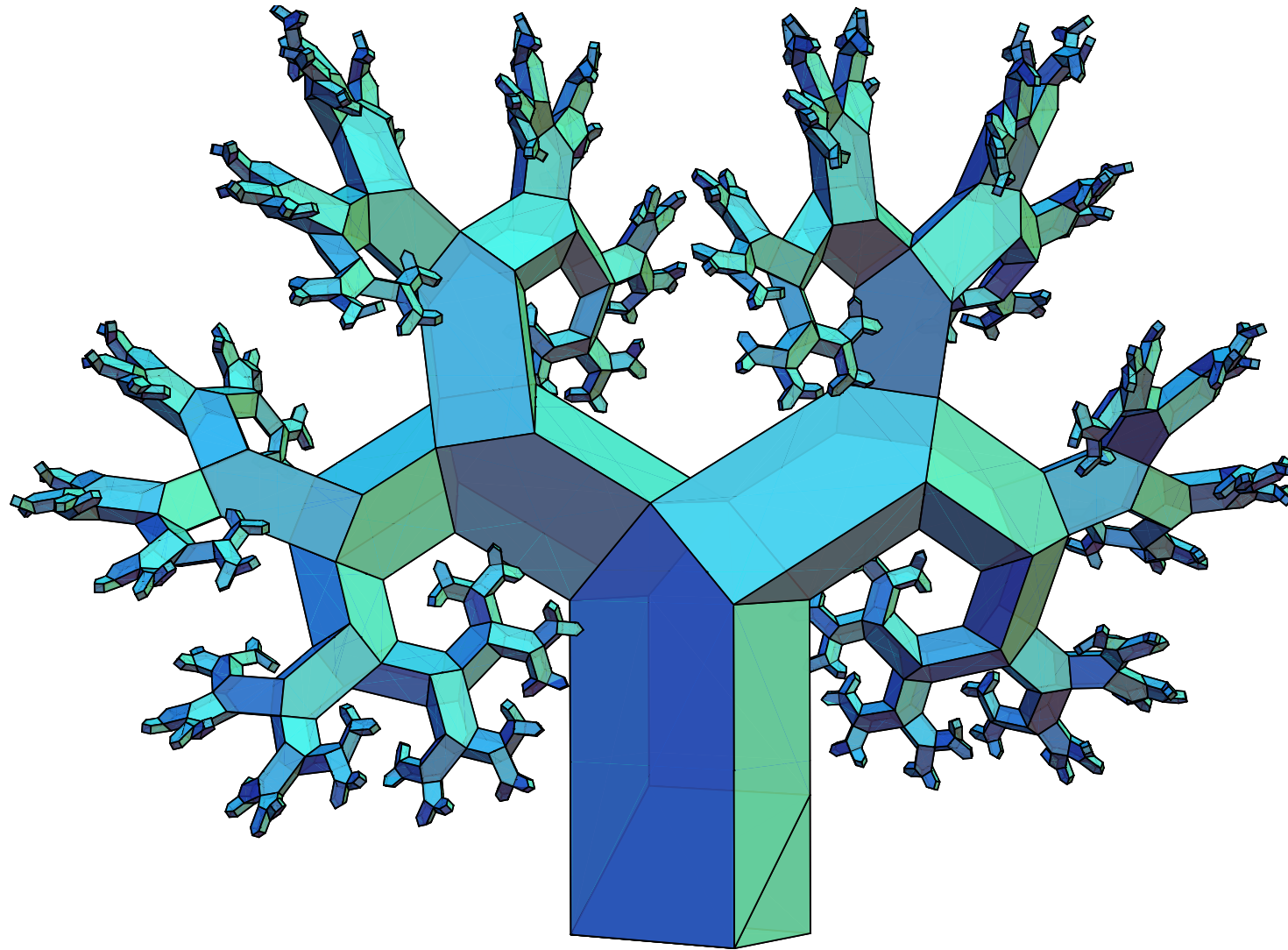
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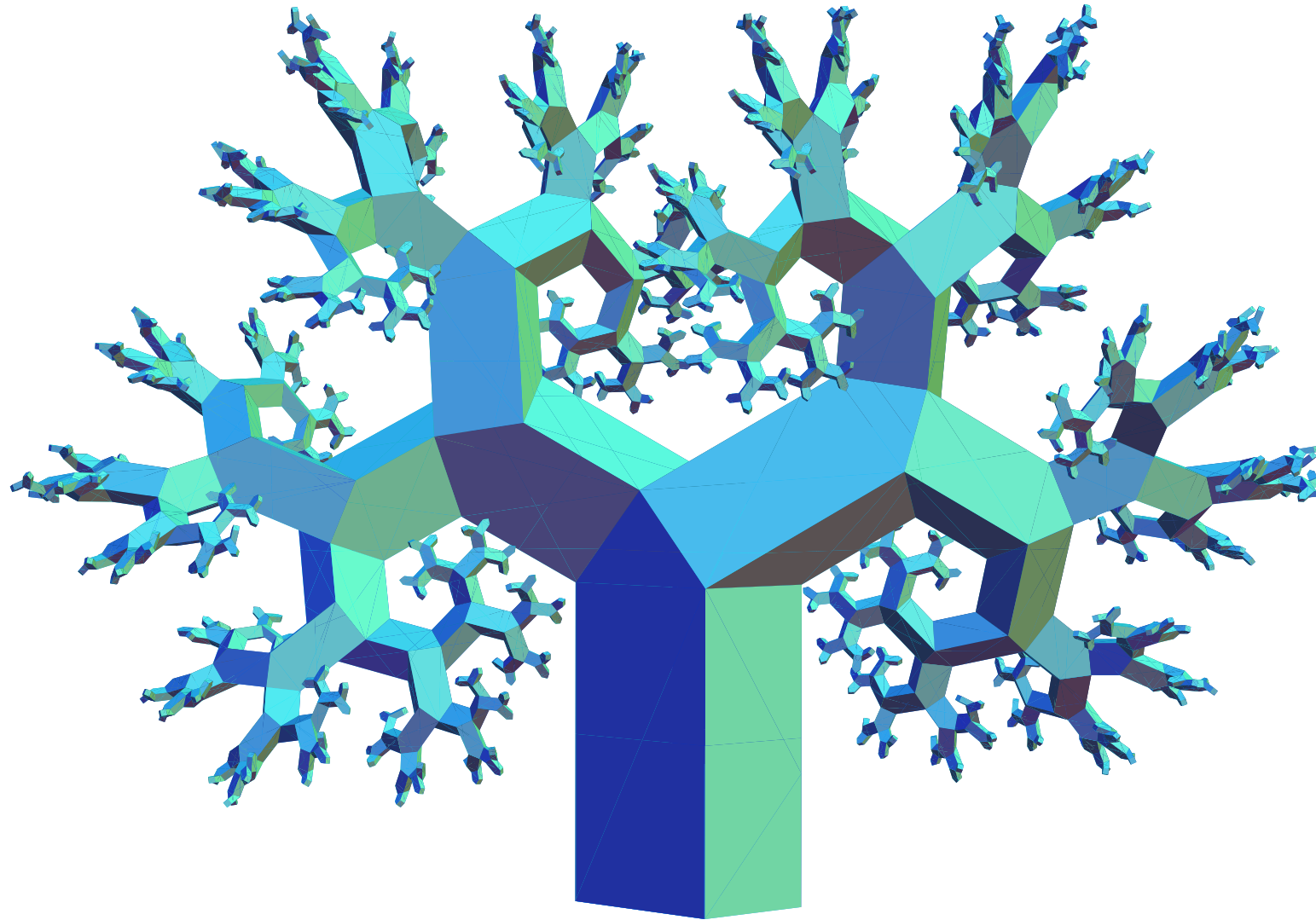


# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 9

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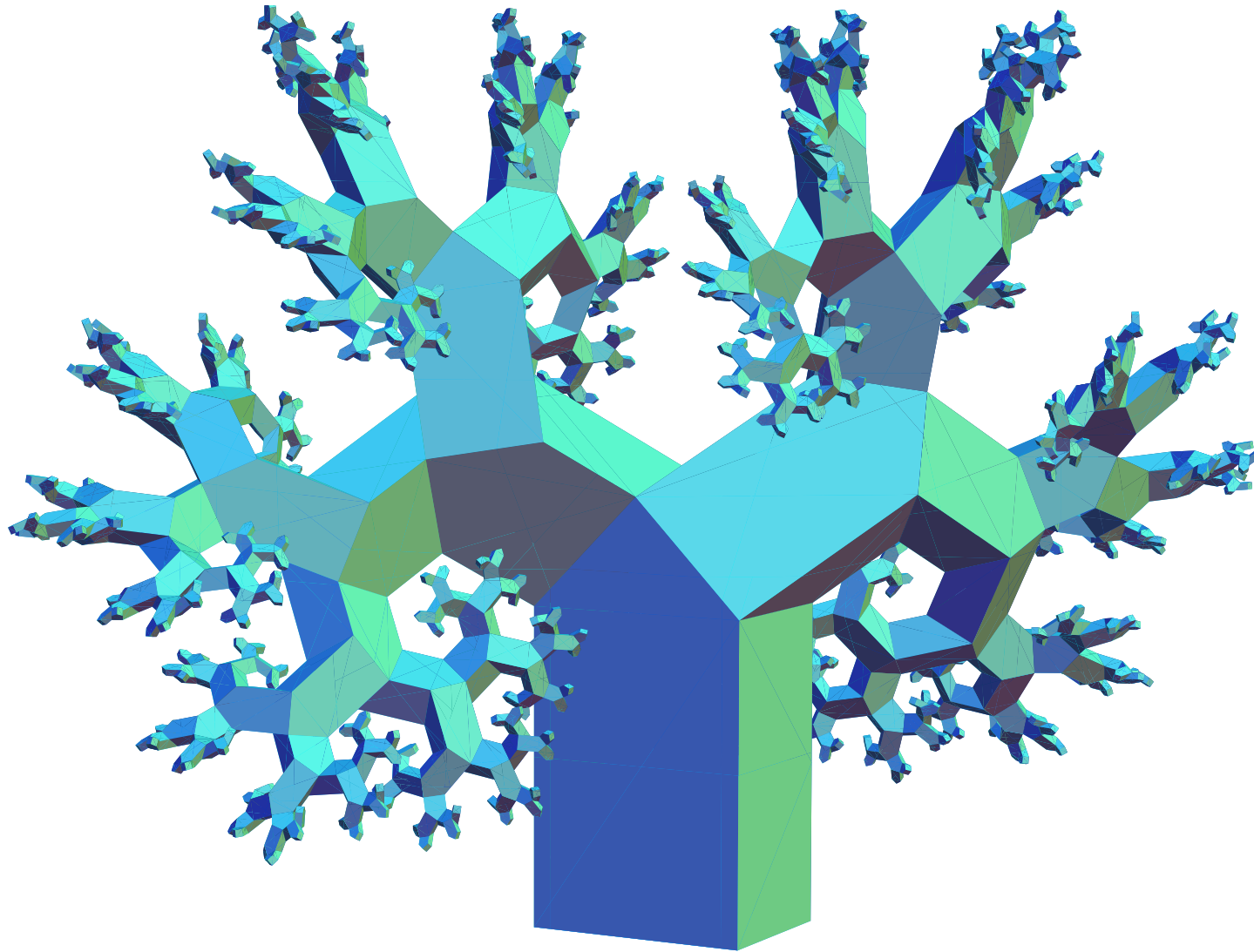


# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Growth 10



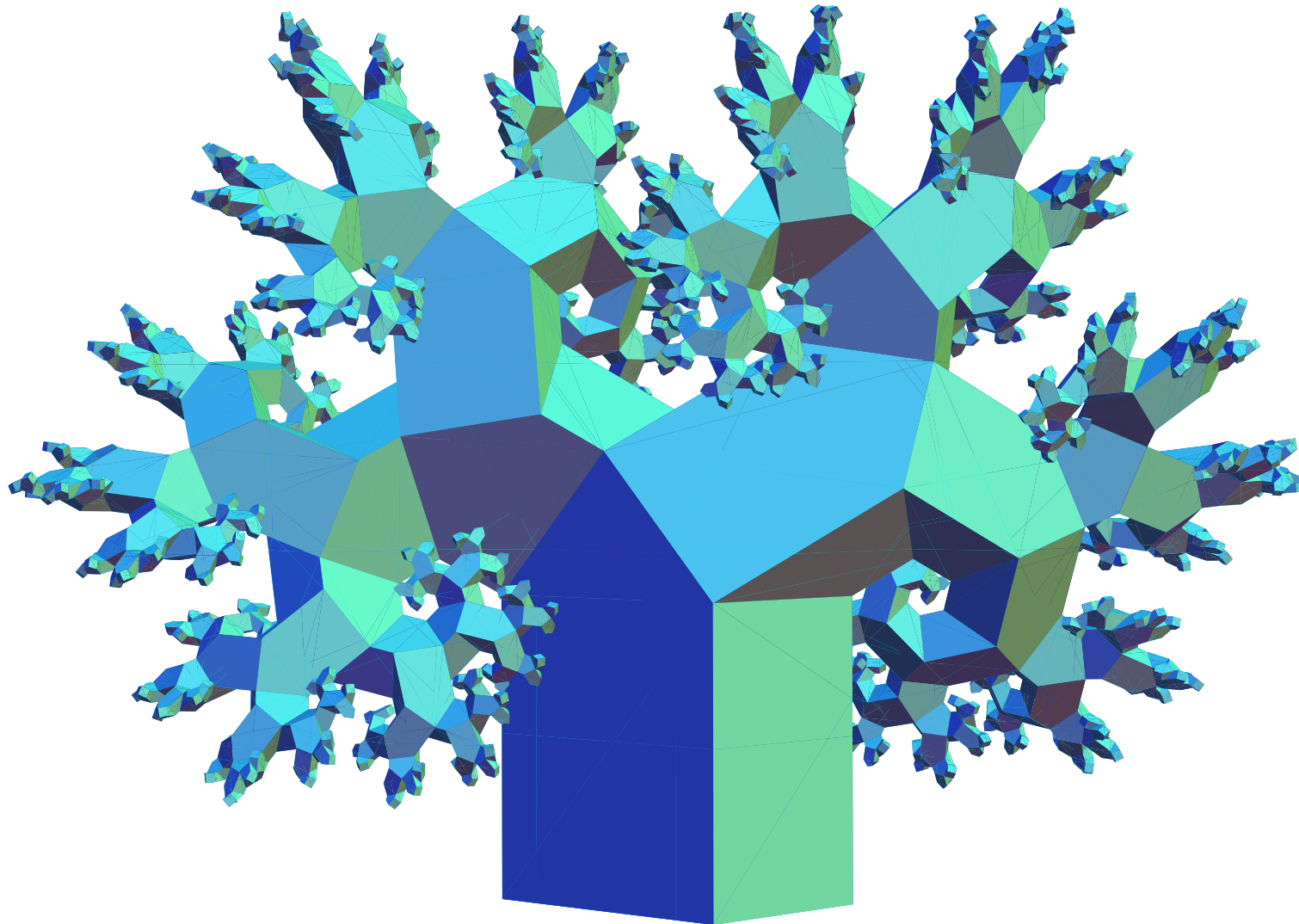
## Shorten the Piece Length: $c = 1$

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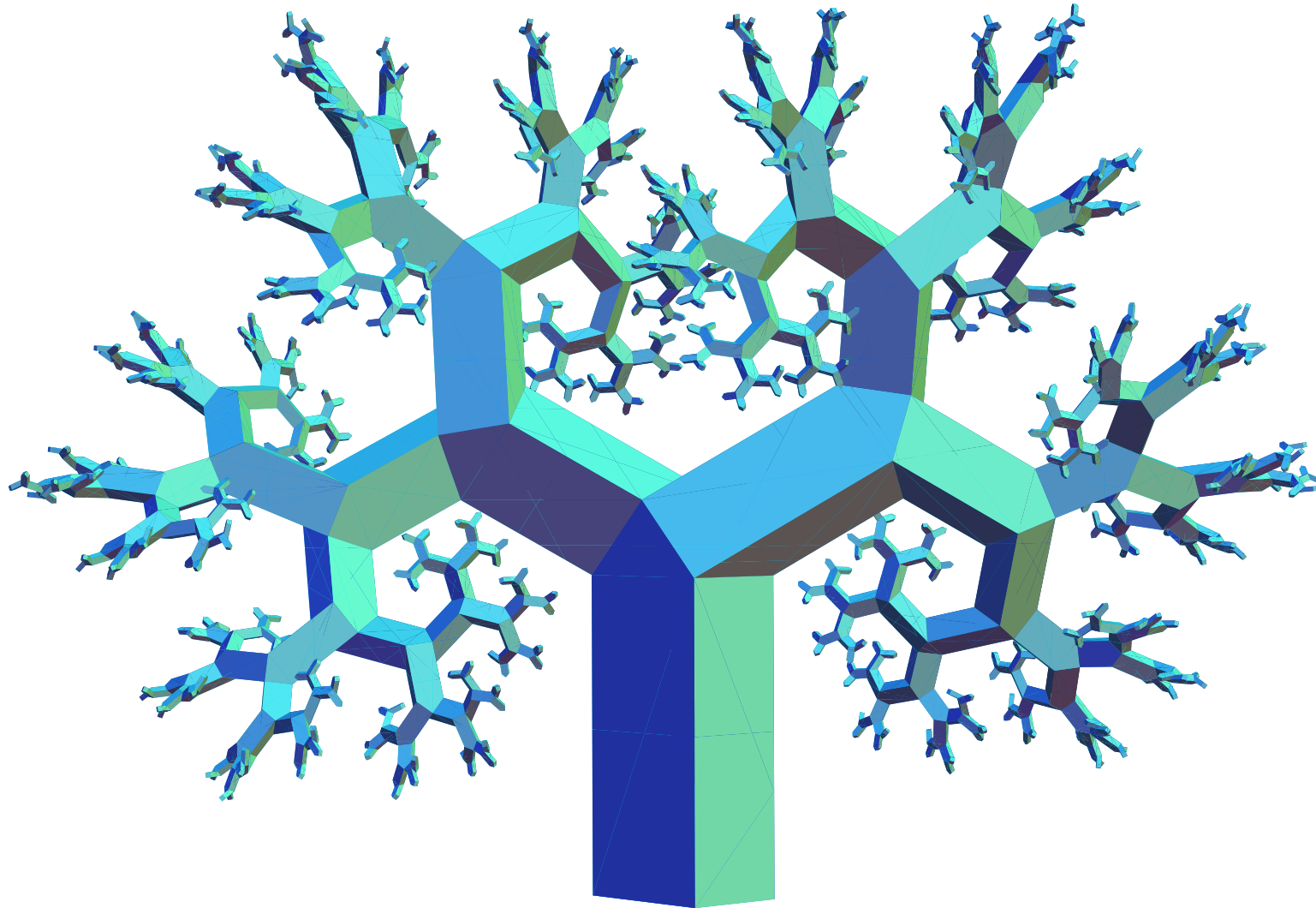
Shorten the Piece Length further:  $c = 1/2$

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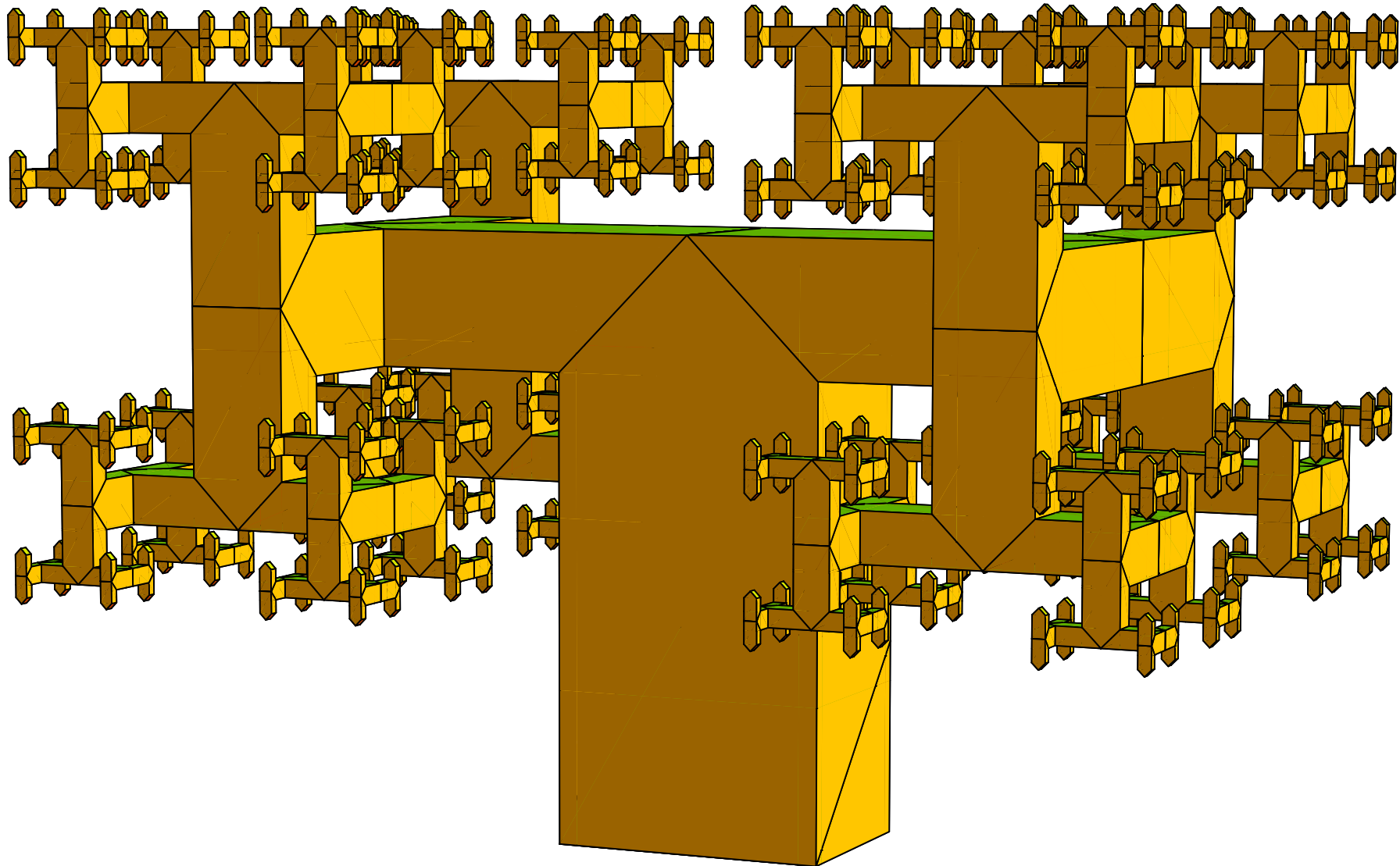


## Extend the Piece Length: $c = 2$

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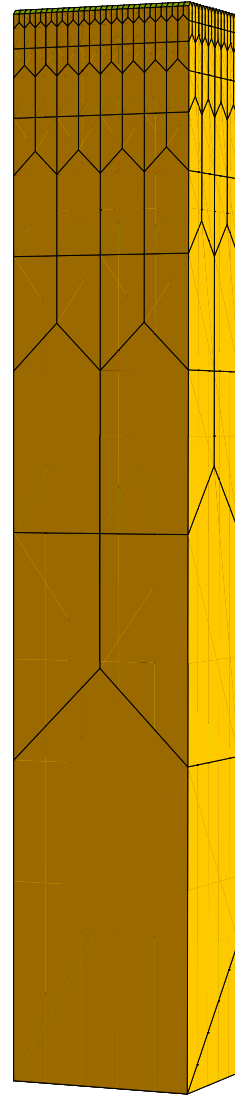


## Vary the Growth Pattern: Side – Side



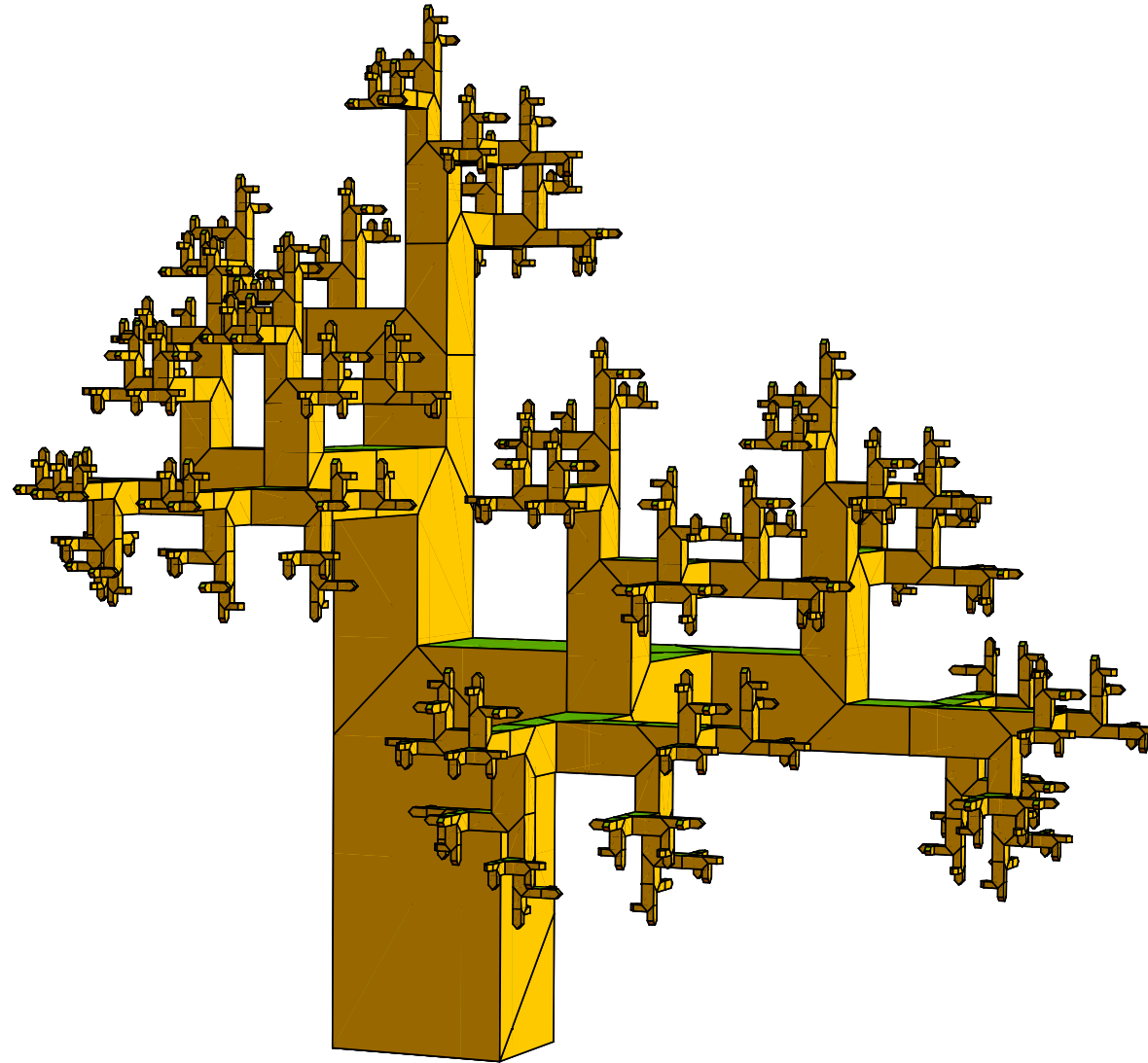
## Vary the Growth Pattern: Up – Up

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## Vary the Growth Pattern: Side – Up

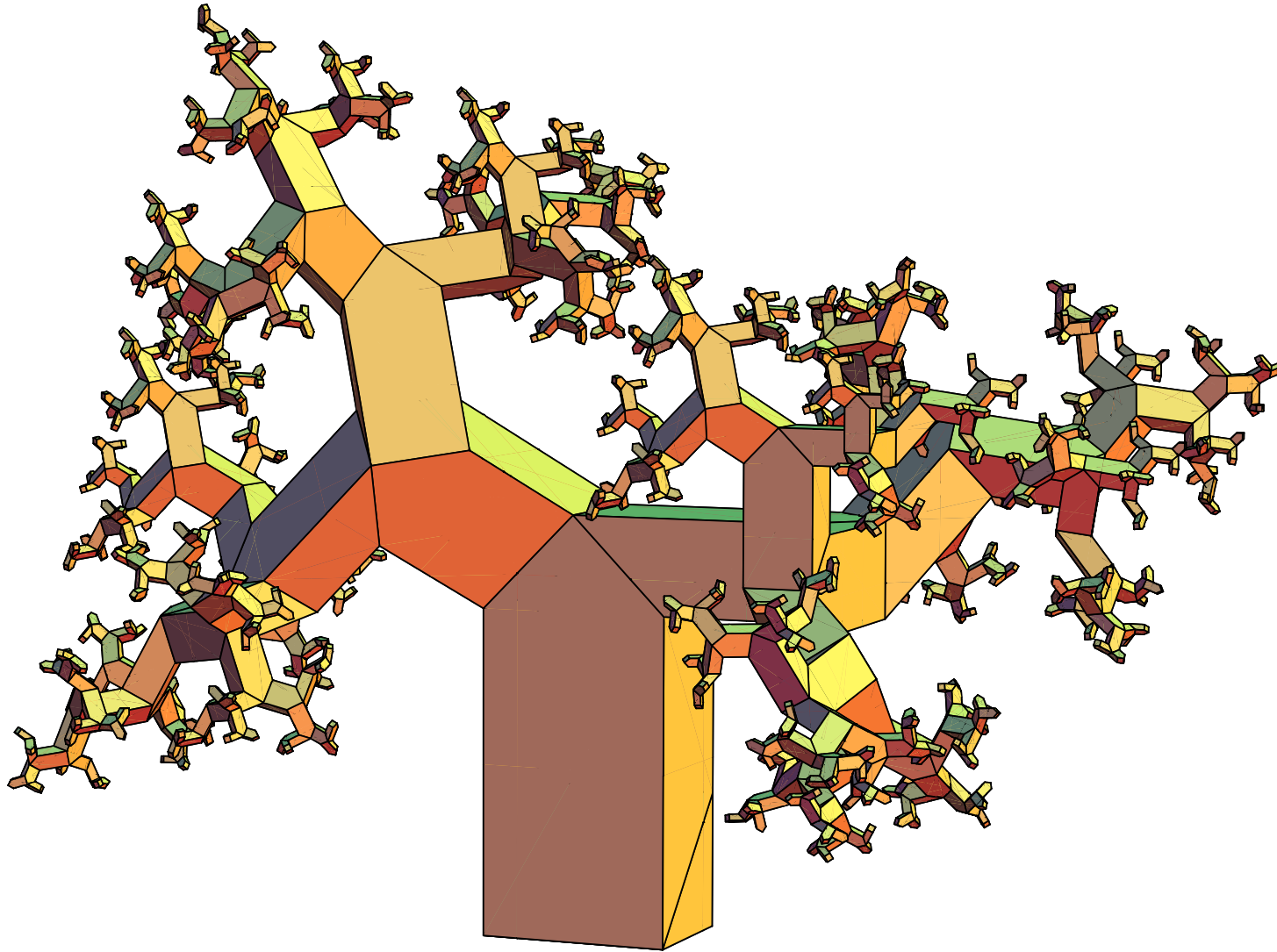
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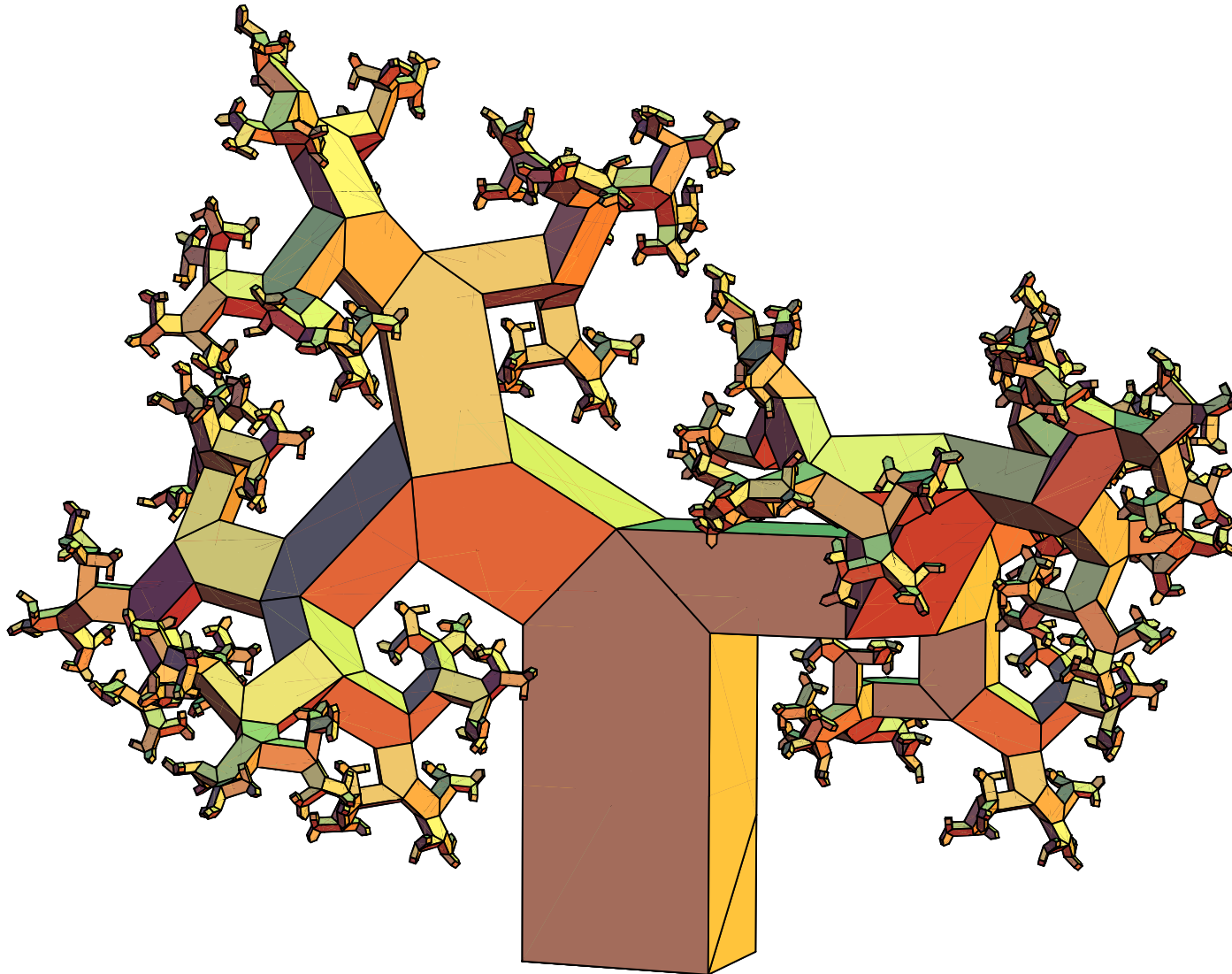
## Vary the Growth Pattern: Side – Front

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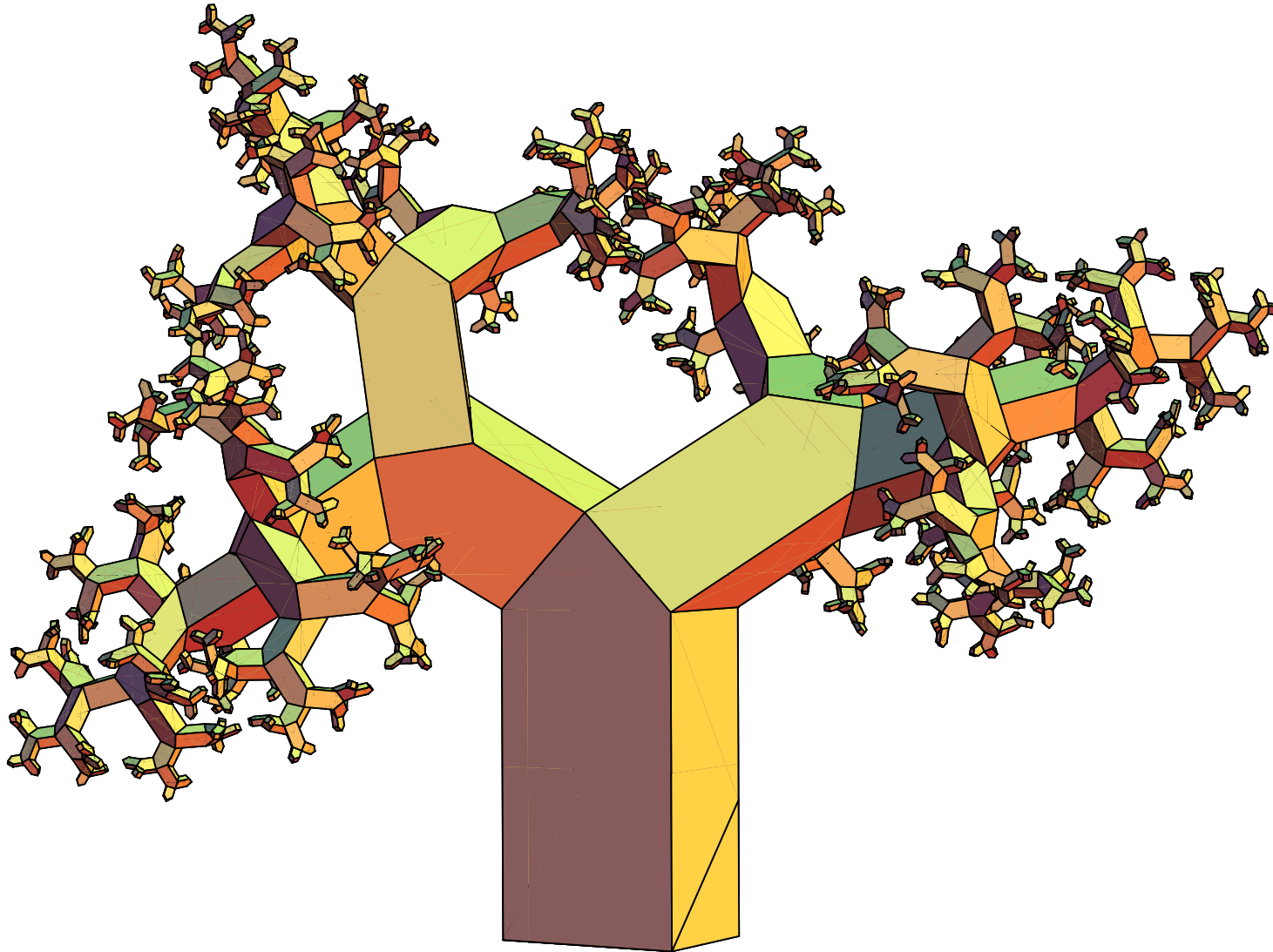
## Vary the Growth Pattern: Side-flip – Front

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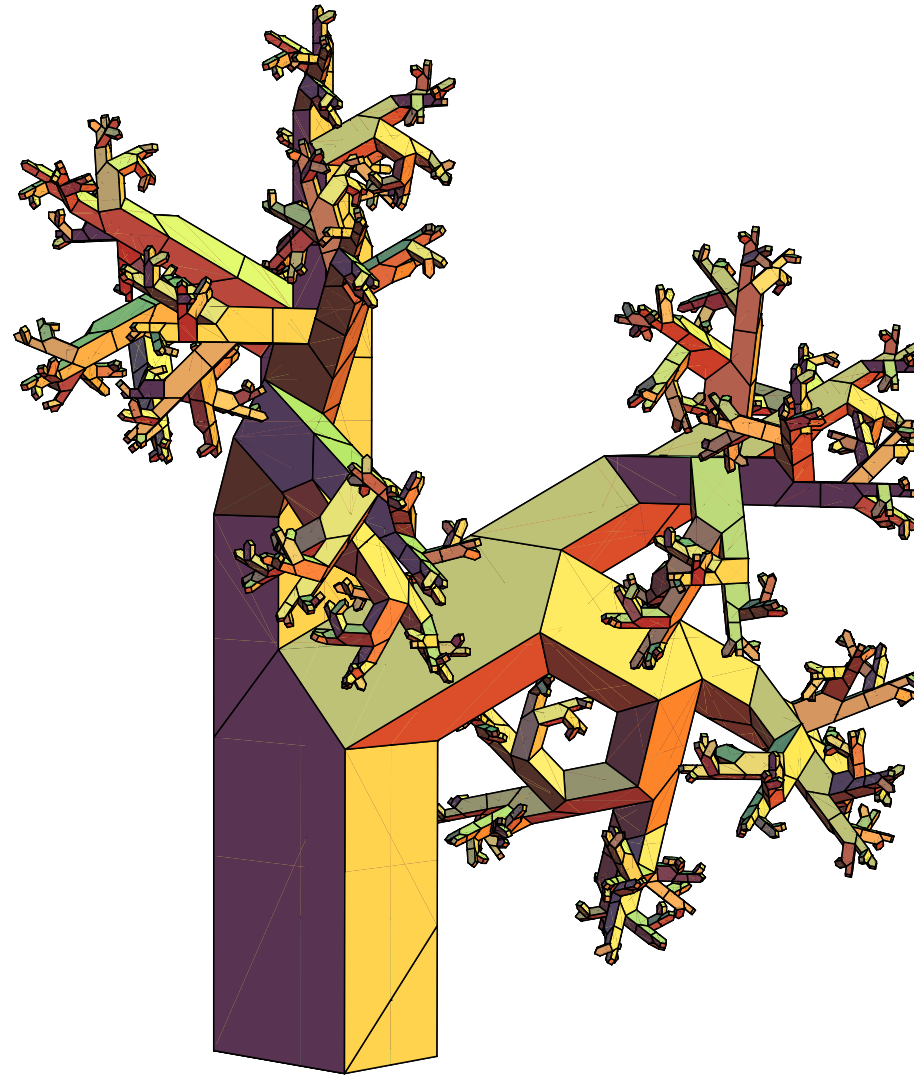
## Vary the Growth Pattern: Back-flip – Front

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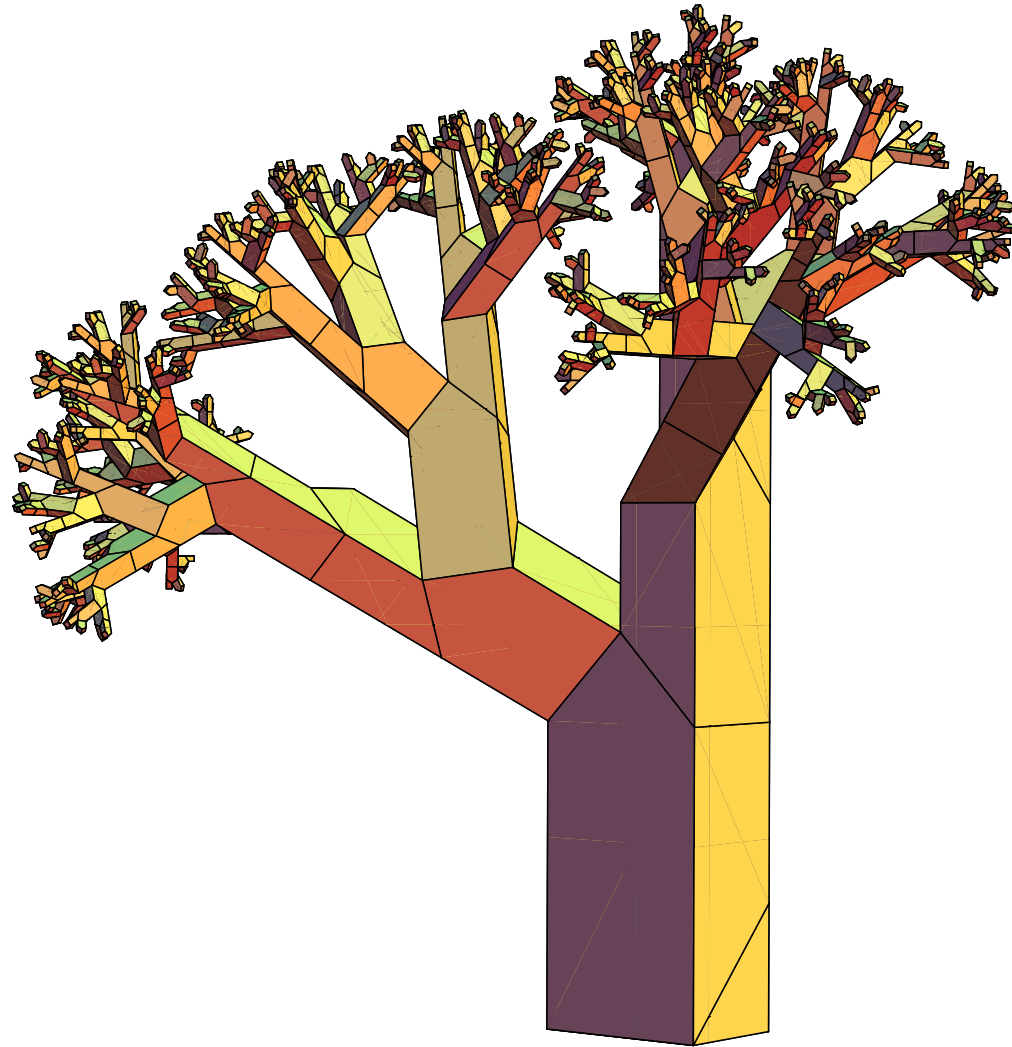
## Vary the Growth Pattern: Back – Up

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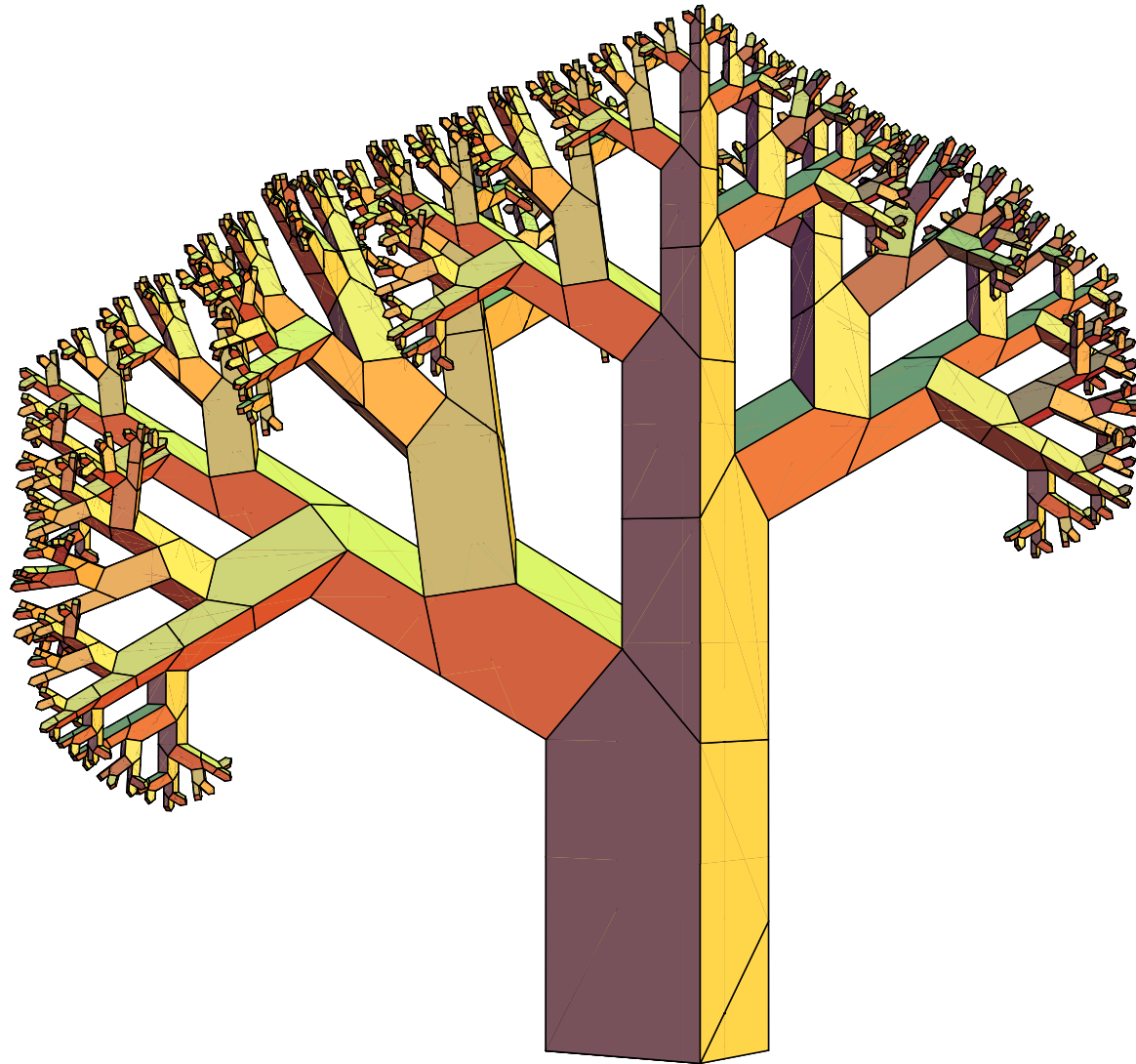
## Vary the Growth Pattern: Up – Front

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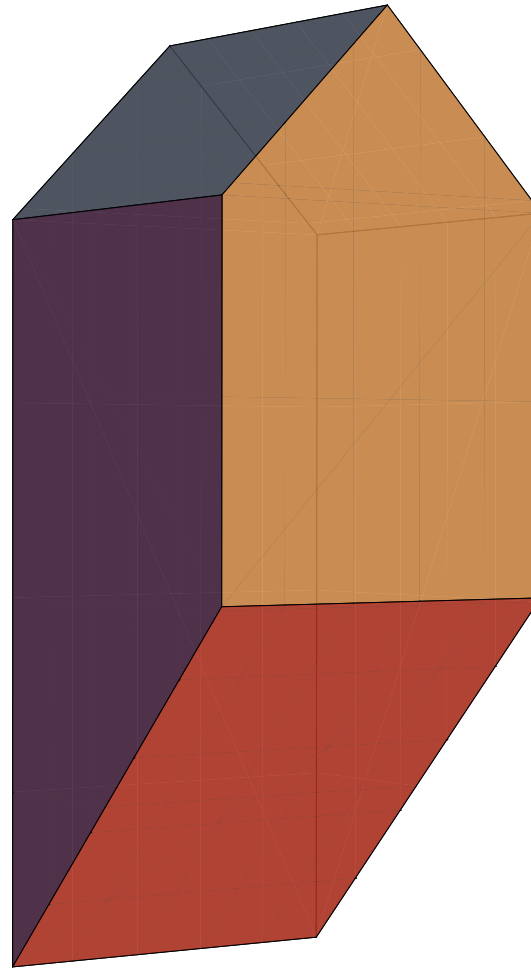
## Vary the Growth Pattern: Up-flip – Front

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# Tree Construction from Square Beams: The Piece

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# Tree Construction from Square Beams: Back – Front

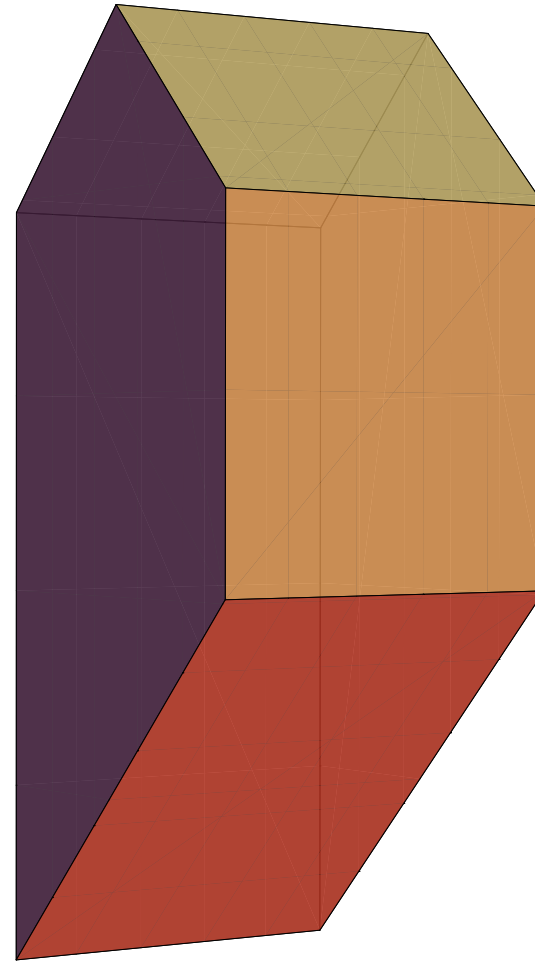
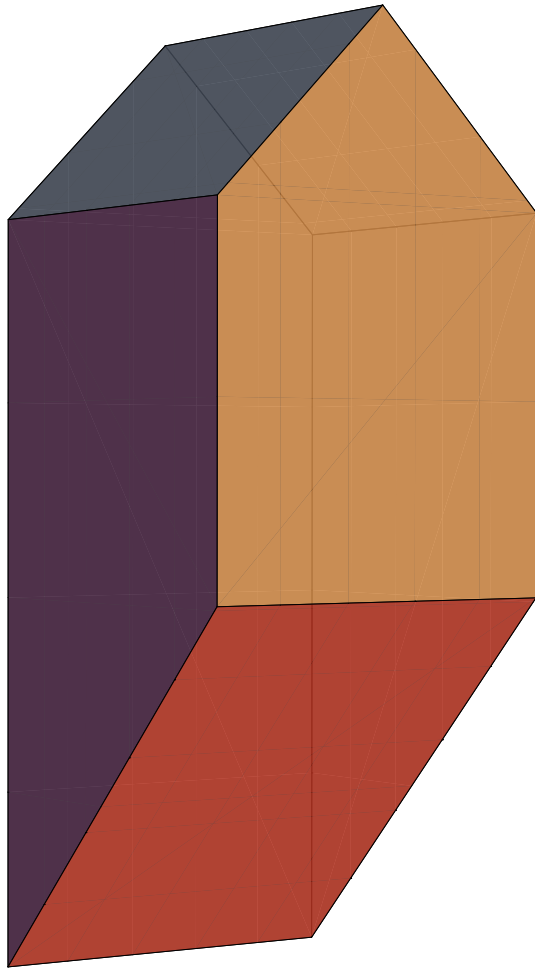
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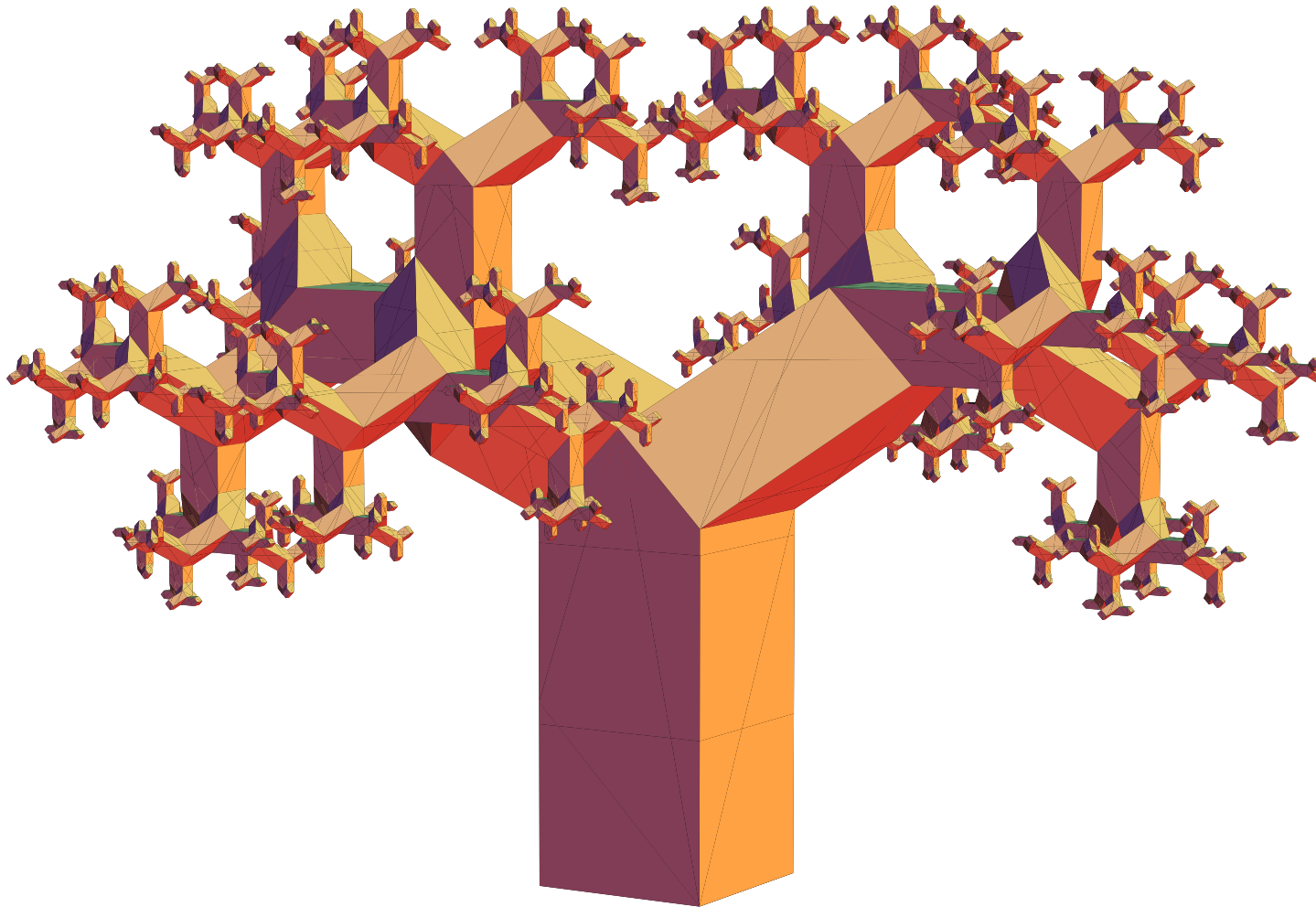
# Tree Construction from Square Beams: Rotated-Roof Piece

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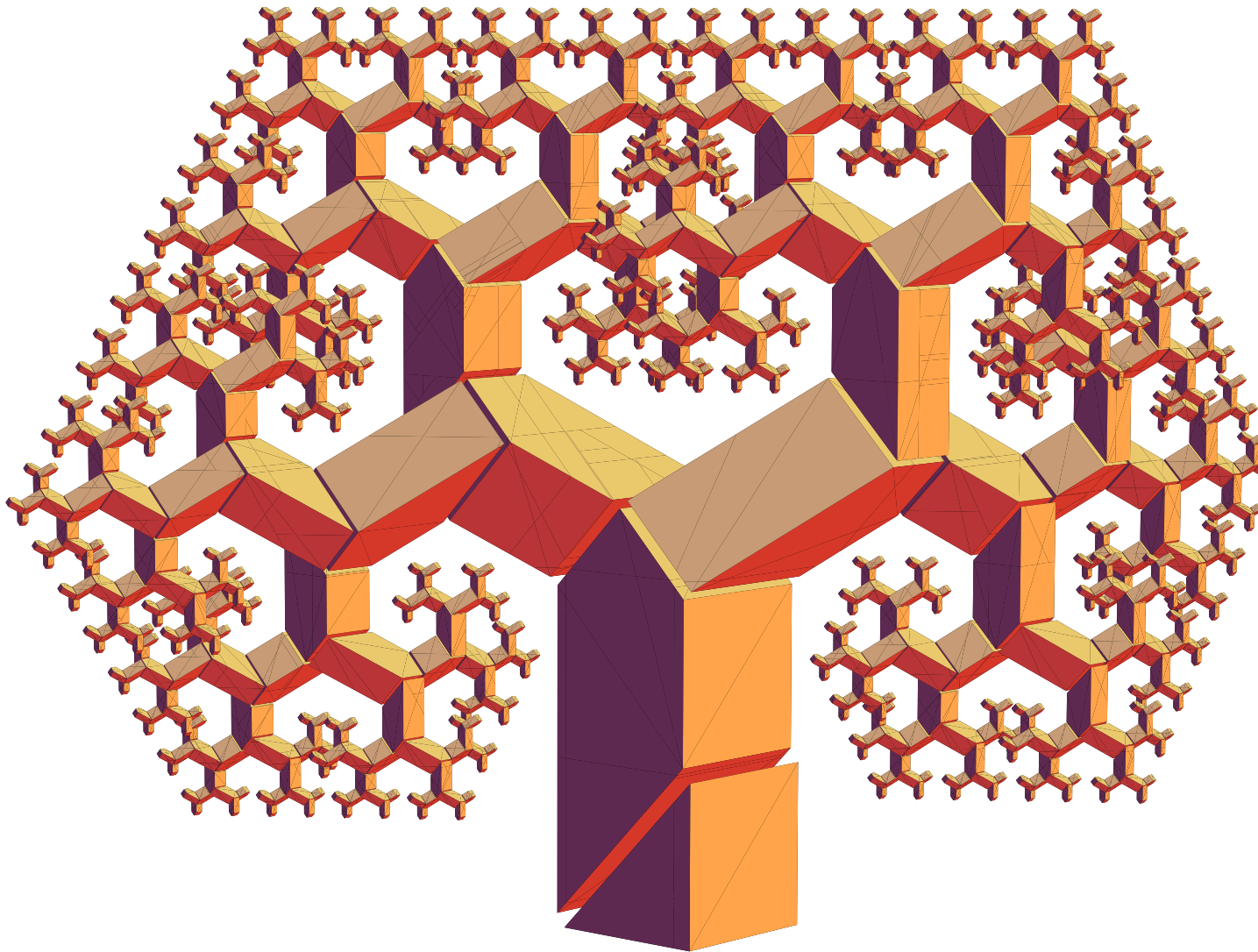
# Tree Construction from Square Beams: Back – Front

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# Tree Construction from Square Beams: Back-flip – Front-flip

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## Constraints for General Binary Mitered Fractal Trees

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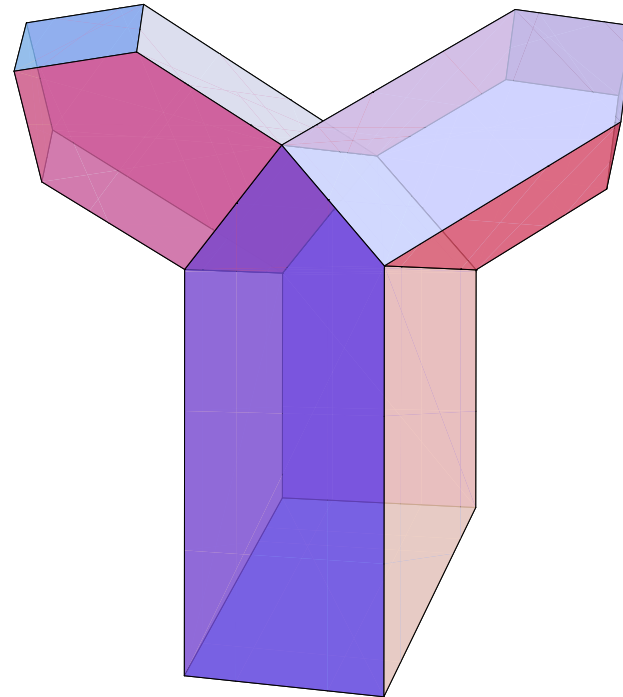
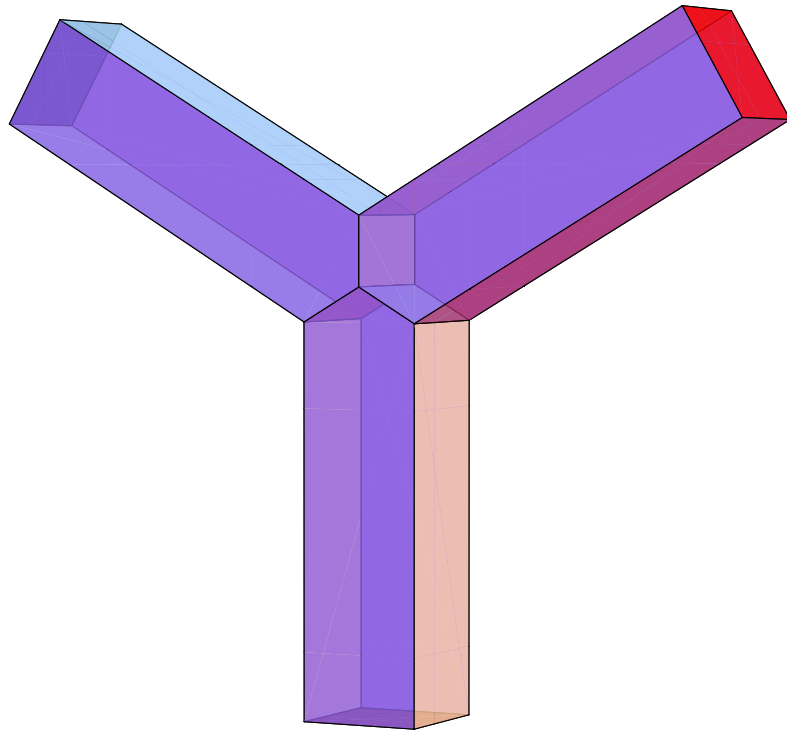
- The trunk has a *polygonal cross section*.
- Each *subtree is a scaled-down copy of the whole tree*, possibly reflected.

All branches have a *similar* polygonal cross section as the trunk.

- The *longitudinal edges of the beams properly meet up* at the three-way joints.
- *Sibling branches share the roof's ridge*, rather than a surface as in a *ternary miter joint* (cf. Bridges 2010)
- *Three dimensional*

# Ternary Miter Joint versus Binary Tree Miter Joint

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## Variation Points

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- **Cross section**: must be a *strip* (2-gon), *triangle*, or *quadrangle*
- **Cut face**: must be similar to roof panels

Note: Symmetries of cut face determine growth options

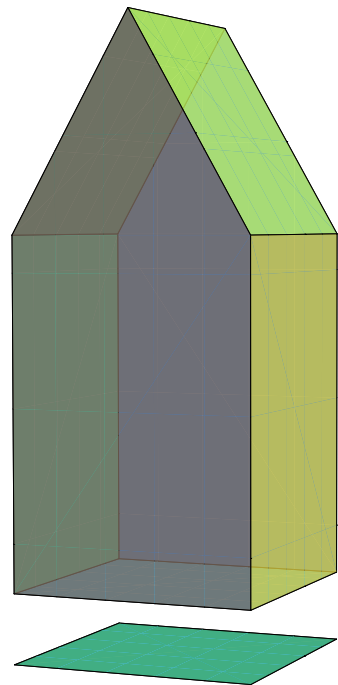
- **Orientation (angles) of the roof panels**: could be asymmetric

We restrict ourselves to *rectangular* beams

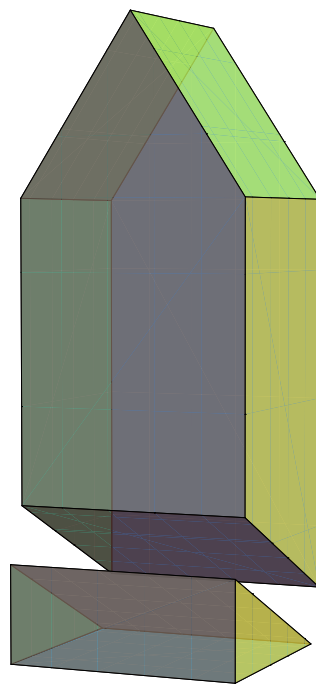
Hence, cut face is *square*, or *rectangle*, or *rhombus*, or *parallelogram*

# Tree Construction from $1 : a$ Rectangular Beams: The Piece

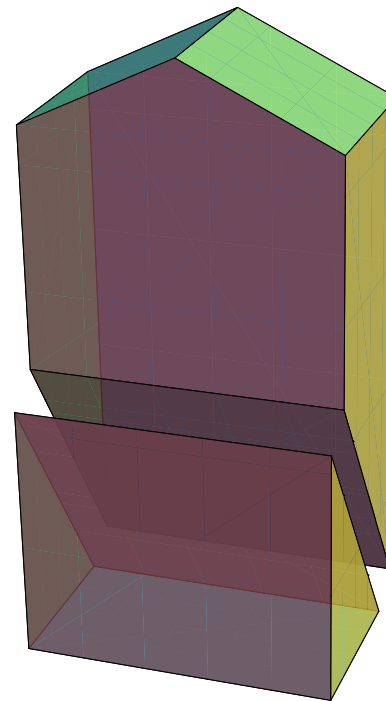
Square cut faces: symmetric roof; roof angle at ridge makes squares



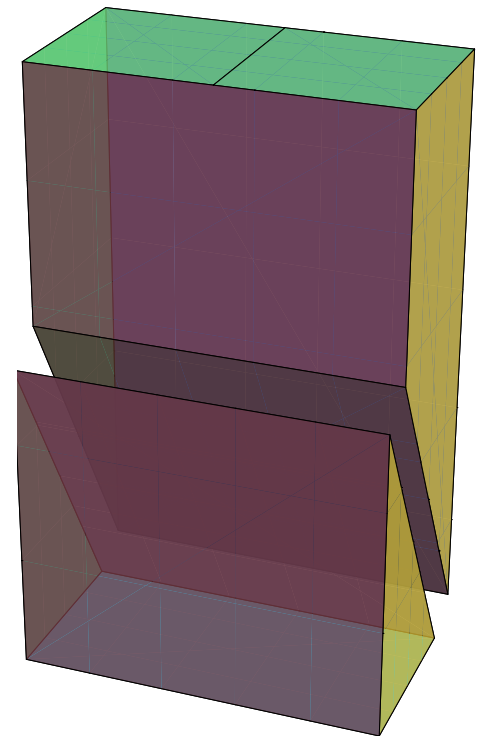
$a = 1$



$a = 1.1$



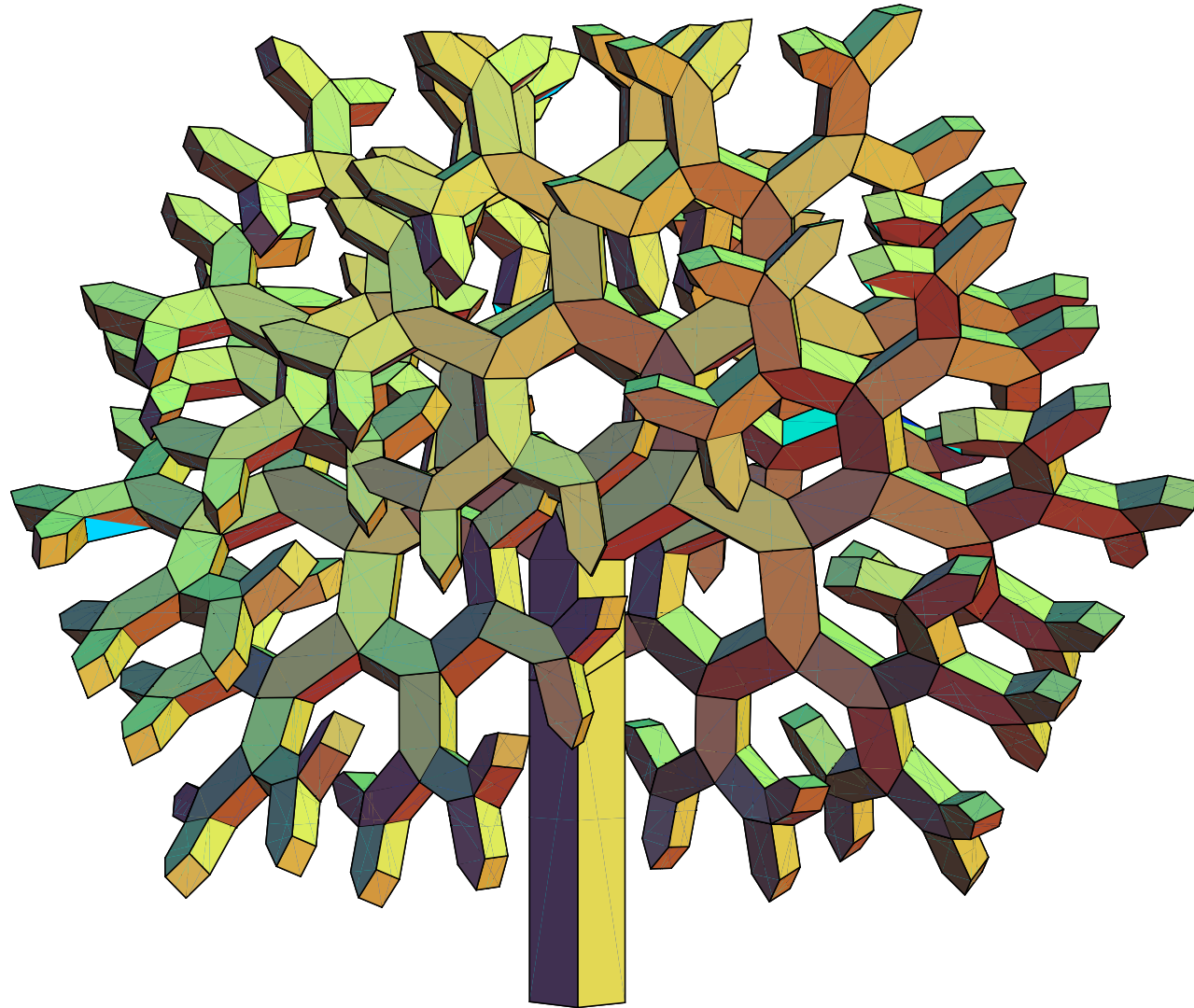
$a = 1.8$



$a = 2$

# Tree Construction from 1 : 1.1 Rectangular Beams

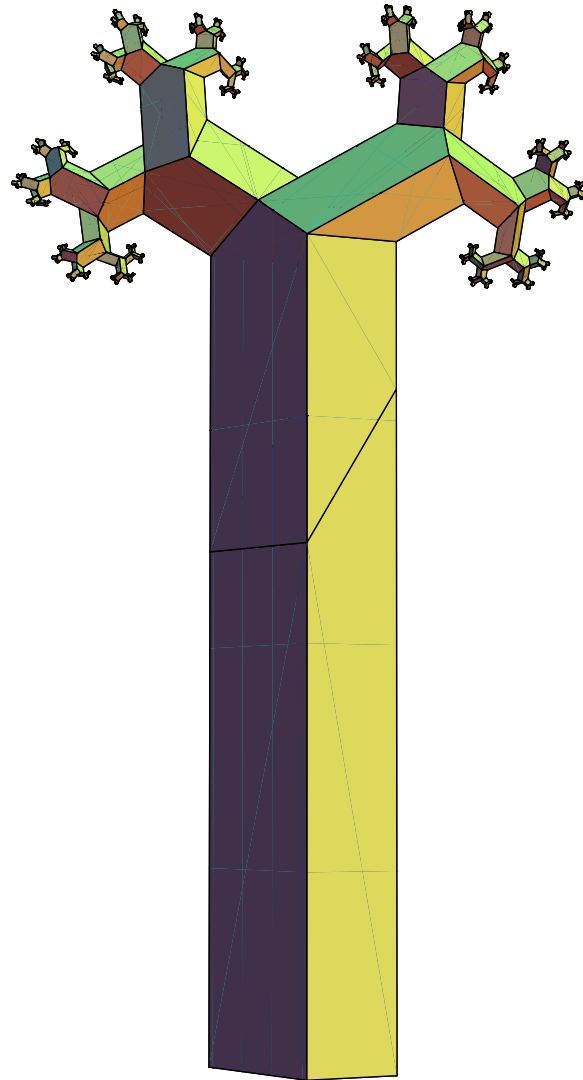
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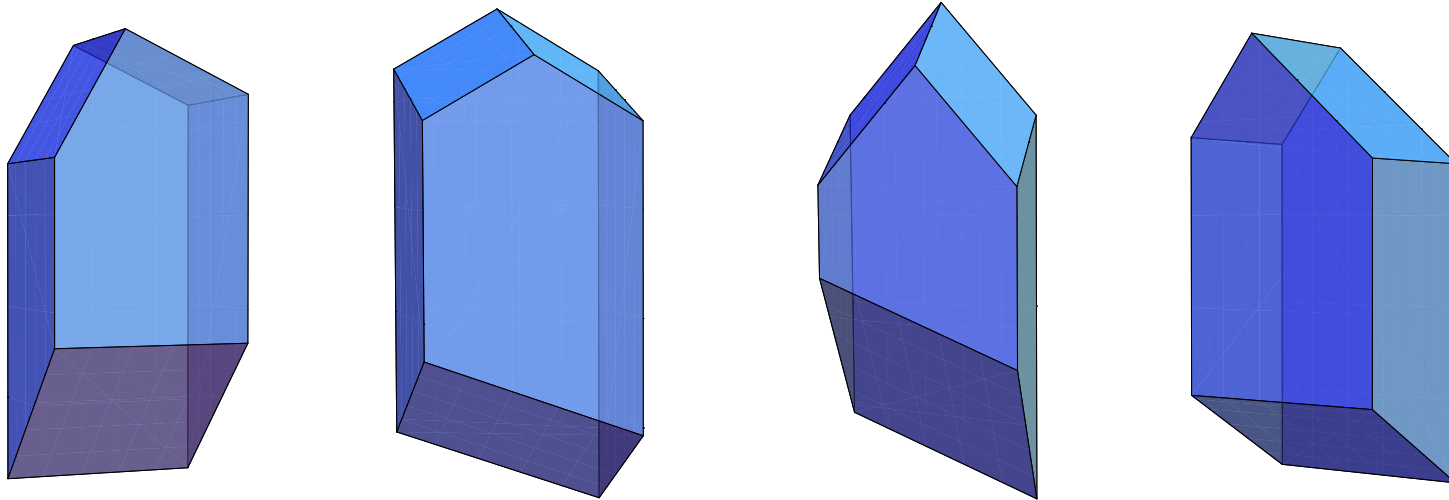


# Tree Construction from 1 : 1.8 Rectangular Beams

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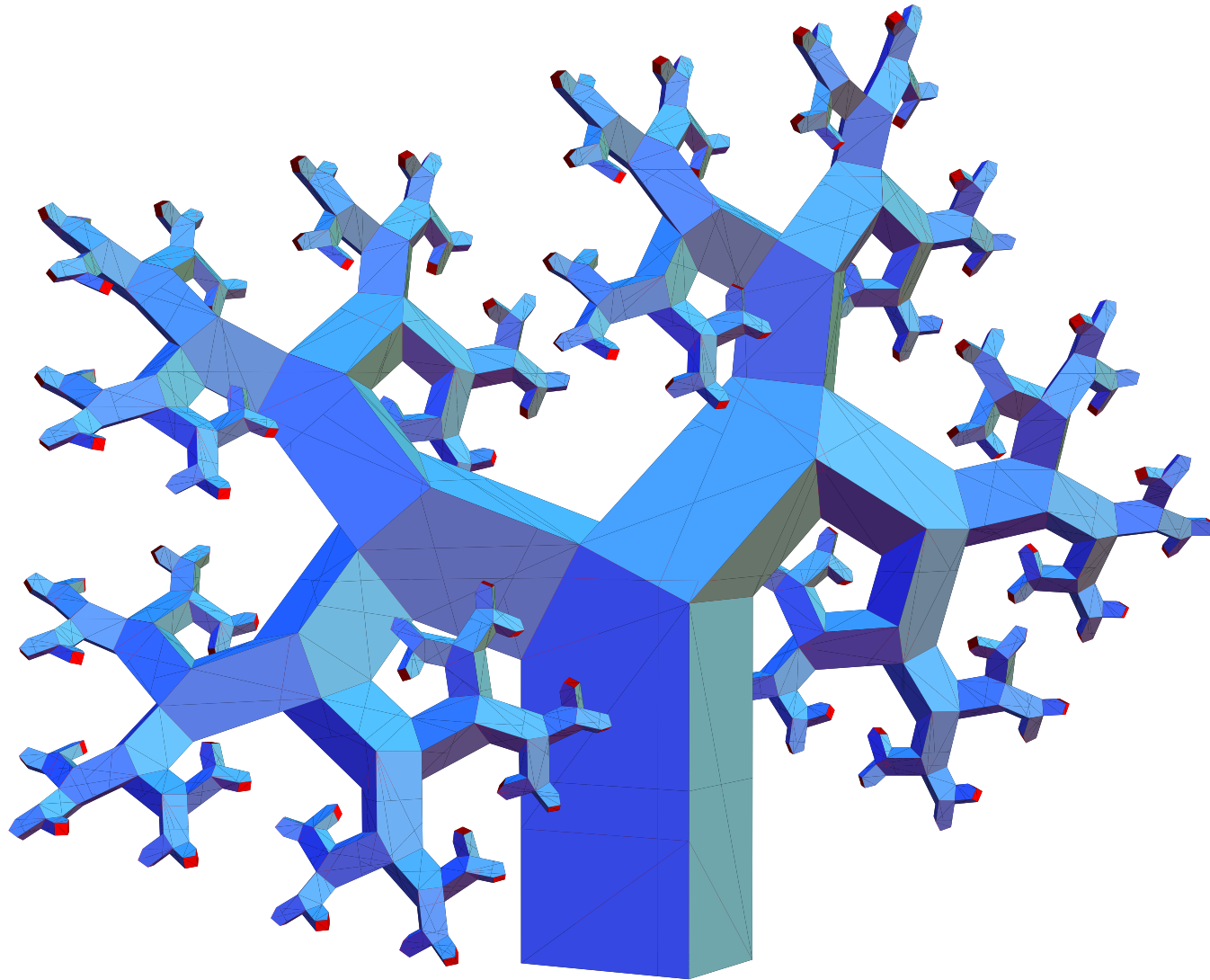
# Tree Construction from $1 : \sqrt{2}$ Rectangular Beams: Variants



<b>cut</b>	square	parallelogram	rhombus	rectangle
<b>ridge</b>	horizontal	slanted	slanted	horizontal
<b>roof</b>	asymmetric	symmetric	symmetric	incongruent

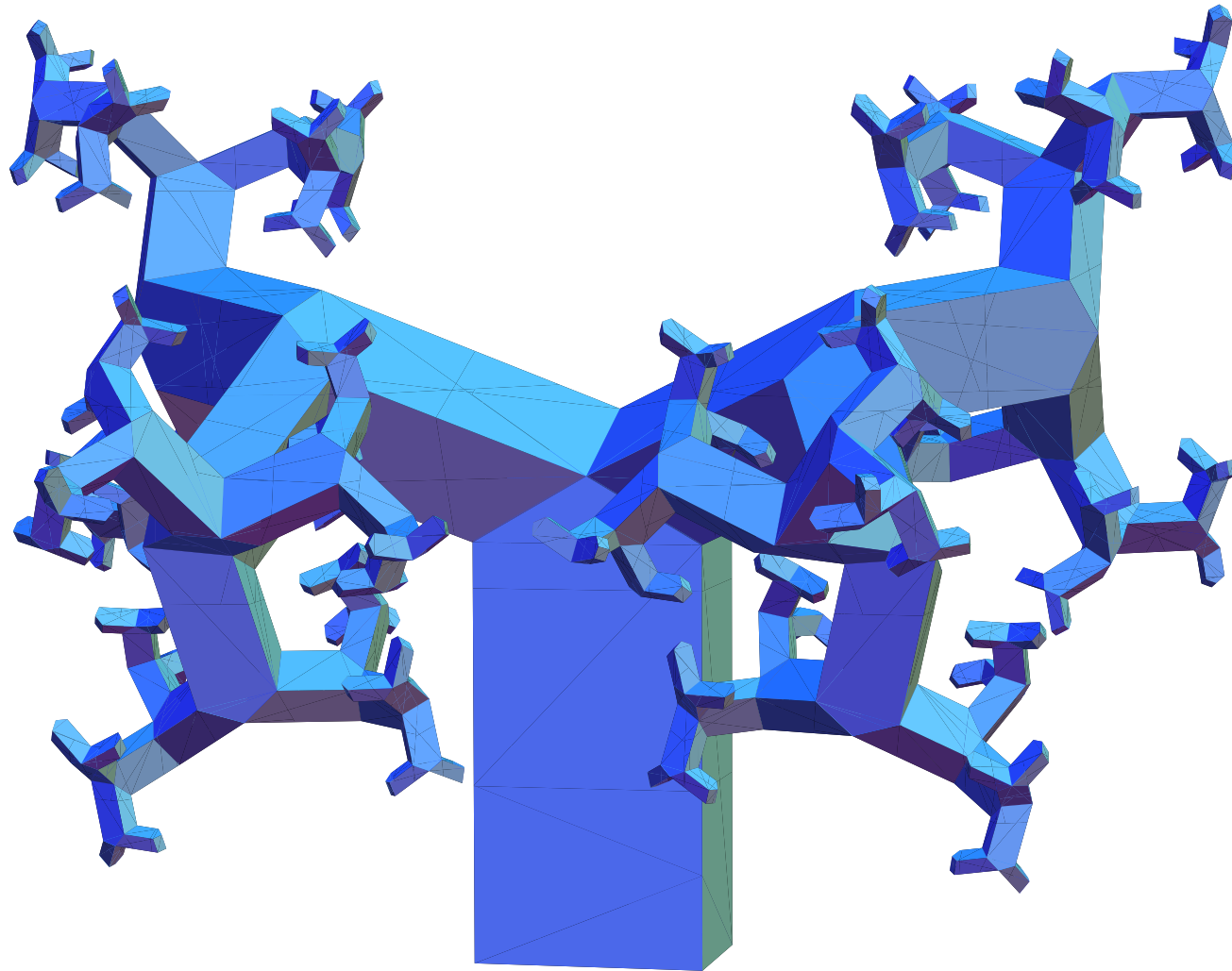
# Squares as Cuts, Horizontal Ridge, Asymmetric Roof

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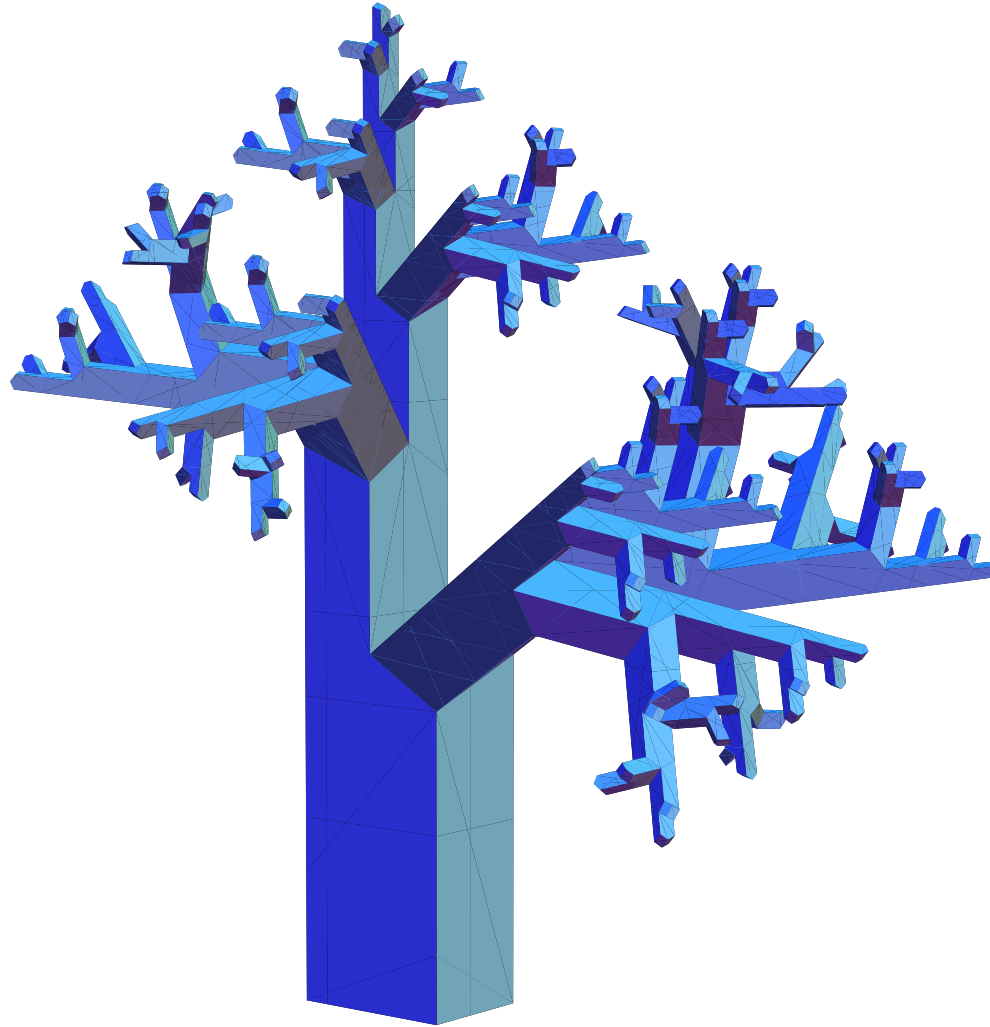
# Parallelograms as Cuts, Slanted Ridge, Symmetric Roof (1)

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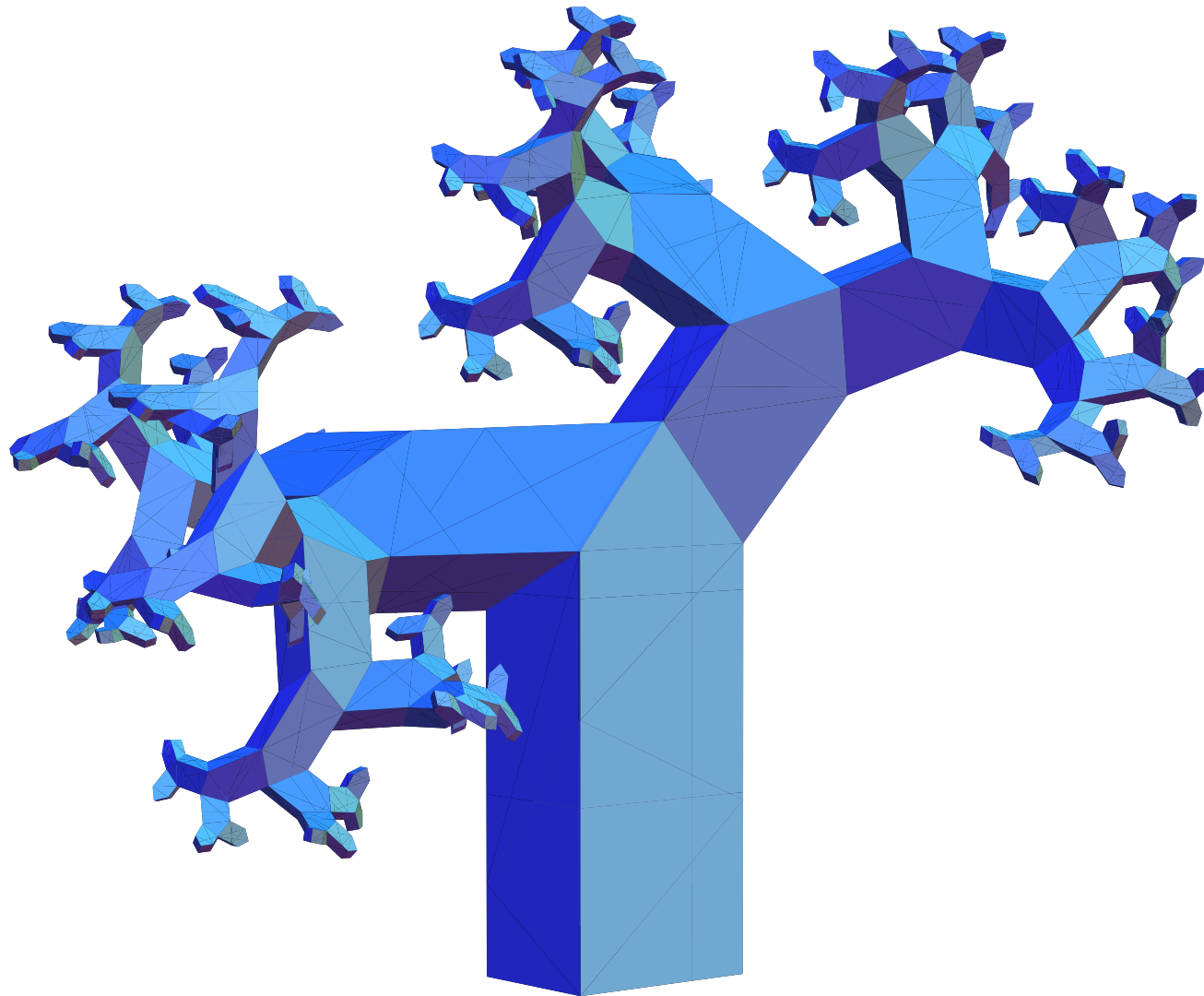
## Parallelograms as Cuts, Slanted Ridge, Symmetric Roof (2)

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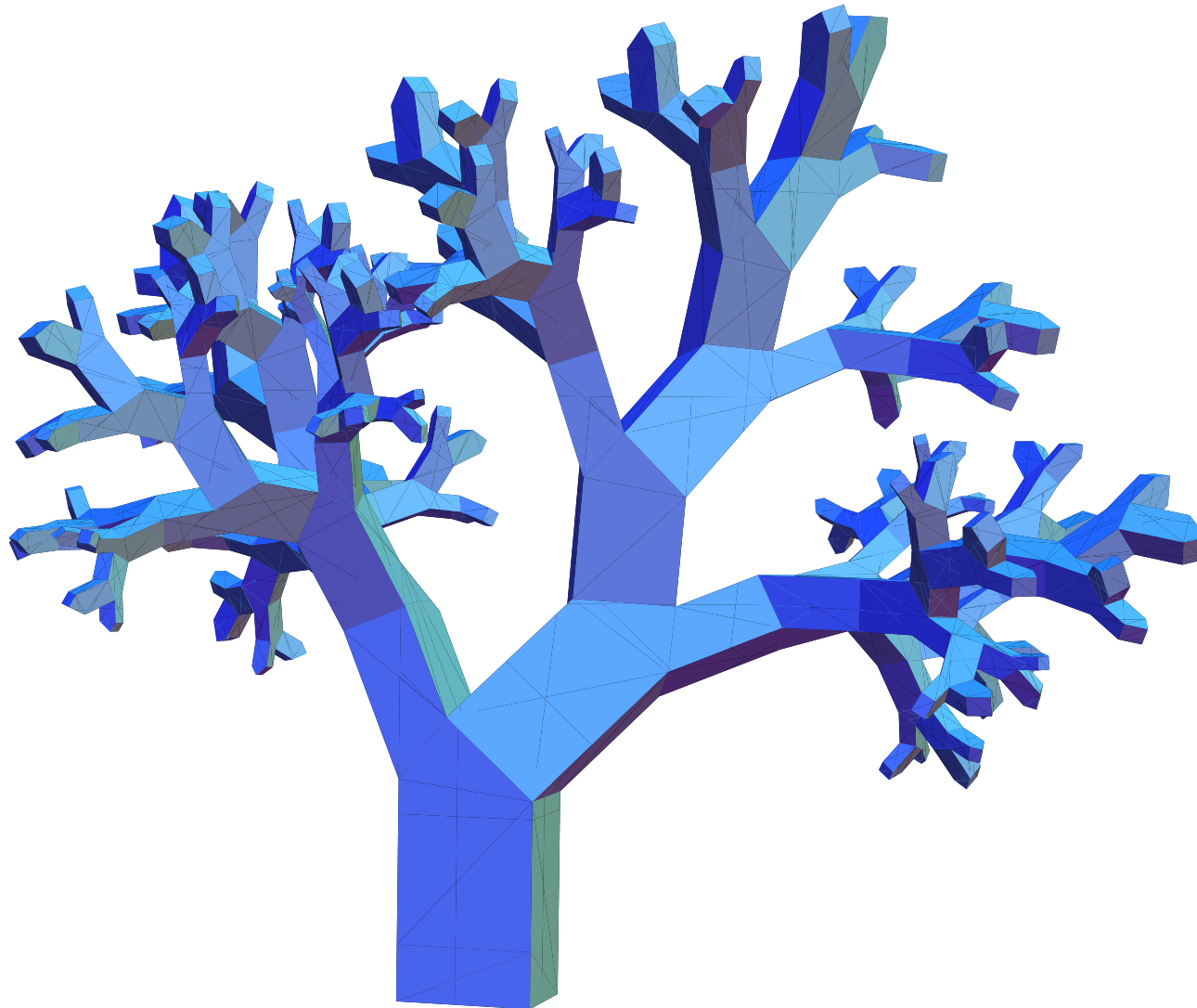
## Rhombi as Cuts, Slanted Ridge, Symmetric Roof

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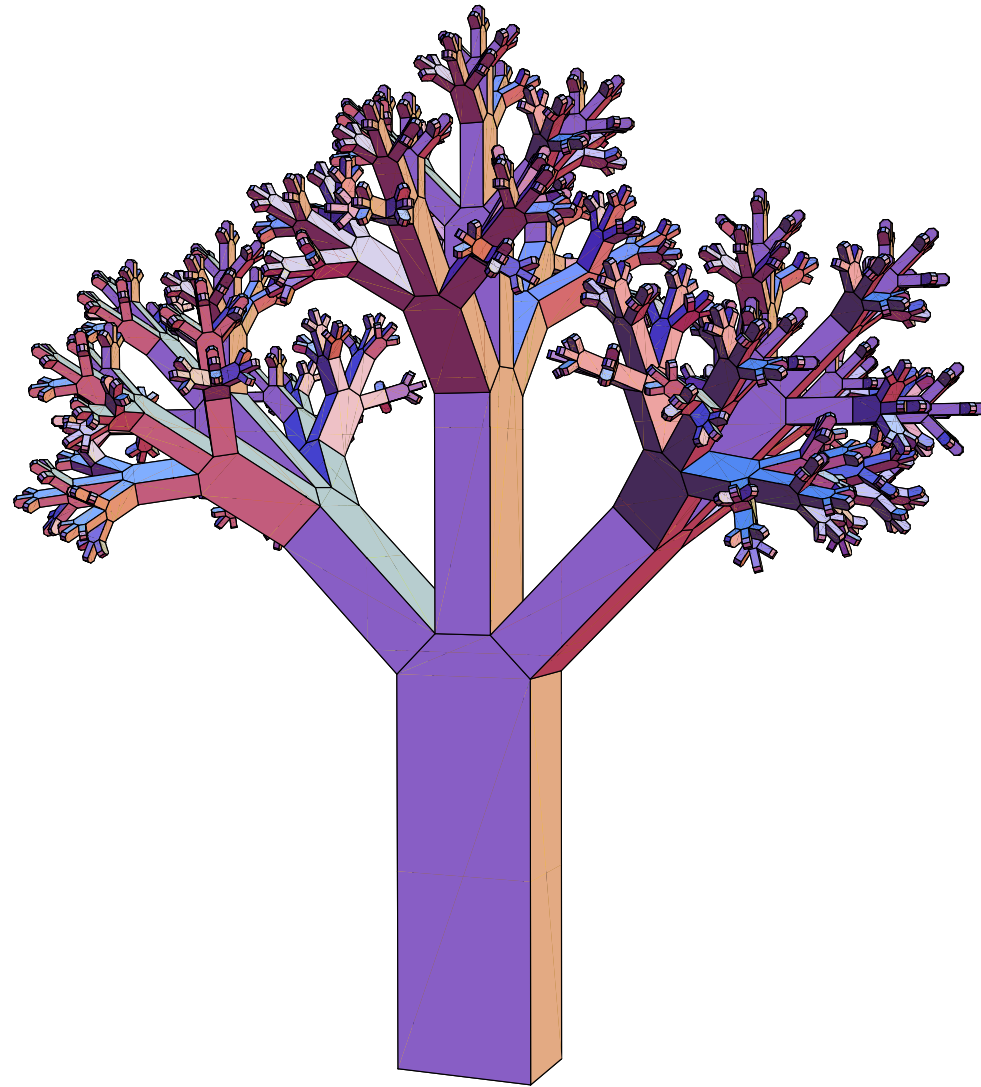
# Rectangles as Cuts, Horizontal Ridge, Asymmetric Scaling

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# Ternary Mitered Fractal Trees

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## Properties of Mitered Fractal Trees

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- Fractal dimension:  $D = \frac{\log N}{\log f}$

where  $N =$  arity, and  $f =$  scale-down factor

$D > 3$  implies self-intersection (for large number of generations)

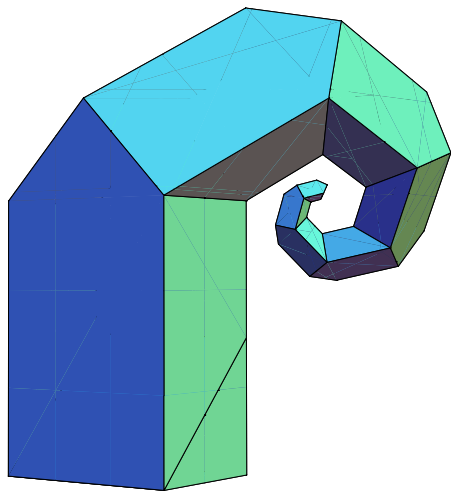
- Self-intersection is hard to determine
- Symmetries: rotational, reflectional
- Branch directions: repetitive or not

## Branch Directions

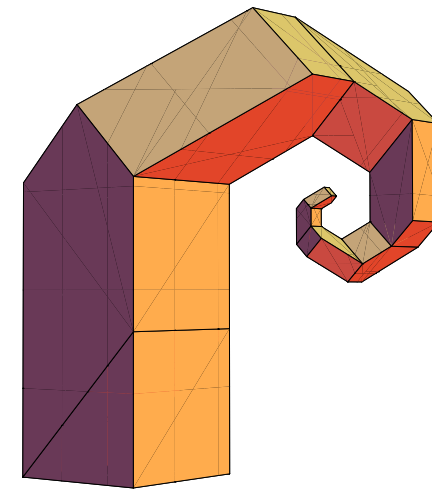
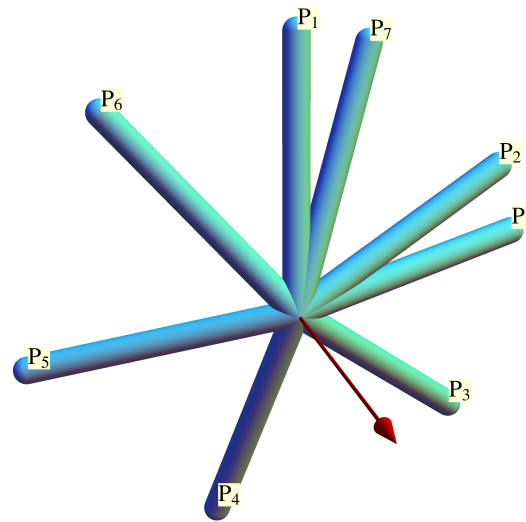
Analyze by *Turtle Geometry*: consider turn angle  $\phi$  and roll angle  $\psi$ .

Branches on cone. Projected turn angle  $\theta$  satisfies (Bridges 2011):

$$\cos(\theta/2) = \cos(\phi/2) \cos(\psi/2)$$



$$\begin{aligned}\phi, \psi &= 60^\circ, 19.4712\dots^\circ \\ \theta &= 62.7994\dots^\circ\end{aligned}$$



$$\begin{aligned}\phi, \psi &= 60^\circ, 0 \\ \theta &= 60^\circ\end{aligned}$$

## Leonardo's Rule

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Leonardo da Vinci writes in item 394 of his Notebook, Vol. 1:

“All the branches of a [natural] tree at every stage of its height when put together are equal in thickness to the trunk”

Eloy (2011) rephrased this as:

“the *total cross section of branches* is conserved across branching nodes” .

Eloy proposes the theory that this property evolved to help trees withstand *wind-induced stresses*.

## Conclusion

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- Explained the two earliest binary mitered fractal tree designs
- Explored various generalizations

To do:

1. General **quadrangle** as cross section
2. **Ternary** and higher
3. Grow trees with **'deeper' patterns**, or randomly
4. Sibling branches that **share a cut surface** (cf. ternary miter joint)

## Related Work

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- Tom Verhoeff & Koos Verhoeff  
“The Mathematics of Mitering and Its Artful Application”  
*Bridges 2008*, Leeuwarden, Netherlands, pp.225–234
- Tom Verhoeff & Koos Verhoeff  
“Branching Miter Joints: Principles and Artwork”  
*Bridges 2010*, Pécs, Hungary, pp.27–34
- Tom Verhoeff & Koos Verhoeff  
“From Chain-link Fence to Space-spanning Helical Structures”  
*Bridges 2011*, Coimbra, Portugal, pp.73–80

Also see: <http://www.win.tue.nl/~wstomv/publications/>