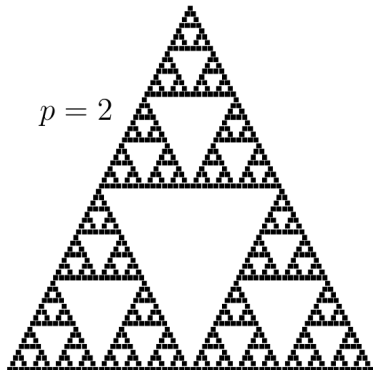
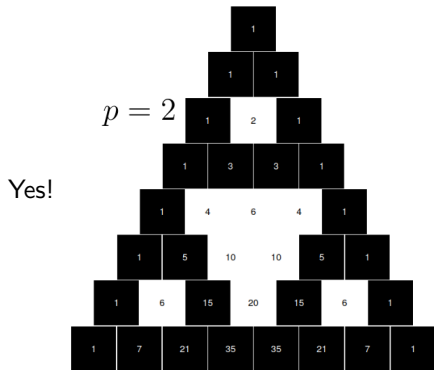


**What is...an inverse fractal?**

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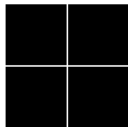
Or: Zooming out

## Inverse fractals - discrete self-similarity



- ▶ **Fractal** = something that is self-similar, an object of dynamics
- ▶ **Inverse fractal** = the same, but as an object of counting
- ▶ **Example** Sierpiński's triangle versus Pascal's triangle mod 2

# Divide and conquer



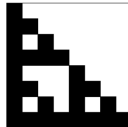
classical



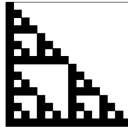
1 iteration



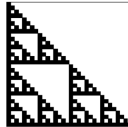
2 iterations



3 iterations



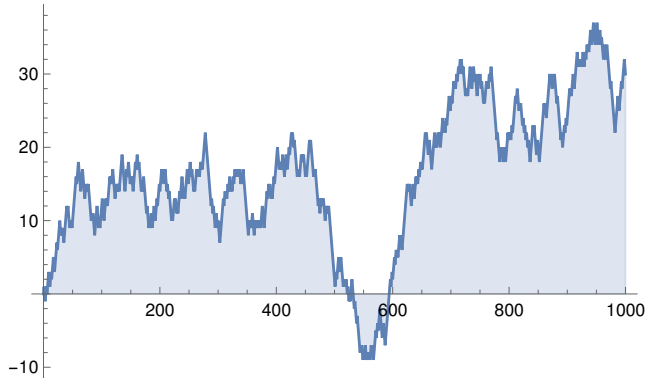
4 iterations



5 iterations

- ▶ Let us say we have an algorithm that takes  $n^2$  operations
- ▶ Let us say we find a way to save 1/4 operations
- ▶ Recursion then gives an inverse fractal

## Coin toss



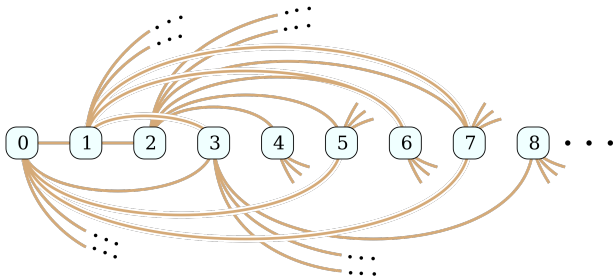
- ▶ Let us say we toss a coin
- ▶ Now write down the graph of heads versus tails
- ▶ Almost always this is an inverse fractal

## Enter, the theorem

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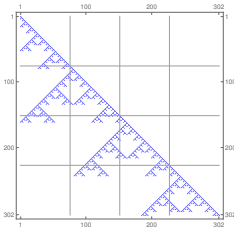
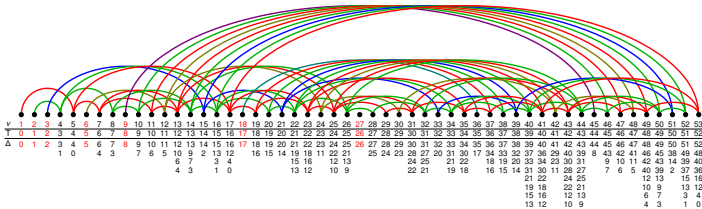
There are **three fractal graphs** (inverse fractals) on  $\infty$  countably many vertices

- (i) The graph without edges (boring!)
- (ii) The complete graph (boring!)
- (iii) The Rado graph:



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- ▶ **Fractal graph** (definition for this video) = every partition of the graph into finitely many parts has some subgraph isomorphic to the original graph
  - ▶ **Rado graph** = infinite coin flip graph

# More inverse fractal in combinatorics



- ▶ Zoo of examples Representation theory of  $GL_n(\overline{\mathbb{F}}_p)$  and friends
- ▶ Zoo of examples Representation theory of symmetric groups over  $\overline{\mathbb{F}}_p$
- ▶ This is one reason why these two are so difficult

**Thank you for your attention!**

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I hope that was of some help.