## **Dynamics and Chaos:**

#### **Chaos:**

- One particular type of dynamics of a system
- Defined as "sensitive dependence on initial conditions
- Deterministic chaos
- No linearity

#### **Chaos in Nature**

- Dripping faucets
- Electrical circuits
- Solar system orbits
- Weather and climate (the "butterfly effect")
- Brain activity (EEG)

- Heart activity (EKG)
- Computer networks
- Population growth and dynamics
- Financial data

What is the difference between *chaos* and *randomness*?

Notion of "deterministic chaos"

**Some meanings:** 

Model

**Isomorphism** 

Patterns, tendences

Analogies, metaphors

#### System

Let a system *S* a set *p* of *n* elements and a set *R* of interdependences:

$$S = \{ p, R \}.$$
 (1)

Let  $Q_i$  a property of the element  $p_i$  (i = 1,2,3,..., n), the system S is defined as:

$$dQ_{1}/dt = f_{1}(Q_{1}, Q_{2}, ..., Q_{n}) / dQ_{2}/dt = f_{2}(Q_{1}, Q_{2}, ..., Q_{n}) / (2)$$

$$\vdots$$

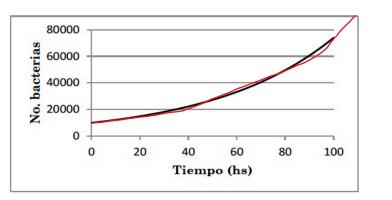
$$dQ_{i}/dt = f_{i}(Q_{1}, Q_{2}, ..., Q_{n}) / (2)$$

$$\vdots$$

$$dQ_{n}/dt = f_{n}(Q_{1}, Q_{2}, ..., Q_{n}) / (2)$$

where  $f_i(Q_{1, Q_{2, ...,}} Q_{n,})$  is an interdependence function between n elements

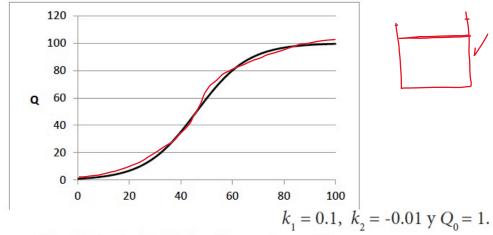
$$\frac{dQ}{dt} = f(Q) = kQ \quad (3) \qquad Q = Q_0 e^{kt} \quad (4) \checkmark$$



$$k = 0.02, Qo = 10000$$

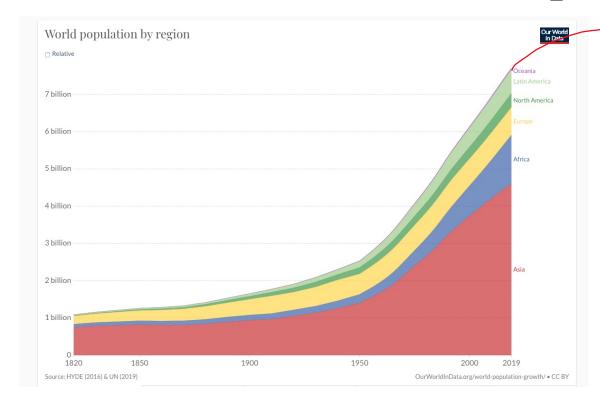
Crecimiento de bacterias

$$dQ/dt = k_1 Q + k_2 Q^{3}$$
 (5)  $Q = k_1 Q_0 e^{k_1 t} / (1 - k_2 Q_0 e^{k_1 t})$  (6)



Crecimiento limitado. Curva sigmoide

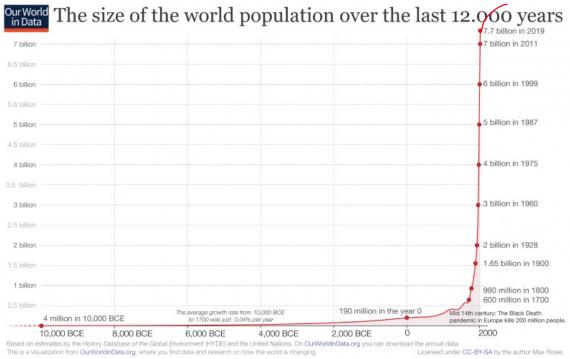
### 2.2. Iteration Concept



https://ourworldindata.org/grapher/world-population-by-world-regions-post-1820

Reproduction happens over and over again

#### World Population and Grow Rate



https://ourworldindata.org/world-population-growth

#### **Exponential Population Growth Model**

$$birthrate = \boxed{2}$$

```
n = population
 n_0 = initial population
n_1 = population at year 1,
n_2 = population at yaer 2 ...
   = nonulation at year t
```

$n_t - population at year t,$
$birthrate = number\ of$
offspring produced each year,
$n_1 = birthrate * n_0$ ,
$n_2 = birthrate * n_1 \dots$

$$n_{t+1} = birthrate * n_t$$

Year t	n <sub>t</sub>	
<sub>3</sub> 0	1	
	2	
3 <sup>1</sup> 3 <sup>2</sup>	4	
<sub>3</sub> 3	8	27
•••		
t	2 <sup>t</sup> /	



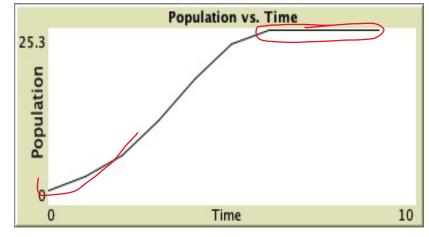
#### **Logistic Growth Model**

$$n_{t+1} = birthrate * [n_t - died offspring due to overcrowding],$$

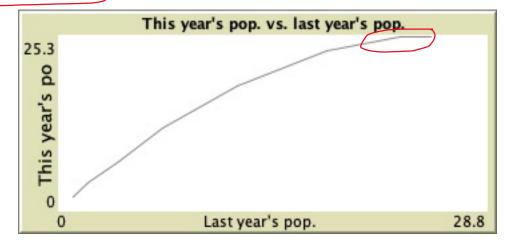
$$died offspring due to overcrowding = \frac{n_t^2}{\max population}$$

Extended Model:

$$n_{t+1} = (birthrate - deathrate) * [n_t - \frac{n_t^2}{\max population}]$$



"Logistic Model" of Pierre Verhulst



NO linear behaviour

#### **Logistic Growth Model**

$$n_{t+1} = (birthrate - deathrate) * [n_t - \frac{n_t^2}{\max population}]$$

$$R = (birthrate - deathrate)$$

$$K = \max population$$

$$n_{t+1} = R \left[ n_t - \frac{n_t^2}{K} \right]$$

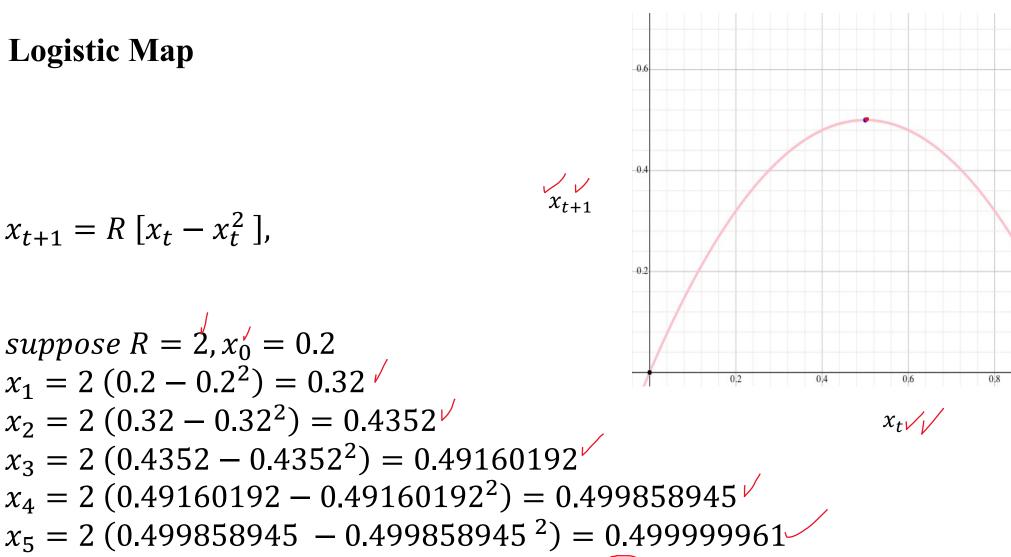
$$\frac{n_{t+1}}{K} = R \left[ \frac{n_t}{k} - \frac{n_t^2}{K^2} \right], where x_t = \frac{n_t}{K}$$

$$x_{t+1} = R \left[ x_t - x_t^2 \right]$$
 "Logistic Map"

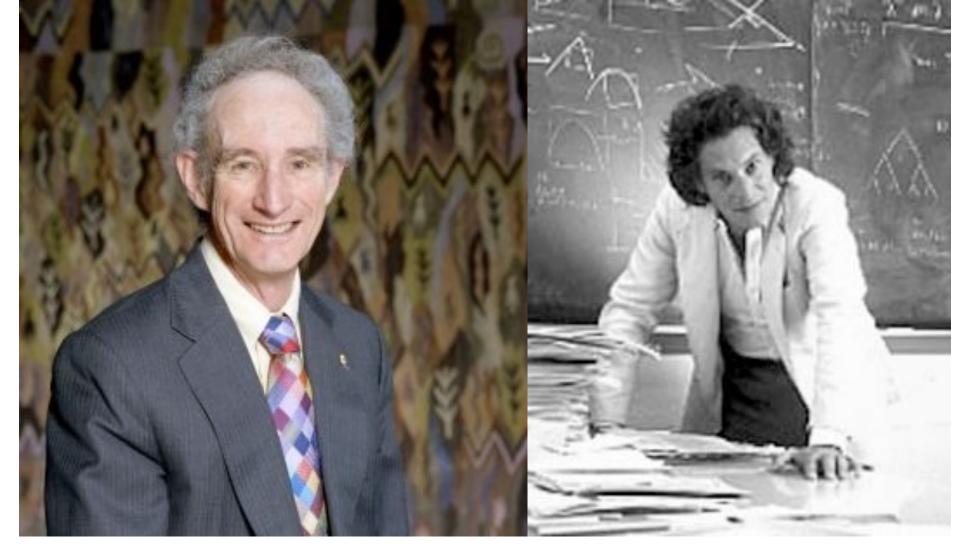
#### Logistic Map

$$x_{t+1} = R [x_t - x_t^2],$$

*suppose*  $R = 2, x_0' = 0.2$  $x_1 = 2(0.2 - 0.2^2) = 0.32$  $x_2 = 2(0.32 - 0.32^2) = 0.4352^{\checkmark}$  $x_3 = 2(0.4352 - 0.4352^2) = 0.49160192^{\checkmark}$ 



$$x_6 = 2 (0.499999961 - 0.4999999961^2) \approx 0.5$$
 | Fixed point attractor



Lord Robert May b. 1936

Mitchell Feigenbaum b. 1944

"The fact that the simple and deterministic equation [i.e., the Logistic Map] can possess dynamical trajectories which look like some sort of random noise has disturbing practical implications. It means, for example, that apparently erratic fluctuations in the census data for an animal population need not necessarily betoken either the vagaries of an unpredictable environment or sampling errors; they may simply derive from a rigidly deterministic population growth relationship...Alternatively, it may be observed that in the chaotic regime, arbitrarily close initial conditions can lead to trajectories which, after a sufficiently long time, diverge widely. This means that, even if we have a simple model in which all the parameters are determined exactly, long-term prediction is nevertheless impossible"

— Robert May, 1976

**Chaos:** Seemingly random behavior with <u>sensitive</u> dependence on initial conditions

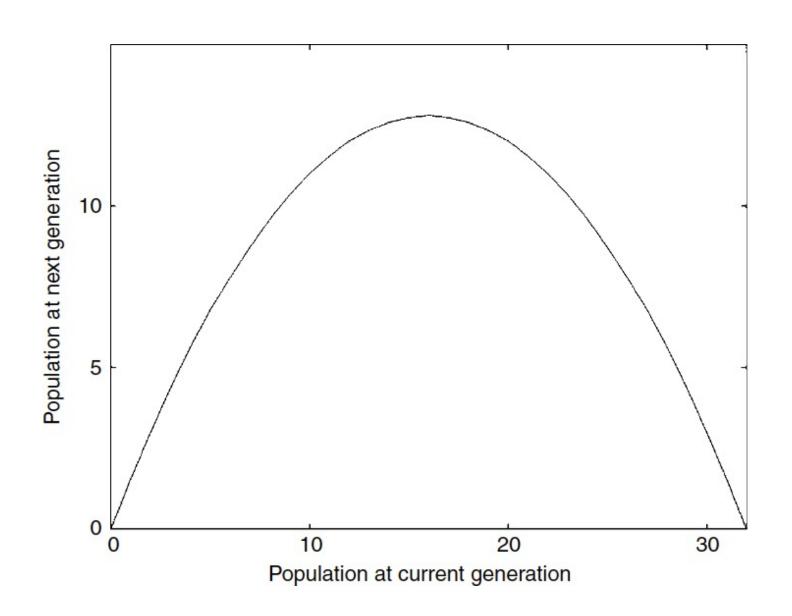
**Logistic map:** A simple, completely deterministic equation that, when iterated, can display chaos (depending on the value of R).

**Deterministic chaos:** Perfect prediction, *a la* Laplace's deterministic 'clockwork universe', is impossible, even in principle, if we're looking at a chaotic system.

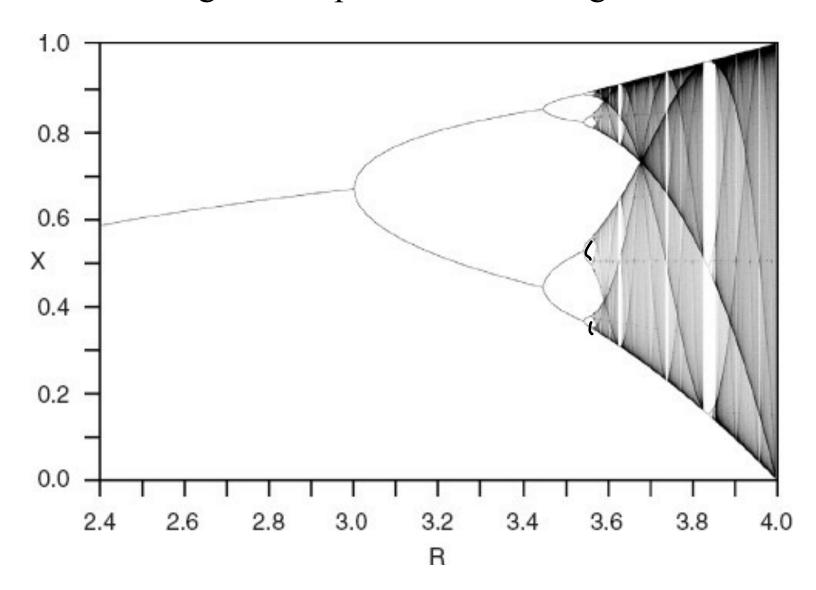
# **Universality in Chaos**

While chaotic systems are not predictable in detail, a wide class of chaotic systems has highly predictable, "universal" properties.

#### A Unimodal ("one humped") Map



#### Logistic Map Bifurcation Diagram



#### Bifurcations in the Logistic Map

 $R_1 \approx 3.0$ : period 2

 $R_2 \approx 3.44949$  period 4

 $R_3 \approx 3.54409$  period 8

 $R_4 \approx 3.564407$  period 16

 $R_5 \approx 3.568759$  period 32

 $R_{\infty} \approx 3.569946$  period  $\infty$  (onset of chaos)

#### Bifurcations in the Logistic Map

#### Rate at which distance between bifurcations is shrinking:

$$R_1 \approx 3.0$$
: period 2

$$R_2 \approx 3.44949$$
 period 4

$$R_3 \approx 3.54409$$
 period 8

$$R_4 \approx 3.564407$$
 period 16

$$R_5 \approx 3.568759$$
 period 32

$$R_1 \approx 3.0$$
: period 2  $\frac{R_2 - R_1}{R_3 \approx 3.44949} = \frac{3.44949 - 3.0}{3.54409 - 3.44949} = 4.75147992$ 

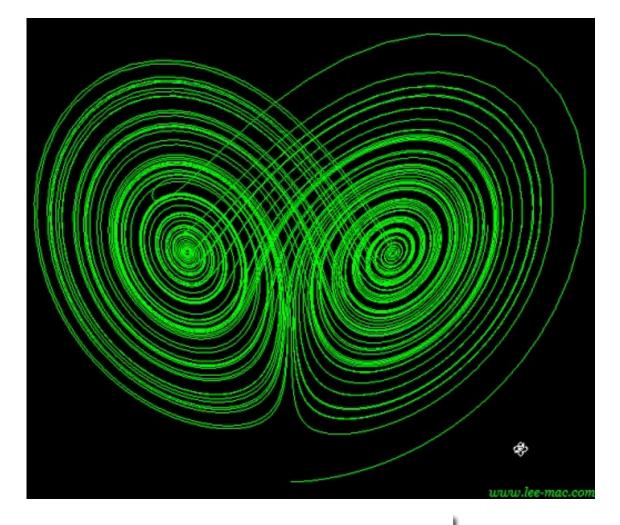
$$R_4 \approx 3.564407$$
 period 16  
 $R_5 \approx 3.568759$  period 32  $\frac{R_3 - R_2}{R_4 - R_3} = \frac{3.54409 - 3.44949}{3.564407 - 3.54409} = 4.65619924$ 

$$R_{\infty} \approx 3.569946$$
 period  $\infty$  (chaos)

$$\frac{R_4 - R_3}{R_5 - R_4} = \frac{3.564407 - 3.54409}{3.568759 - 3.564407} = 4.66842831$$

$$\vdots$$

$$\lim_{n \to \infty} \left( \frac{R_{n+1} - R_n}{R_{n+2} - R_{n+1}} \right) \approx 4.6692016....$$



$$\begin{array}{rcl} \frac{dx}{dt} & = & \sigma(y-x) \\ \frac{dy}{dt} & = & x(\rho-z)-y \\ \frac{dz}{dt} & = & xy-\beta z \end{array}$$

#### **Lorenz Attractor**

```
SELECT ALL
(defun c:lorenz ( / a b c h n x x0 y y0 z z0
       n 10000 ;; Iterations
       h 0.01 ;; Increment
       a 10.0 ;; sigma
       b 28.0 ;; rho
       c (/ 8.0 3.0) ;; beta
       x0 0.1 ;;
       y0 0.0 ;; Initial values
       z0 0.0 ;;
    (entmake '((0 . "POLYLINE") (70 . 8)))
          x (+ x0 (* h a (- y0 x0)
          y (+ y0 (* h (- (* x0 (- b z0)) y0)
           z (+ z0 (* h (- (* x0 y0) (* c z0))
           x0 x
          у0 у
           z0 z
        (entmake (list '(0 . "VERTEX") '(70 . 32) (list 10 x y z)))
    entmake (0 "SEQEND"
```

http://ww.lee-mac.com/attractors.html

Amazingly, at almost exactly the same time, the same constant was independently discovered (and

mathematically derived by) another research team, the

French mathematicians Pierre Collet and Charles Tresser.

# Summary Significance of dynamics and chaos for complex systems

- Complex, unpredictable behavior from simple, deterministic 

   rules
- Dynamics gives us a vocabulary for describing complex behavior
- There are fundamental limits to detailed prediction
- At the same time there is universality: "Order in Chaos"