

BLENDERS HUNTING: THE SEARCH FOR WILD CHAOS

Dana C'Julio, Hinke M. Osinga and Bernd Krauskopf | The University of Auckland

1. BACKGROUND

- Wild chaos** is a new type of chaotic dynamics that could model robust chaos in **nature**.

ROBUST CHAOTIC DYNAMICS: CHAOS THAT PERSISTS UNDER PERTURBATIONS

- Chaos can arise from intersections between curves. Unlike classical chaos, in wild chaos those intersections do not disappear.

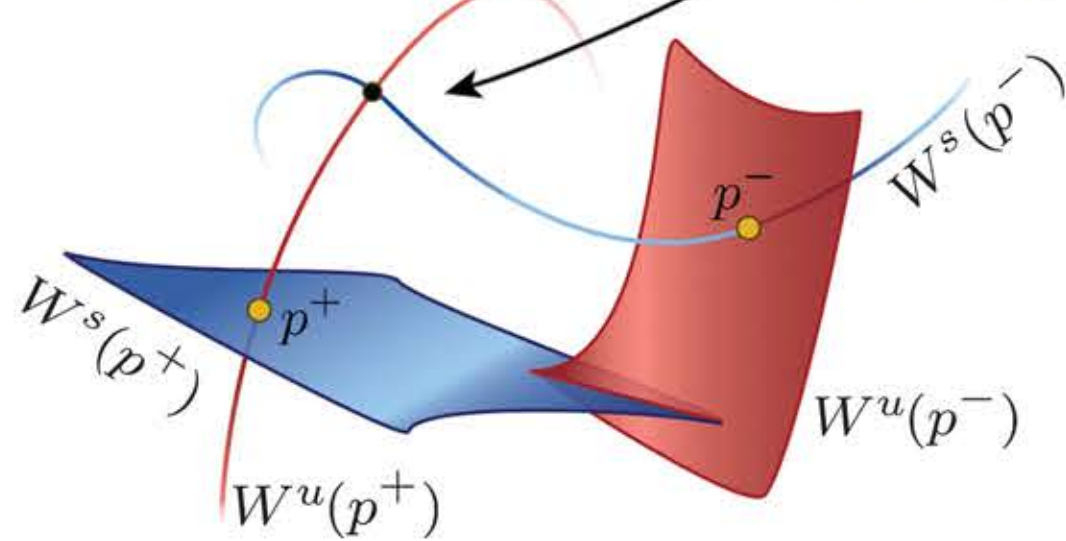
- Wild chaos can be generated by a geometric structure called a **blender**. Blenders behave as higher-dimensional objects.

HOW DO WE KNOW THERE IS A BLENDER? WHEN A 1D CURVE LOOKS LIKE A SURFACE

- To find a blender, we developed **advanced numerical techniques** to compute extremely long curves called **manifolds**.

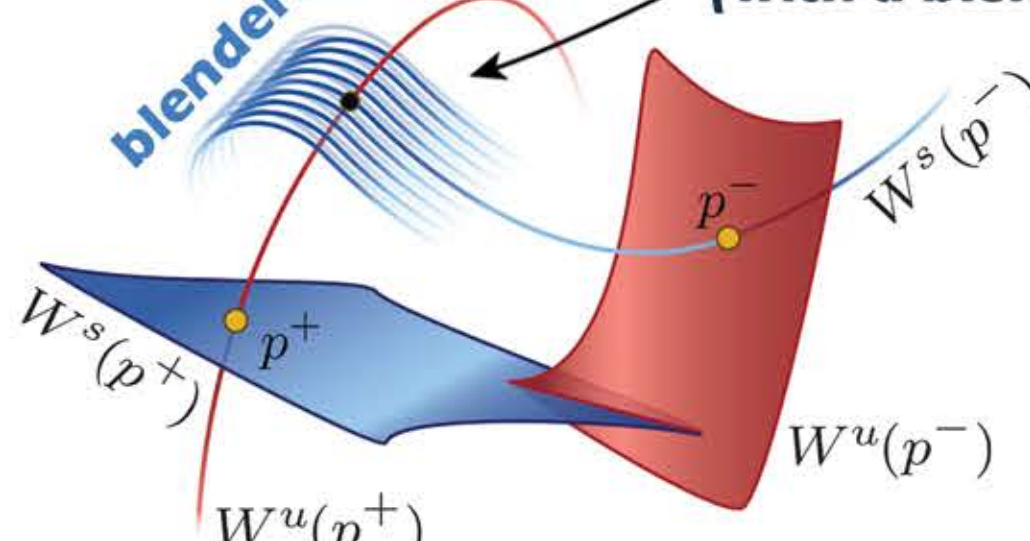
CLASSICAL CHAOS

Non-robust int. between manifolds



WILD CHAOS

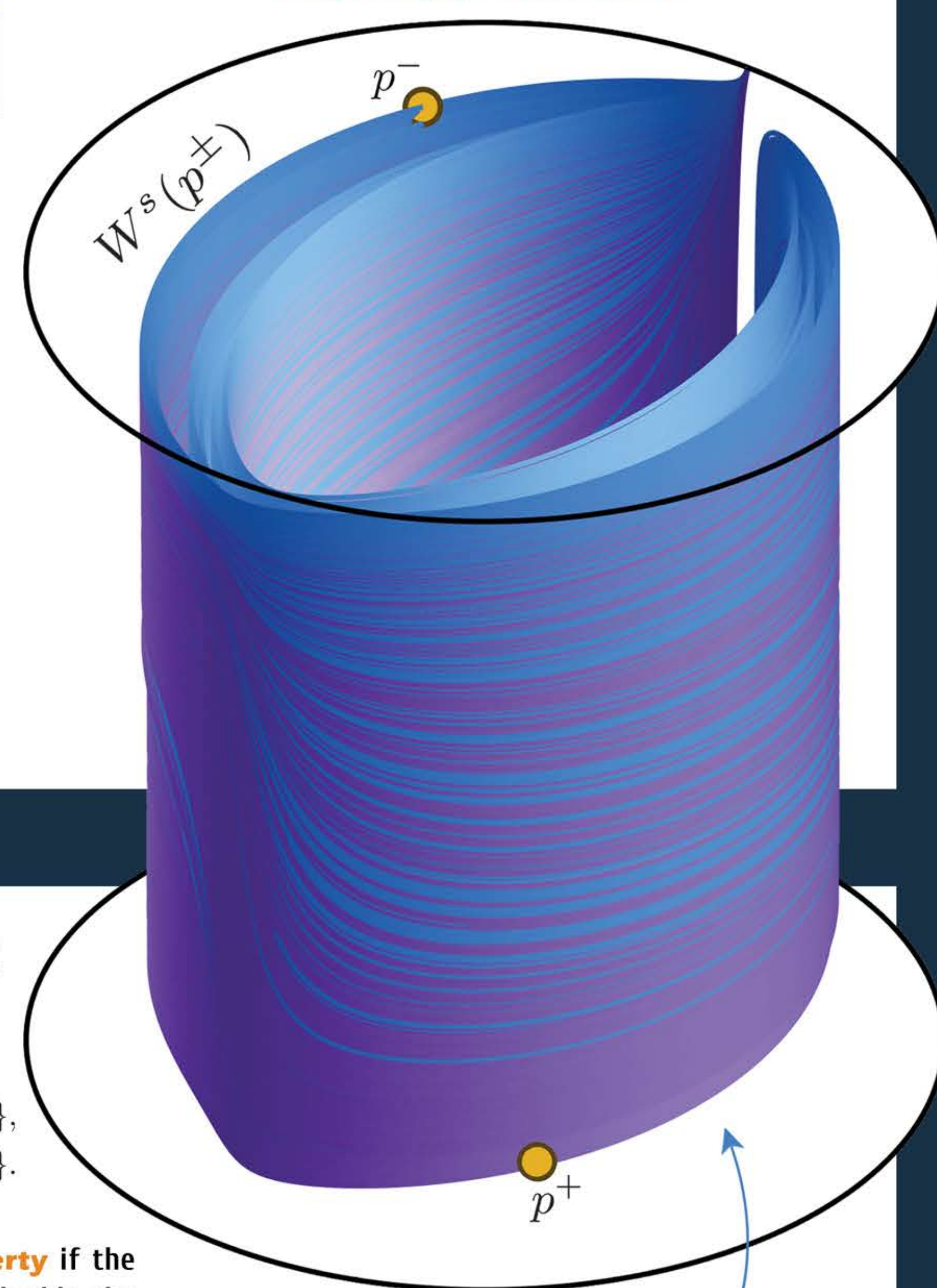
Robust int. between manifolds (with a blender)



A BLENDER IN A 3D HÉNON-LIKE MAP

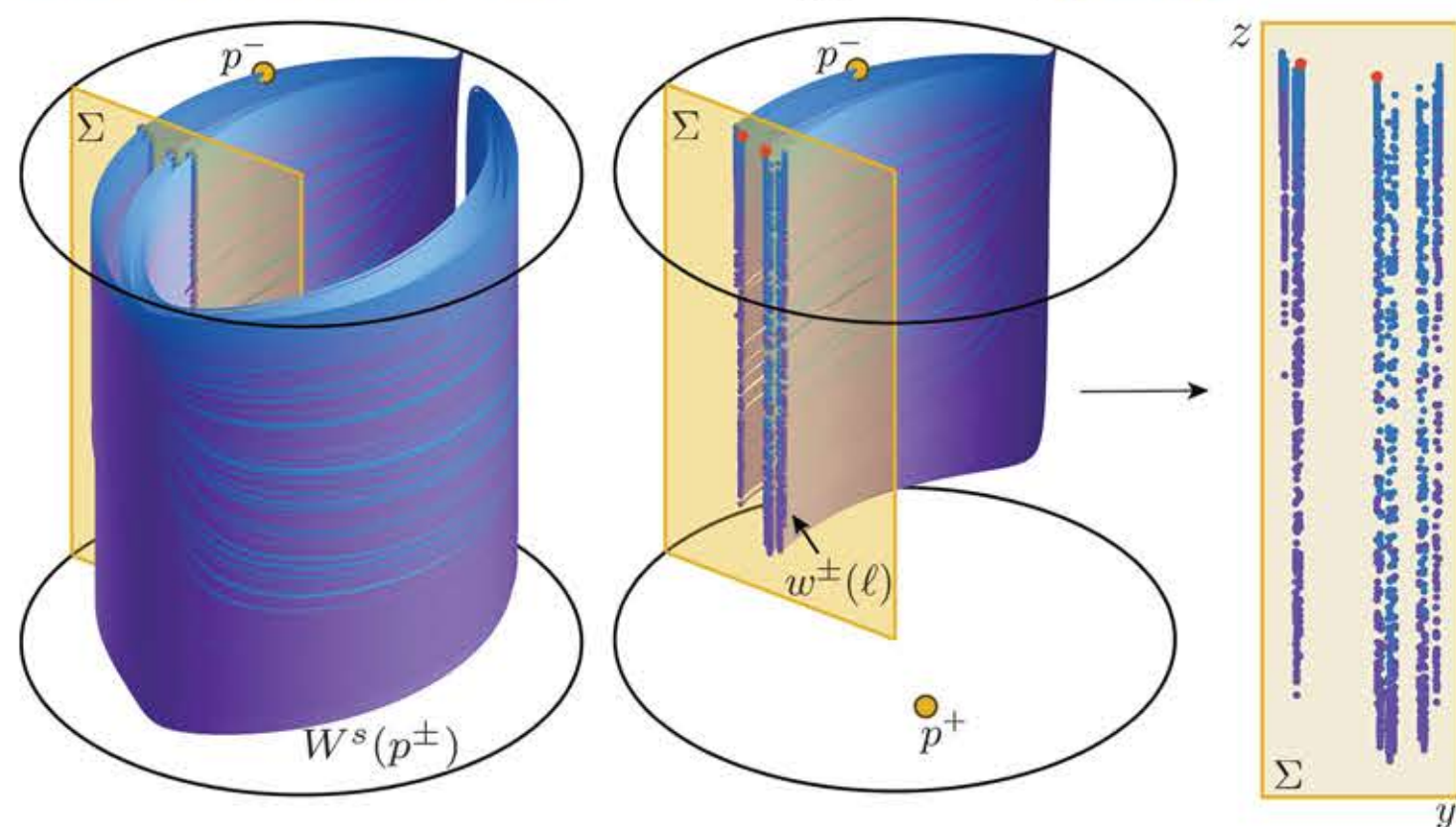
$$H(x, y, z) = (y, a - y^2 - b x, \xi z + y)$$

They are just two curves!



2. METHOD: WHEN IS THERE A BLENDER? THE CARPET PROPERTY

CASE 1: blender for $\alpha = 4.2, \beta = 0.3, \xi = 1.2$

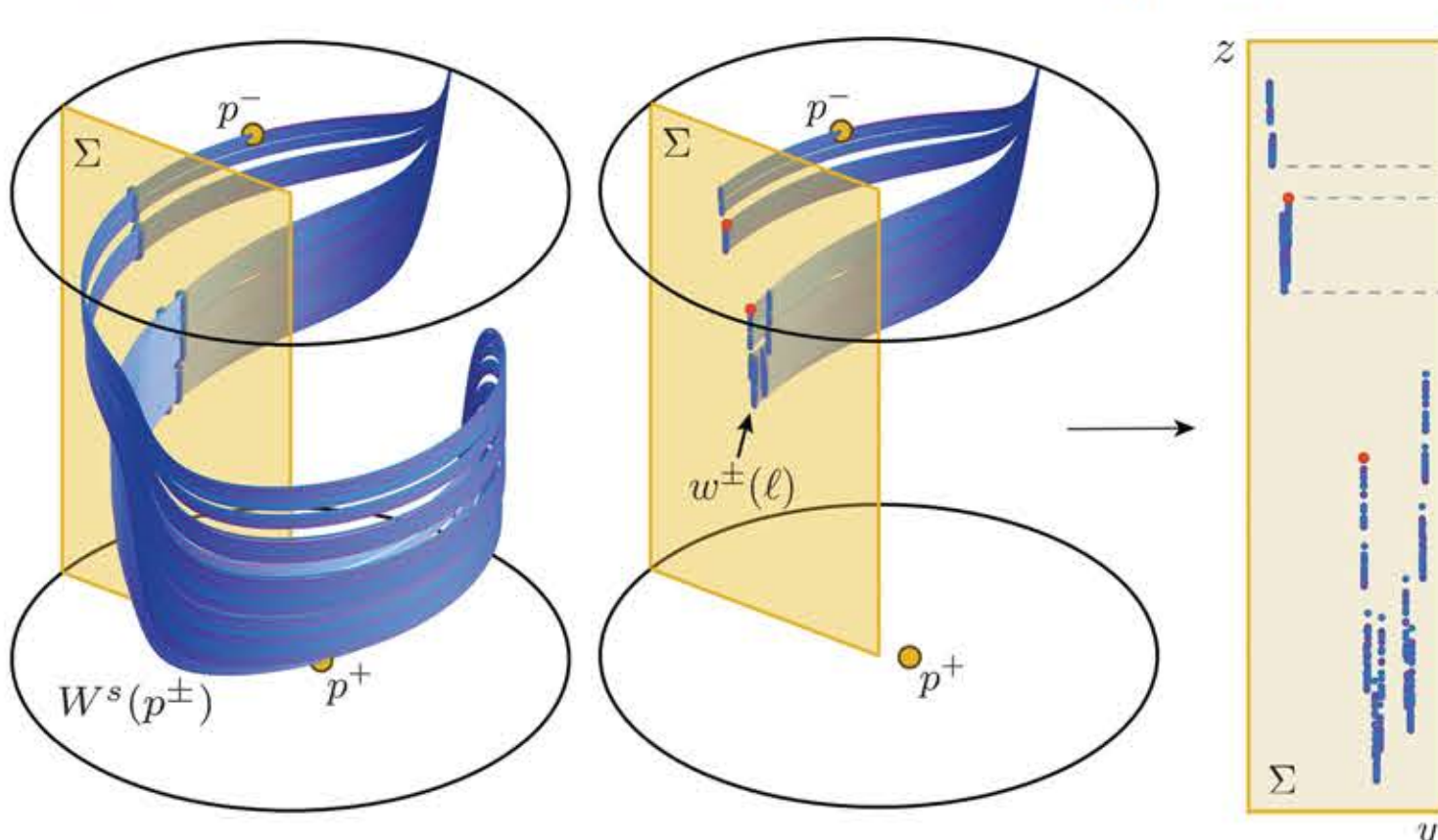


- We **intersect** the manifolds with a plane Σ and consider the sets of intersection points:

$$\begin{aligned} \{w^-(\ell)\} &:= \{(x, y, z) \in W^s(p^-) \cap \Sigma\}, \\ \{w^+(\ell)\} &:= \{(x, y, z) \in W^s(p^+) \cap \Sigma\}. \end{aligned}$$

- A manifold has the **carpet property** if the **maximum gap** goes to zero as we double the amount of ($\ell = 2^k$) intersection points $\{w^\pm(\ell)\}$.

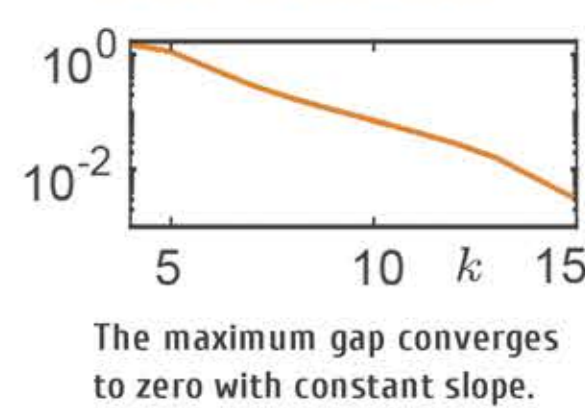
CASE 2: no blender for $\alpha = 4.2, \beta = 0.3, \xi = 1.8$



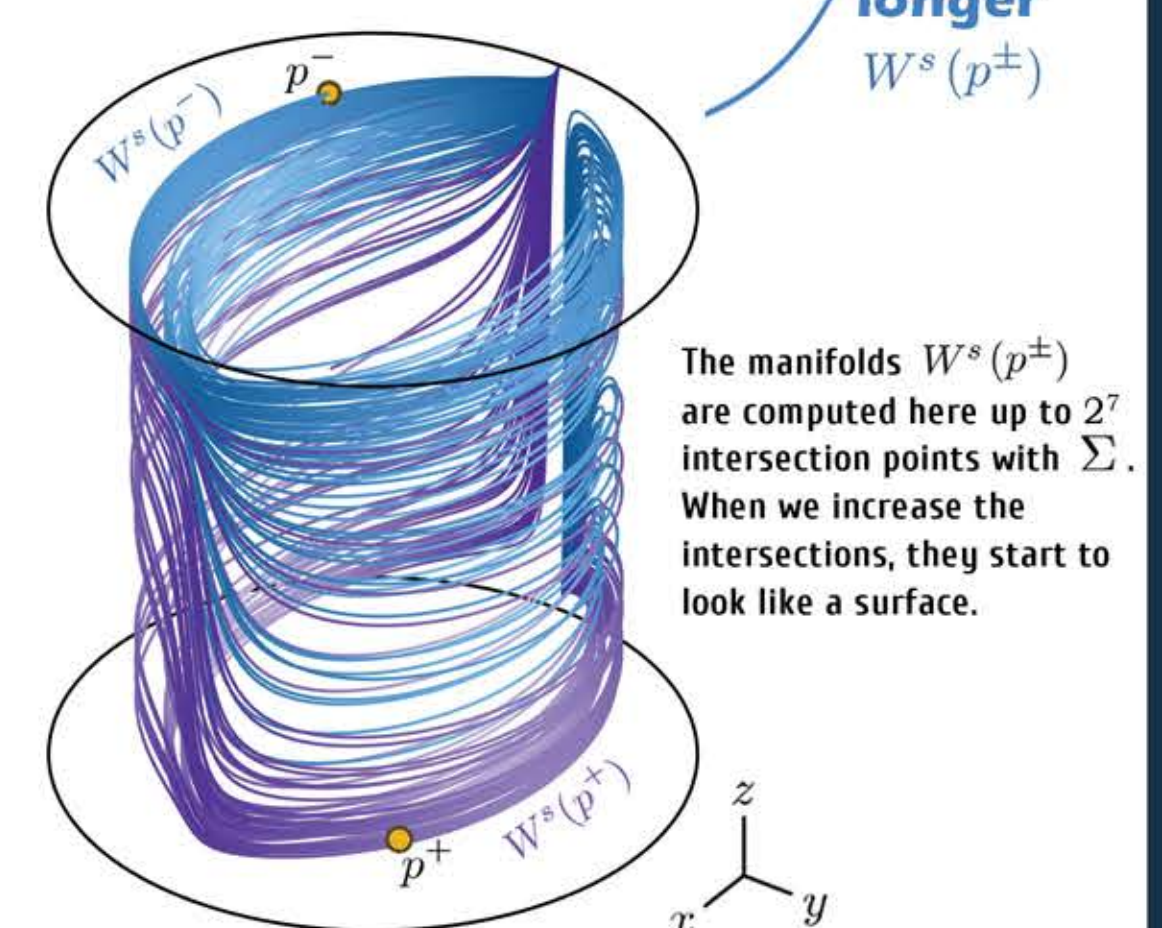
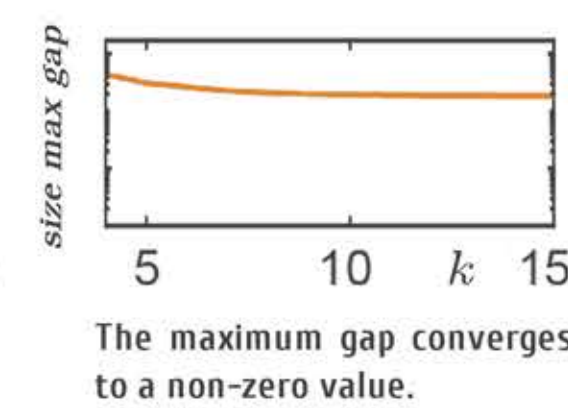
WHEN THE MANIFOLDS HAVE THE CARPET PROPERTY, THEN THE SYSTEM EXHIBITS A BLENDER

CONVERGENCE OF MAXIMUM GAP

CASE 1: blender



CASE 2: no blender



The manifolds $W^s(p^\pm)$ are computed here up to 2^7 intersection points with Σ . When we increase the intersections, they start to look like a surface.

3. RESULTS: CARPET PROPERTY AS A FUNCTION OF ξ

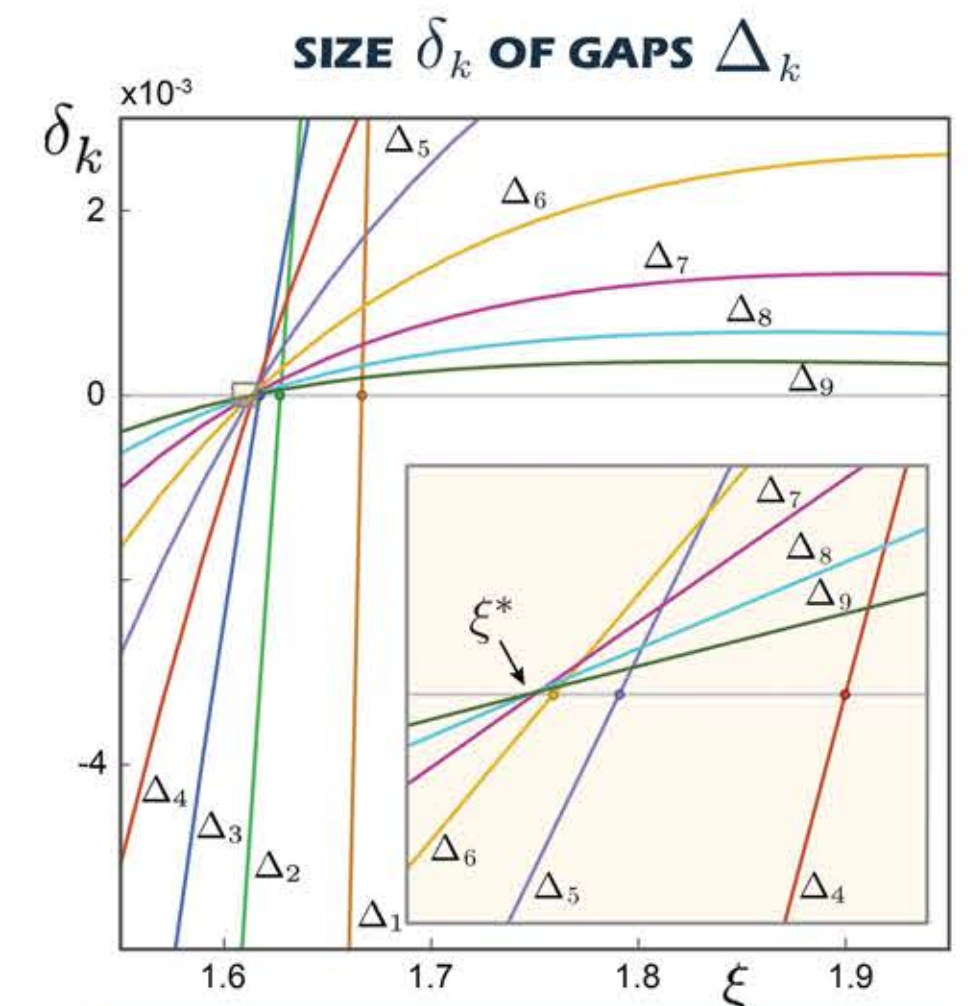
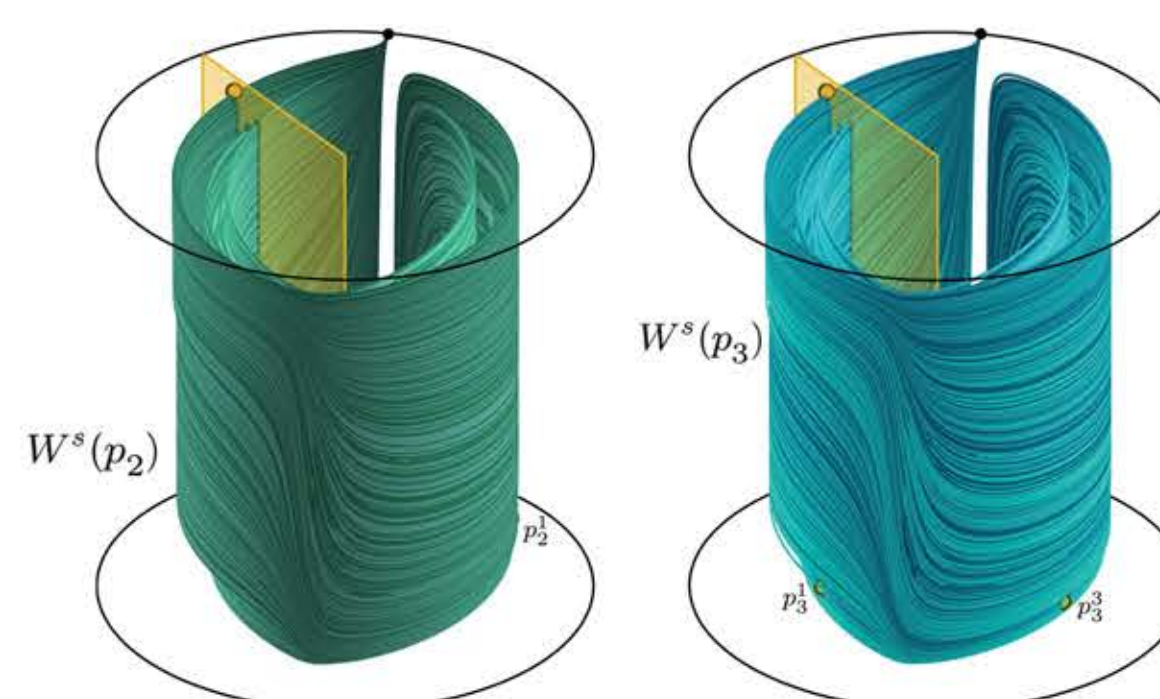
- The generation and disappearance of blenders can be studied as a **function** of ξ .

- Every gap Δ_k closes **sequentially**; the size δ_k of Δ_k is zero just before δ_{k+1} .
- We **accurately estimate** ξ^* such that there is a blender for all $1 < \xi < \xi^*$.

IT IS EFFICIENT TO CHECK THE LIMIT ξ^* FOR WHICH THE SYSTEM HAS A BLENDER

ON GOING WORK:

- There is a similar pattern for when the parameter β is negative.
- Things change when $\xi < -1$; we already have evidence that other manifolds are responsible for the gaps.



Blender for $\xi < \xi^* \approx 1.6135 \dots$

WE CAN PREDICT AND DETERMINE EXACTLY WHICH PART OF THE MANIFOLD IS RESPONSIBLE FOR EACH GAP Δ_k .