Lecture №13: Basin of attraction, sensitive dependence on initial conditions, linearisation of 2-D maps, classification of fixed points in 2-D maps, linear analysis of the Hénon map

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- Stretching-folding-re-injection dynamics in cobweb diagrams
- Sensitive dependence on initial conditions
- Basin of attraction
- Linearisation about fixed point  $\vec{x}^*$
- Stability of fixed points and period-p points in 2-D maps
- Classification of fixed points in 2-D maps
- Linear analysis of fixed points of the Hénon map
- Geometry and dynamics of nonlinear maps near fixed points and period-p points
- Video feedback effect

## Mixing-folding dynamics in cobweb diagrams

We consider the logistic map

$$x_{n+1} = rx_n(1 - x_n),$$
 (1)

where r is the control parameter.



Can we see the stretching-folding-re-injection dynamics in chaotic cobweb plots?

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#### Mixing-folding dynamics in cobweb diagrams



Stretching and squeezing of  $x_0$ .

Mixing and folding of  $x_0$ .

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#### Mixing-folding dynamics in cobweb diagrams

Dynamics of selected points  $\{\alpha, \beta, \gamma, \delta\} \in x_0$ .



 $\begin{array}{c} \{\alpha',\beta',\gamma',\delta'\} \rightarrow \{\alpha'',\delta'',\gamma'',\beta''\} \rightarrow \{\beta''',\gamma''',\delta''',\alpha'''\} \\ \text{mixing} & \text{folding} \end{array}$ 

#### Sensitive dependence on initial conditions<sup>1</sup>



Figure: The logistic map where 1 < r < 3. (Left) Iteration of a single point. (Right) Iteration of an interval. **No sensitivity** on initial condition for stable fixed point or period-p points.

<sup>1</sup>H. Peitgen, H. Jürgens, D. Saupe, *Chaos and Fractals: New Frontiers of Science*, New York: Springer-Verlag, 2004 pp. 471–473

# Sensitive dependence on initial conditions<sup>2</sup>



Figure: The logistic map where r = 4. (Left) Iteration of an interval of initial conditions. (Right) Iteration of an even smaller interval, also leading to large deviations.

<sup>2</sup>H. Peitgen, H. Jürgens, D. Saupe, *Chaos and Fractals: New Frontiers of Science*, New York: Springer-Verlag, 2004 pp. 471–473

# Sensitive dependence on initial conditions<sup>3</sup>



Figure: Map given by  $x_{n+1} = cx_n$  where the constant c > 1. (Left) A single initial condition. (Right) An interval of initial conditions. The property of sensitivity to initial conditions is central to chaos. Sensitivity, however, does not automatically lead to chaos in maps.

<sup>3</sup>H. Peitgen, H. Jürgens, D. Saupe, *Chaos and Fractals: New Frontiers of Science*, New York: Springer-Verlag, 2004 pp. 471–473

Example<sup>4</sup>: Determine the basin of attraction of the following nonlinear 2-D map given in polar coordinates

$$r_{n+1} = r_n^2,$$
  

$$\theta_{n+1} = \theta_n - \sin \theta_n.$$

<sup>4</sup>See Mathematica .nb file uploaded to the course webpage.

(2)

### 2-D linear maps

Remainder from Lecture 4:

The (straight line) solution exists if one can find the  $\lambda$ 's and  $\vec{v}$ 's.  $\lambda$  is given by

$$\det(A - \lambda I) = 0 \Rightarrow \begin{vmatrix} a - \lambda & b \\ c & d - \lambda \end{vmatrix} = \boxed{\lambda^2 - \tau \lambda + \Delta = 0}, \quad (3)$$

where the boxed part is called the characteristic equation of the system and where

$$\tau = a + d$$
 is the trace of matrix A (4)

and

$$\Delta = ad - bc$$
 is the determinant of matrix A. (5)

$$\lambda^2 - \tau \lambda + \Delta = 0$$

Algebraic form of  $\lambda$  is

$$\lambda_{1,2} = \frac{\tau \pm \sqrt{\tau^2 - 4\Delta}}{2}.$$
 (6)

Additional *nice* propertied of  $\lambda$  and  $\Delta$  are the following:

$$\tau = \lambda_1 + \lambda_2,$$
(7)
  
 $\Delta = \lambda_1 \lambda_2.$ 
(8)

# Classification of fixed points in 2-D linear maps



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## Classification of fixed points in 2-D linear maps



Negative eigenvalue forces the iterates to jump back and forth across the manifold (defined by the other eigendirection).

Figure: Phase portraits where the eigenvalues are distinct and real: (a) and (c) stable nodes, (b) and (d) saddles.

Image: A. Medio, M. Lines, Nonlinear Dynamics: A Primer, Cambridge University Press, 2001, p. 49 The Hénon map<sup>5</sup> is defined by

$$\begin{cases} x_{n+1} = 1 + y_n - ax_n^2, \\ y_{n+1} = bx_n, \end{cases}$$

where a and b are the parameters.

(9)

<sup>&</sup>lt;sup>5</sup>See Mathematica .nb file uploaded to the course webpage.

# The Hénon map dynamics<sup>6</sup>



<sup>6</sup>See Mathematica .nb file uploaded to the course webpage.

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Example<sup>7</sup>: A chaotic attractor in a 2-D map. The attractor is given in polar coordinates and in the following form:

$$r_{n+1} = \sqrt{r_n},$$
  

$$\theta_{n+1} = 2\theta_n.$$
(10)

<sup>7</sup>See Mathematica .nb file uploaded to the course webpage.



Figure: Basic setup for demonstrating the video feedback effect.

#### Video feedback effect



Figure: The setup in the following video.

## Video feedback effect: 2-D mapping

Simplified (wrong) model of the effect.

$$\vec{F} \doteq \{c(x,y) \rightarrow c(f(x,y),g(x,y))\},\tag{11}$$

or equivalently

$$c_{n+1}(x,y) = c_n(f(x,y), g(x,y)),$$
(12)

where continuous f and g are discretised:

$$\{x[i], y[j]\}, \text{ where } i, j \in \mathbb{Z}, i \in [1, W], j \in [1, H].$$
 (13)

The projected image is composed of uniformly placed pixels c[i, j]. The total number of pixels is  $W \cdot H$ . n is the image frame number (iterate of the frame). Each pixel is assigned a colour depth value c(e.g. some 24 bit colour map, 8 bits per RGB channel totalling  $2^{24} = 16\,777\,216$  colours). The functions f and g encompass all system dynamics and settings (camera, optics, electronics, digital signal processing, digital image transformations, etc.).

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## Video feedback effect: 2-D mapping

Alternative notation (more familiar to us). Component form:

$$\begin{cases} x_{n+1}^c = f(x_n^c, y_n^c) \\ y_{n+1}^c = g(x_n^c, y_n^c) \end{cases}, \text{ here } x_n^c \in [1, W] \text{ and } y_n^c \in [1, H], \quad (14) \end{cases}$$

where each pixel (x, y) is assigned a colour c and each coordinate pair is sharing a colour, and n is the iterate (frame).

Matrix form:

$$\vec{c}_{n+1} = A\vec{c}_n, \qquad \vec{c} = \begin{pmatrix} x \\ y \end{pmatrix},$$
 (15)

where

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$$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \text{ and } \{a, b, c, d\} \in \mathbb{R},$$
 (16)

or in the nonlinear case

$$A = \begin{pmatrix} f_{1,1}(x_n, y_n) & f_{1,2}(x_n, y_n) \\ f_{2,1}(x_n, y_n) & f_{2,2}(x_n, y_n) \end{pmatrix}, \quad f_{i,j} \text{ are the functions.}$$
(17)

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#### Video feedback effect: video



#### No embedded video files in this pdf

What is/are the source/sources of the nonlinearity? Hint: Compare to the optical feedback between mirrors.



Figure: Basic setup for demonstrating the video feedback effect.

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#### Revision questions

- Is it possible to see stretching-folding-re-injection dynamics in cobweb plots?
- What does linearisation of a nonlinear 2-D map imply?
- Define sensitive dependence on initial conditions in maps.
- Define basin of attraction of a map.
- Sketch a saddle fixed point.
- Sketch a stable node (sink) fixed point.
- Sketch an unstable node (source) fixed point.
- What are improper oscillations of map iterates?
- What is the cause of improper oscillation of map iterates in terms of eigenvalues?
- What is the video feedback effect?