

1) Aizawa

$$\begin{cases} \dot{x} = x \cdot (z - \beta) - \delta \\ \dot{y} = \delta \cdot x + y \cdot (z - B) \\ \dot{z} = \gamma + \alpha \cdot z - \frac{z^3}{3} - x^2 + \varepsilon \cdot z \cdot x^3 \end{cases}$$

2) Chua

$$\begin{cases} \dot{x} = a \cdot (y - x - diode) \\ \dot{y} = x - y + z \\ \dot{z} = -y \cdot b \end{cases}$$

$$diode = (m_1 \cdot x) + \left((m_0 - m_1) \cdot \frac{1}{2} (|x + 1| - |x - 1|) \right)$$

3) Chua 4D

$$\begin{cases} \dot{x} = \alpha \cdot (y - a \cdot x^3 - x \cdot (1 + c)) \\ \dot{y} = x - y + z \\ \dot{z} = -\beta \cdot y - \gamma \cdot z + w \\ \dot{w} = -s \cdot x + y \cdot z \end{cases}$$

4) Duffing

$$\ddot{x} = \gamma \cos(\omega t) - \delta \cdot \dot{x} - \beta \cdot x^3 - \alpha \cdot x$$

5) Henon-Heiles

$$\begin{cases} \ddot{x} = -x - 2\lambda \cdot x \cdot y \\ \ddot{y} = -y - \lambda \cdot (x^2 - y^2) \end{cases}$$

6) Labirynth

$$\begin{cases} \dot{x} = \sin(y) - \beta \cdot x \\ \dot{y} = \sin(z) - \beta \cdot y \\ \dot{z} = \sin(x) - \beta \cdot z \end{cases}$$

7) Lorenz

$$\begin{cases} \dot{x} = \delta \cdot (x - y) \\ \dot{y} = x \cdot (\rho - z) - y \\ \dot{z} = x \cdot y - \beta \cdot z \end{cases}$$

8) Mackey-Glass

$$\dot{x} = \beta \cdot \frac{x_\tau}{1 + x_\tau^n} - \gamma \cdot x$$

9) Rössler

$$\begin{cases} \dot{x} = -y - z \\ \dot{y} = x + a \cdot y \\ \dot{z} = b + z \cdot (x - c) \end{cases}$$

10) Rössler 4D

$$\begin{cases} \dot{x} = -y - z \\ \dot{y} = x + a \cdot y + w \\ \dot{z} = b + x \cdot z \\ \dot{w} = -c \cdot z + d \cdot w \end{cases}$$

11) Van der Pol

$$\ddot{y} = \mu \cdot (1 - y^2) \cdot \dot{y} - y$$

12) Van der POL 4D

$$\begin{cases} \dot{x} = \mu \cdot \left(x - \frac{y^3}{3} - y \right) \\ \dot{y} = \frac{1}{\mu} \cdot x \end{cases}$$