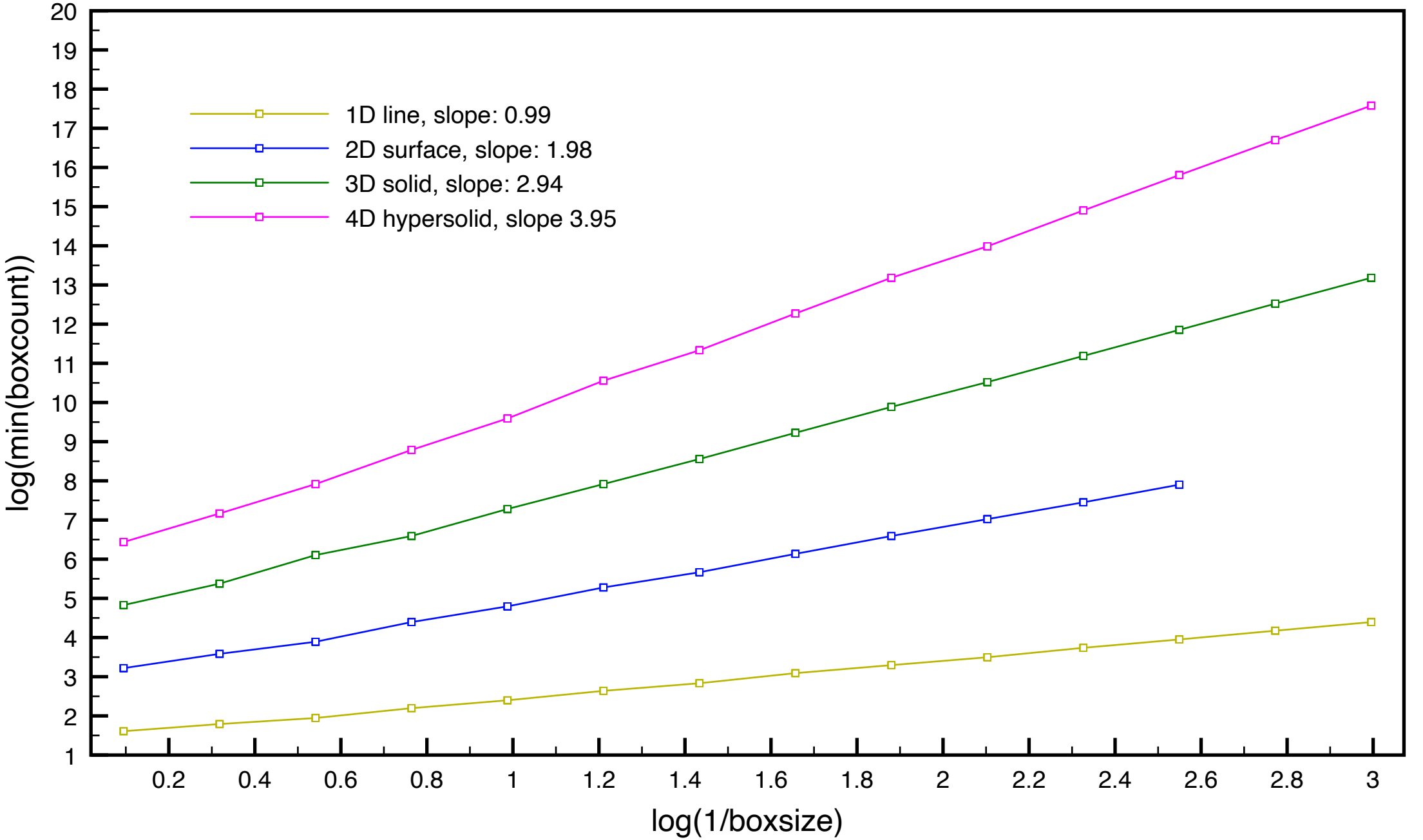
1D line, slope: 0.99
2D surface, slope: 1.98
3D solid, slope: 2.94
4D hypersolid, slope 3.95
log(min(boxcount))
log(1/boxsize)
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0.2
0.4
0.6
0.8
1
1.2
1.4
1.6
1.8
2
2.2
2.4
2.6
2.8
3