## **≡** Fractal

Article

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In <u>mathematics</u>, a fractal is a <u>geometric shape</u> containing detailed structure at arbitrarily small scales, usually having a <u>fractal dimension</u> strictly exceeding the <u>topological dimension</u>. Many fractals appear similar at various scales, as illustrated in successive magnifications of the <u>Mandelbrot set</u>. This exhibition of similar patterns at increasingly smaller scales is called <u>self-similarity</u> [...].

One way that fractals are different from finite geometric figures is how they scale. Doubling the edge lengths of a filled polygon multiplies its area by four, which is two (the ratio of the new to the old side length) raised to the power of two (the conventional dimension of the filled polygon). [...] However, if a fractal's one-dimensional lengths are all doubled, the spatial content of the fractal scales by a power that is not necessarily an integer and is in general greater than its conventional dimension. This power is called the fractal dimension of the geometric object, to distinguish it from the conventional dimension (which is formally called the topological dimension). A fractal pattern changes with the scale at which it is measured.

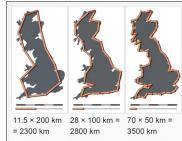
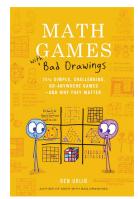


Figure 1. As the length of the measuring stick is scaled smaller and smaller, the total length of the coastline measured increases (see Coastline paradox).



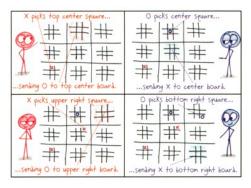
## **ULTIMATE TIC-TAC-TOE**

A GAME OF FRACTAL STRUCTURE

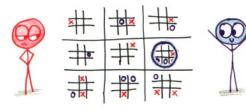
## THE RULES

What do you need? Two players, pen, and paper. Draw a large tic-tac-toe board, and then fill each of the nine squares with a smaller tic-tac-toe board.

Take turns marking individual squares. The first move of the game can
occur anywhere; after that, you must play on the mini-board dictated
by your opponent's previous move. How so? Whichever square they
picked, you must play on the corresponding mini-board.



If you place three in a row on a mini-board, then you win that miniboard. The board is now closed; any player sent there may move anywhere they like, on any other board.



3. Three mini-boards in a row wins the game.



