

YOU ARE CORDIALLY INVITED TO THE

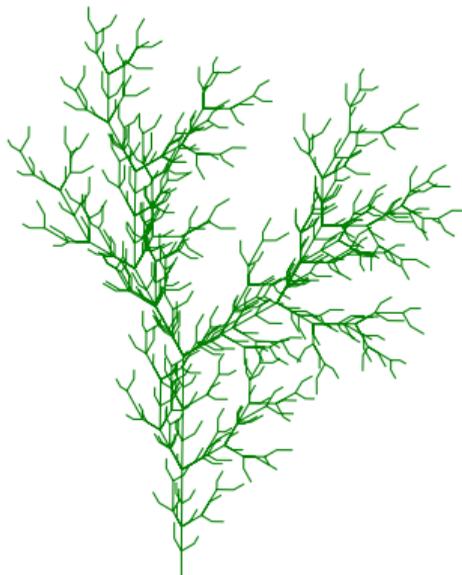
OBJECT-ORIENTED PROGRAMMING 2:

CHRISTMAS LECTURE ON THE 18.12, 15:00

We will have: Lindenmayer Systems, Minecraft Programming, and Snacks!

Have you ever played Minecraft?
 \implies Noticed any problems?

It is missing fractals (obviously)!¹



¹<https://tikz.dev/library-lsystems>

Fractals

Quick Introduction

- Self-similar structures
- Appear in many areas: finance, science¹
- Examples:
 - Mandelbrot¹
 - Lindenmayer Systems²



¹B. B. Mandelbrot, **The fractal geometry of nature**, 1982

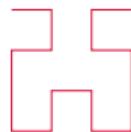
²A. Lindenmayer, **Mathematical models for cellular interactions in development**

II. Simple and branching filaments with two-sided inputs, 1968

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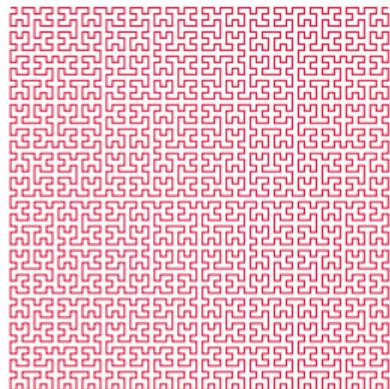
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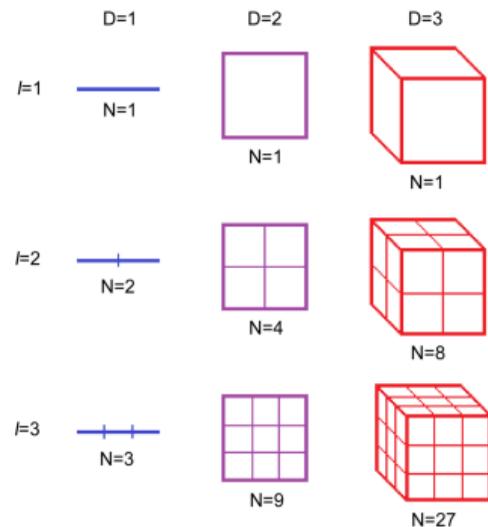
The Dimensionality

“Normal” Cases

Dimension D

$$N = \epsilon^{-D} \quad N \dots \text{units when scaling}$$

$$D = -\log_{\epsilon} N \quad \epsilon \dots \text{scaling factor}$$



The Dimensionality

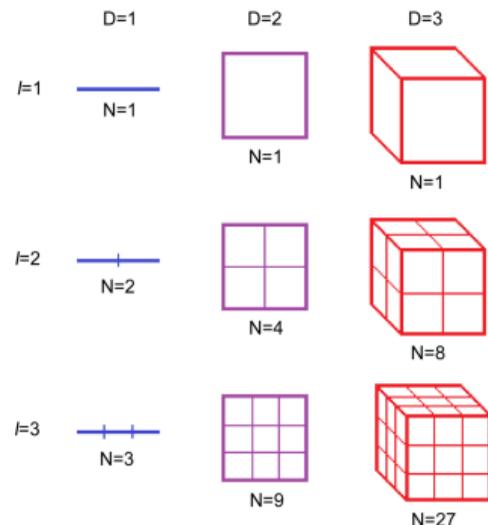
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Dimension D

$$N = \epsilon^{-D} \quad N \dots \text{units when scaling}$$

$$D = -\log_{\epsilon} N \quad \epsilon \dots \text{scaling factor}$$

- line: for $\epsilon = \frac{1}{3} \implies N = 3 \implies D = 1$
- square: for $\epsilon = \frac{1}{3} \implies N = 9 \implies D = 2$



The Dimensionality

Fractal Cases: Koch Curve ¹

- Rule set: $F \rightarrow F + F - -F + F$
 - F : forward,
 - $+/-$: angles
- for $\epsilon = \frac{1}{3}$



$$\Rightarrow N = 4$$

$$\Rightarrow D = -\log_{\frac{1}{3}} 4 = 1.2618 \dots$$

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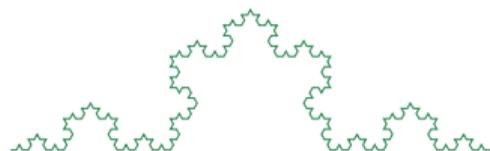
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Some History

(Technical) Overview

- Engine: Lightweight Java Game Library (LWJGL)
- Java Version: “main version”
- Early modding: placing files in directories, nowadays: Mod Loaders



Figure: Cover Art¹

¹https://en.wikipedia.org/wiki/File:Minecraft_2024_cover_art.png

Some History

Modding

- Modding: Client/Server/Both (?)
 - Early mods: server management (Bukkit!)
 - **Minecraft Forge**: stable modding toolkit, good documentation
 - Parchment for naming conversion



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Our Mod

Lindenmayer Systems

- Have a toolkit to edit/create grammar in Minecraft
- Needed:
 - Block to define grammar
 - Item to create System



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Coding

- Lets start coding!
- Github: <https://github.com/Dakantz/LSystem-Mod>



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Snack/Minecraft time :)

Address: `oop2-demo.tugraz.at:18020`

Bibliography I

References

- [1] B. B. Mandelbrot, **The fractal geometry of nature**, de. New York, NY: W.H. Freeman, Nov. 1982.
- [2] A. Lindenmayer, **Mathematical models for cellular interactions in development ii. simple and branching filaments with two-sided inputs**, *Journal of Theoretical Biology*, vol. 18, no. 3, pp. 300–315, Mar. 1968, ISSN: 0022-5193. DOI: [10.1016/0022-5193\(68\)90080-5](https://doi.org/10.1016/0022-5193(68)90080-5). [Online]. Available: [http://dx.doi.org/10.1016/0022-5193\(68\)90080-5](http://dx.doi.org/10.1016/0022-5193(68)90080-5).