

What is Chaos?

Dynamics, the *physics of motion*, provides us with *equations* which can be used to **predict the future position of objects** if we know (i) their present **position** and **velocity** and (ii) the **forces** which act on each object.

This works *very well* for planetary motion, tides etc.
Not so well for weather or indeed the position of pool balls....

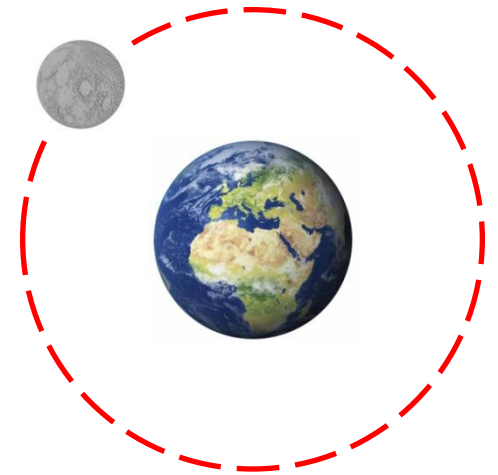
This is because **most systems cannot be solved exactly**.
An *approximate numerical method* is required to work out what happens next.

Many systems, even really simple ones, are **highly sensitive to initial conditions**.

This means future behaviour becomes increasingly difficult to predict



Nonlinearity is often the problem!



Strange attractors and **even more chaos!**

Edward Lorenz was using a **Royal McBee LGP-30 computer** in 1961 to model weather patterns. He accidentally fed in 3 digit precision numbers into the model from a printout rather than the 6 digits used by the computer. These tiny errors created a hugely different weather forecast....

Lorenz's weather model was *very sensitive to initial conditions.*



His equations looked a bit like these:

$$\frac{dx}{dt} = s(y - x)$$

$$\frac{dy}{dt} = x(r - z) - y$$

$$\frac{dz}{dt} = xy - bz$$

$$s = 10$$

$$r = 28$$

$$b = \frac{8}{3}$$



Edward Lorenz
1917-2008

Although x, y, z trajectories are **chaotic**, they tend to *gravitate towards a particular region*.

This region is called a **Strange Attractor**

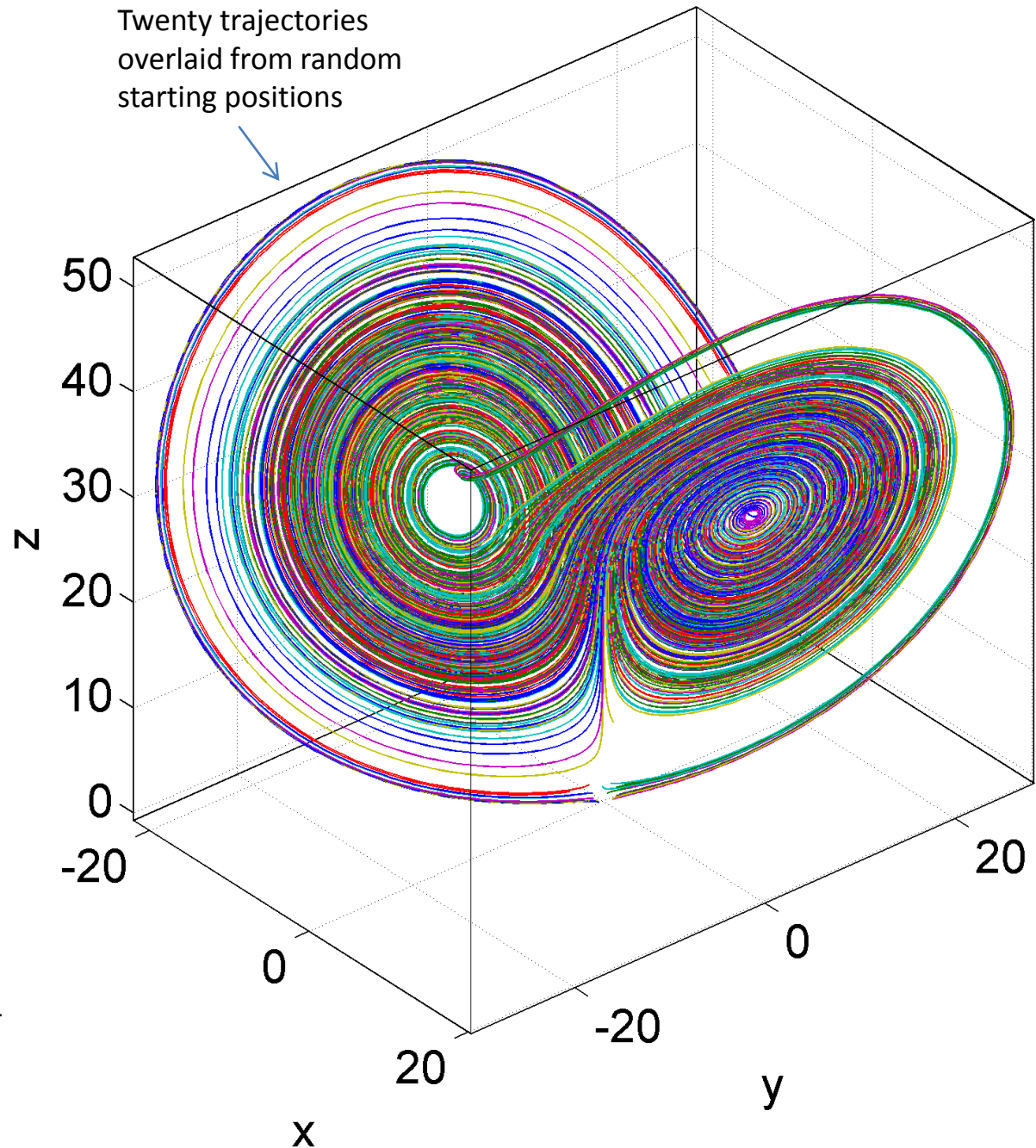
$$\frac{dx}{dt} = s(y - x)$$

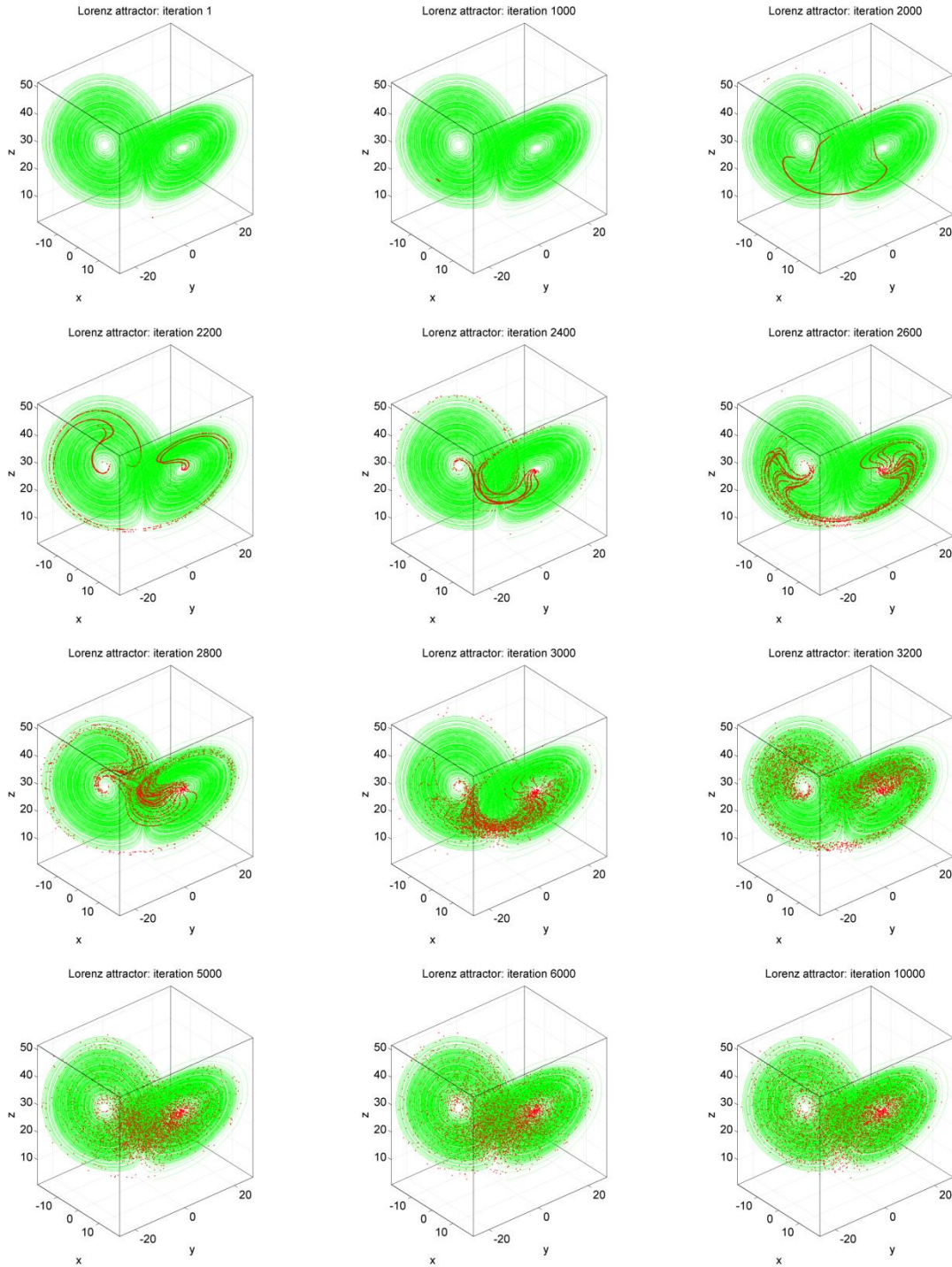
$$\frac{dy}{dt} = x(r - z) - y$$

$$\frac{dz}{dt} = xy - bz$$

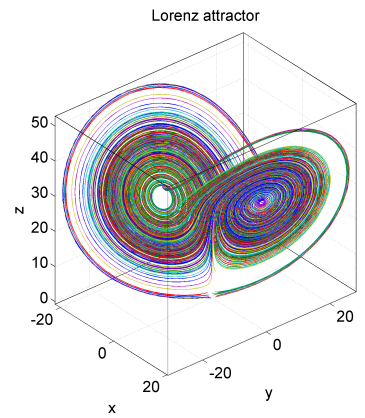
$$s = 10 \quad r = 28 \quad b = \frac{8}{3}$$

Lorenz attractor



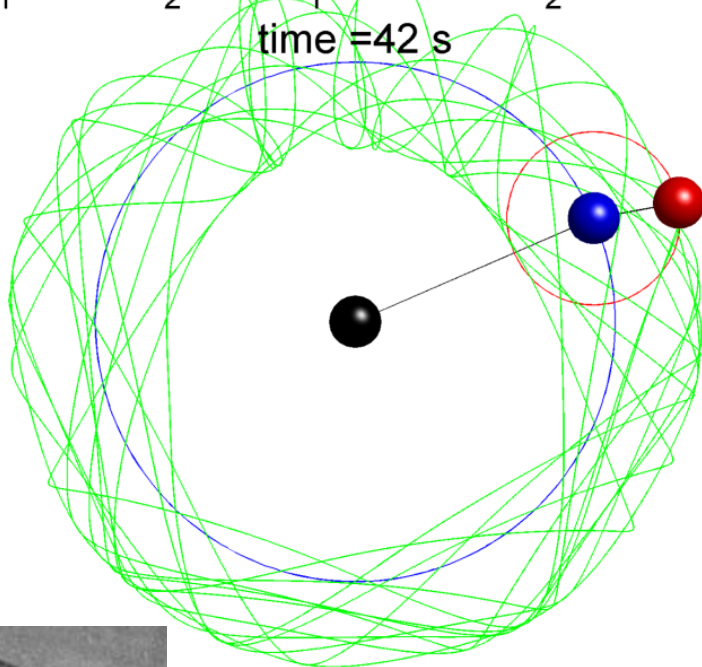


Applying the Lorenz equations, a cluster of initial x, y, z values separated by a *tiny* random deviation will eventually **spread out evenly throughout the strange attractor.**



Based upon Shaw *et al*;
 "Chaos", Scientific
 American 54:12 (1986)
 46-57

Double pendulum
 $m_1=1\text{kg}$ $m_2=3\text{kg}$ $l_1=3\text{ metres}$ $l_2=1\text{ metres}$
time = 42 s

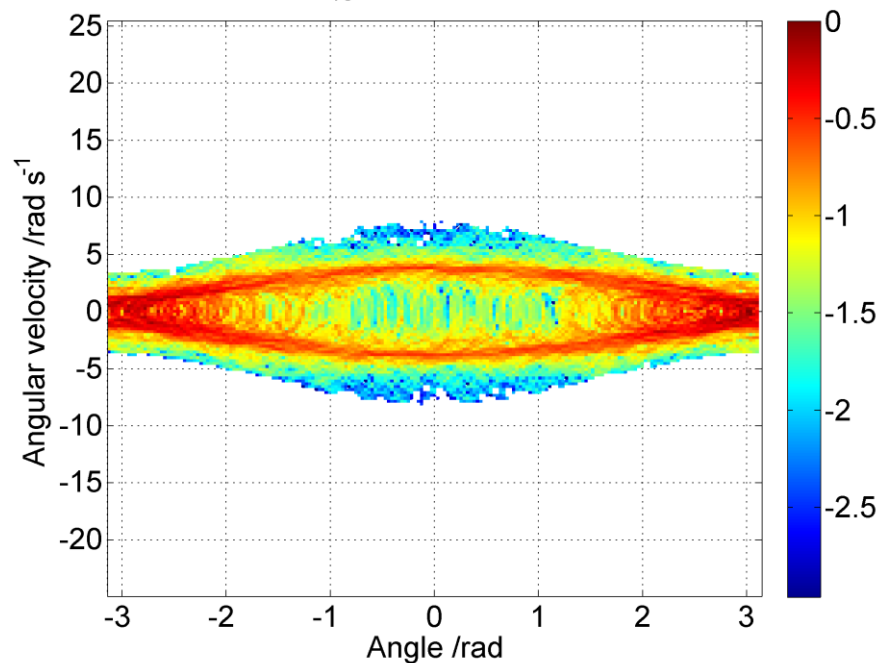


not chaotic
version



Henri Poincaré (1854 – 1912)

Poincare $\log_{10}(\text{probability})$ map for bob 1



Poincare $\log_{10}(\text{probability})$ map for bob 2

