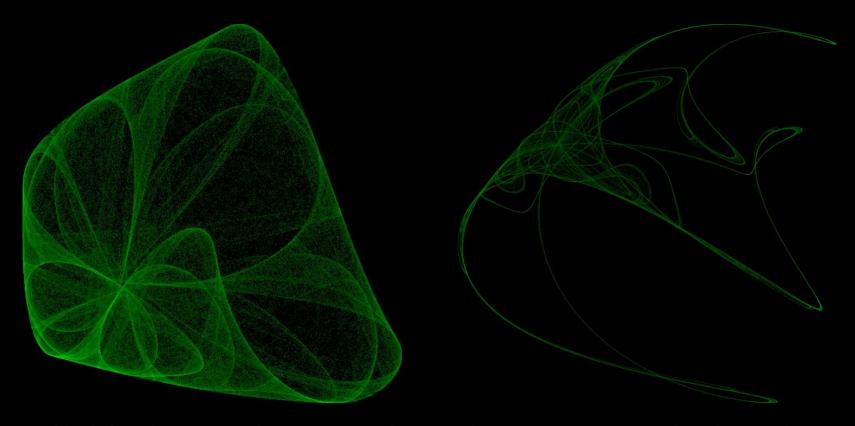
### DADA Science: Machine Ignorance



#### Automatic Generation of Strange Attractors

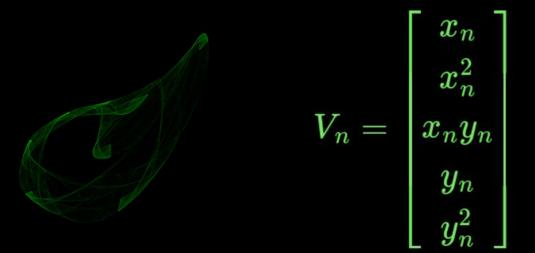
J.C. Sprott Comput. & Graphics 17, 325-332 (1993) https://sprott.physics.wisc.edu/pubs/PAPER203.HTM

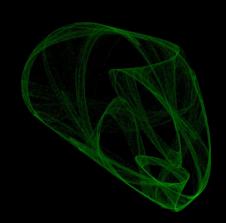
$$egin{aligned} x_{n+1} &= a_1 + a_2 x_n + a_3 x_n^2 + a_4 x_n y_n + a_5 y_n + a_6 y_n^2 \ y_{n+1} &= a_7 + a_8 x_n + a_9 x_n^2 + a_{10} x_n y_n + a_{11} y_n + a_{12} y_n^2 \end{aligned}$$

#### To Iterate is Human, to Vectorize is Divine

$$P_{n+1} = B + CV_n$$

$$P_{n+1} = egin{bmatrix} x_n + 1 \ y_n + 1 \end{bmatrix}, B = egin{bmatrix} a_1 \ a_7 \end{bmatrix}, C = egin{bmatrix} a_2 & a_3 & a_4 & a_5 & a_6 \ a_8 & a_9 & a_{10} & a_{11} & a_{12} \end{bmatrix}$$





#### What's in a name?

26 possible values of the coefficients, -1.2 to 1.2 in intervals of 0.1.

Random coefficients evaluated by:

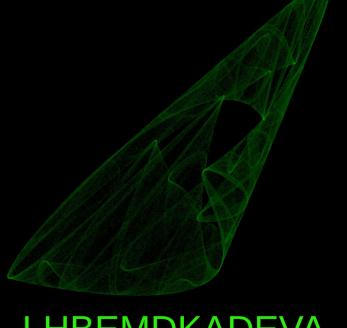
- \* Lyapunov exponent
- \* Correlation dimension



### As They Should Sound

For each point in the attractor:

- \* row → real part of spectrum
- \* column → imaginary part of spectrum (other way round in the other channel)
- \* Inverse Short-Time Fourier Transform
- \* Multiply signal by a window function
- \* Overlap segements and sum them.



LHBEMDKADEVA

# Got to teach and everything you learn

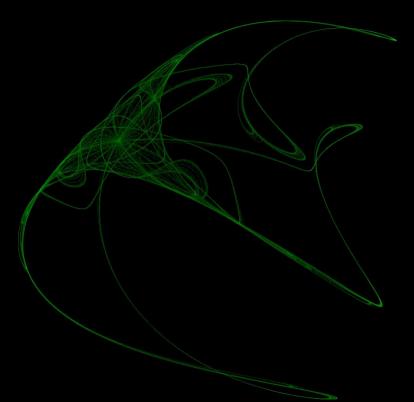
The sound of each point in time is determined by the distribution of all the other points, as if they already existed.



# Will point to the fact that time is eternal

https://youtu.be/HDsCeC6f0zc?si=EW0L16UeBuXfRgcY

#### Can I move? I'm better when I move.



**IJGVCSOXLHJT** 

Animating the attractors

Choose three coefficients.

Rotate them around a random axis.

Are the images still aesthetic?

If not, try again.

Rotate full-circle, create a loop.

https://www.youtube.com/shorts/yEmxSySZnWg