

# L2 Computational Physics

## Week 8 – Chaos and Fractals

# Graph Formatting

- Almost all plots and axes are labelled...
- Basic exam technique: If you're stuck on a hard part of a problem, don't neglect the easy parts!

# Graphs beyond this course

- Concise, Precise
- Axes labels – **quantity** and **unit**
- Legend – is one required?
- How to plot data
  - Discrete points – **data markers**
  - Continuous functions, model fits – **plot lines**
- Titles – not usual as CAPTION figure!

# Exponent notation

- I saw a lot of code like this in the GD assessment  
`if abs(stuff) < 0.0000000012`
- It's hard as a human to read that number precisely
  - Easy to introduce bugs
    - e.g. `0.000000012` vs `0.0000000012`
- Python supports exponent notation
  - A lower case “e” after a number means “multiply by ten to the power of ...”

```
if abs(stuff) < 1.2e-9
```

# Chaos and Fractals

# Chaotic Systems

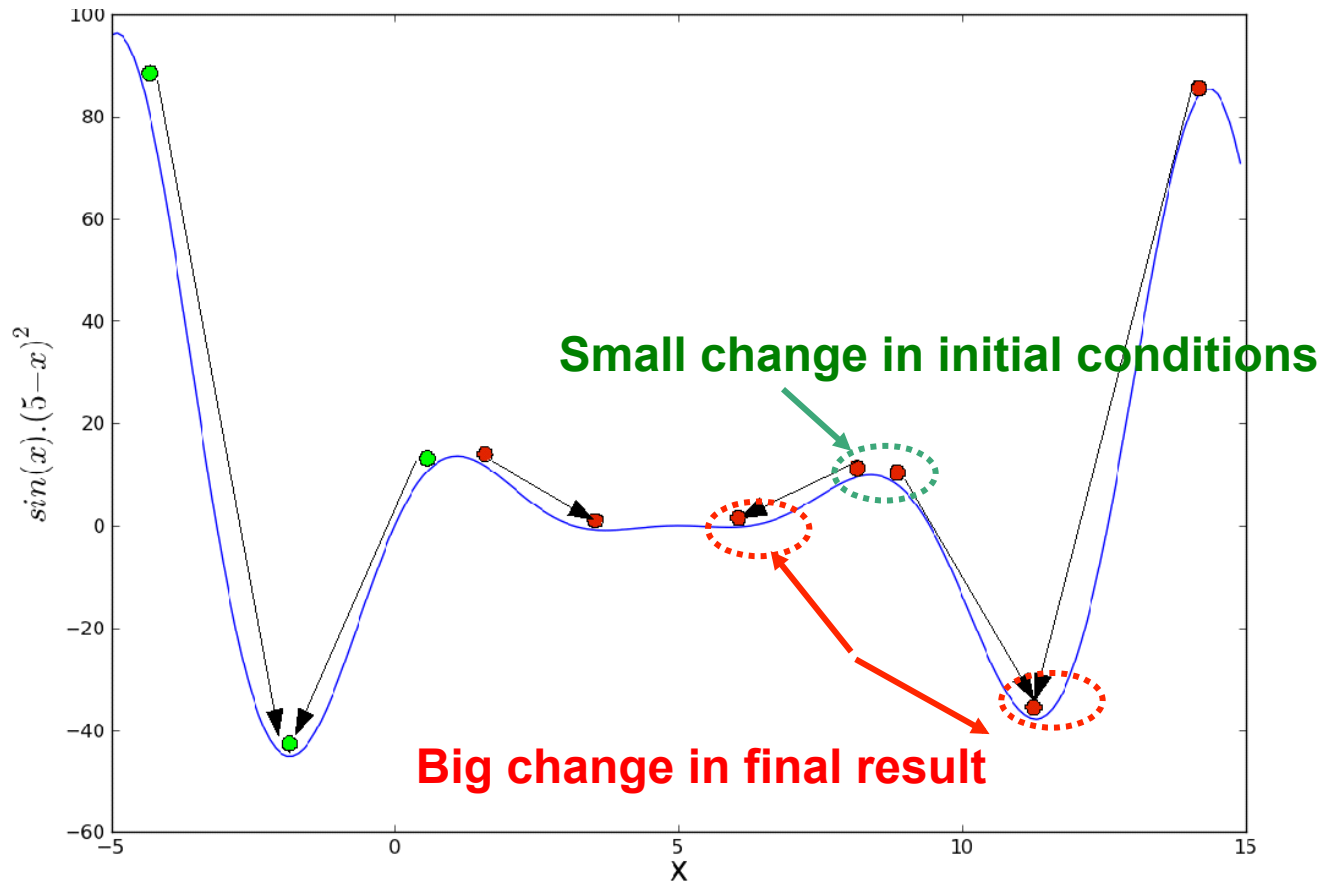
- A Chaotic System has several properties:
  - a *deterministic* system
  - that is *highly sensitive to initial conditions*
  - That exhibits *topological mixing*
- Random and chaotic are not the same

# Deterministic

- Some future state is a function of the current state
- This should be very familiar by now
- $state\_t1 = f(initial\_conditions)$
- $state\_t2 = f(state\_t1)$
- $state\_t3 = f(state\_t2)$
- etc.

# Sensitive to Initial Conditions

A well tuned gradient descent is sensitive to initial conditions but **Not** chaotic





# Topological Mixing

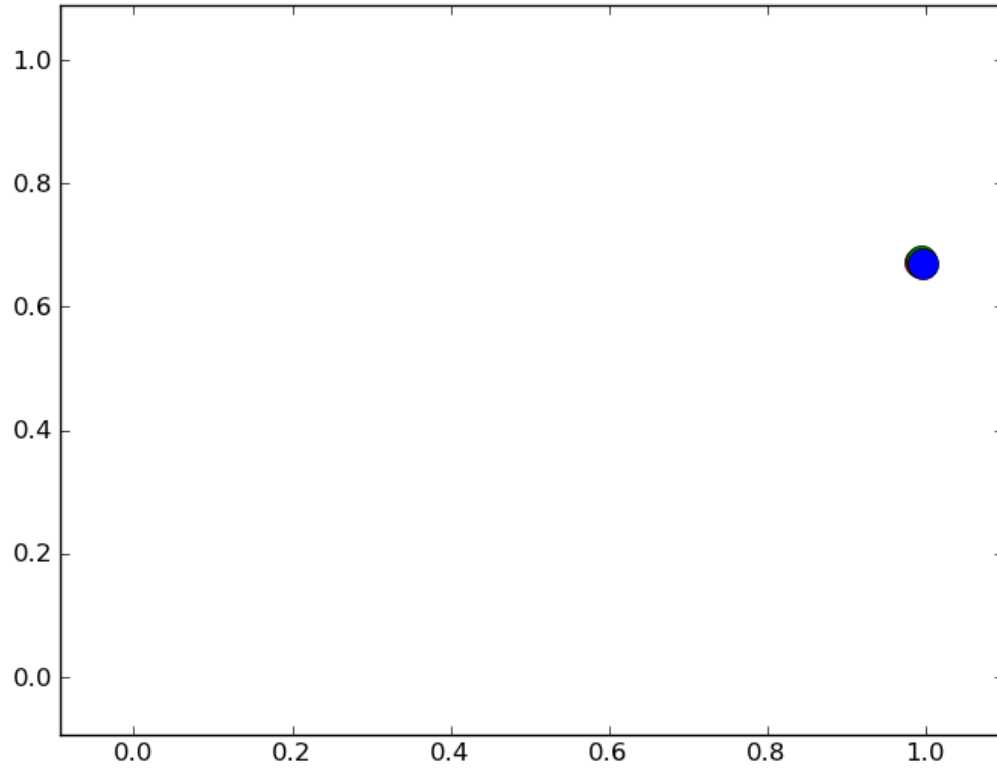
- Gradient Descent is not chaotic with small gamma
  - simple mapping of initial position to final position - go downhill
- Topological mixing
  - Complicated mathematical definition
  - Basically it means that things ‘jump all over the place’ – dimensions mix apparently randomly

# Mixing Example

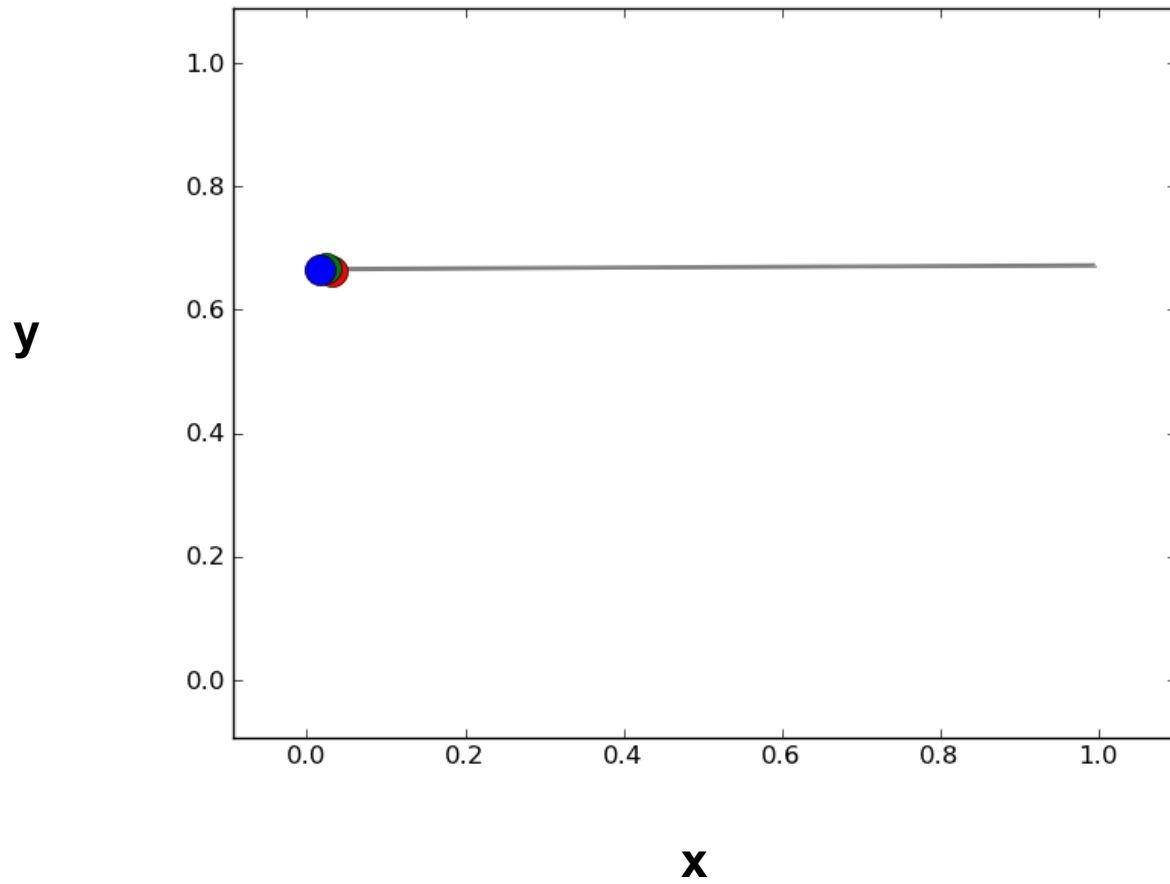
## logistics equation

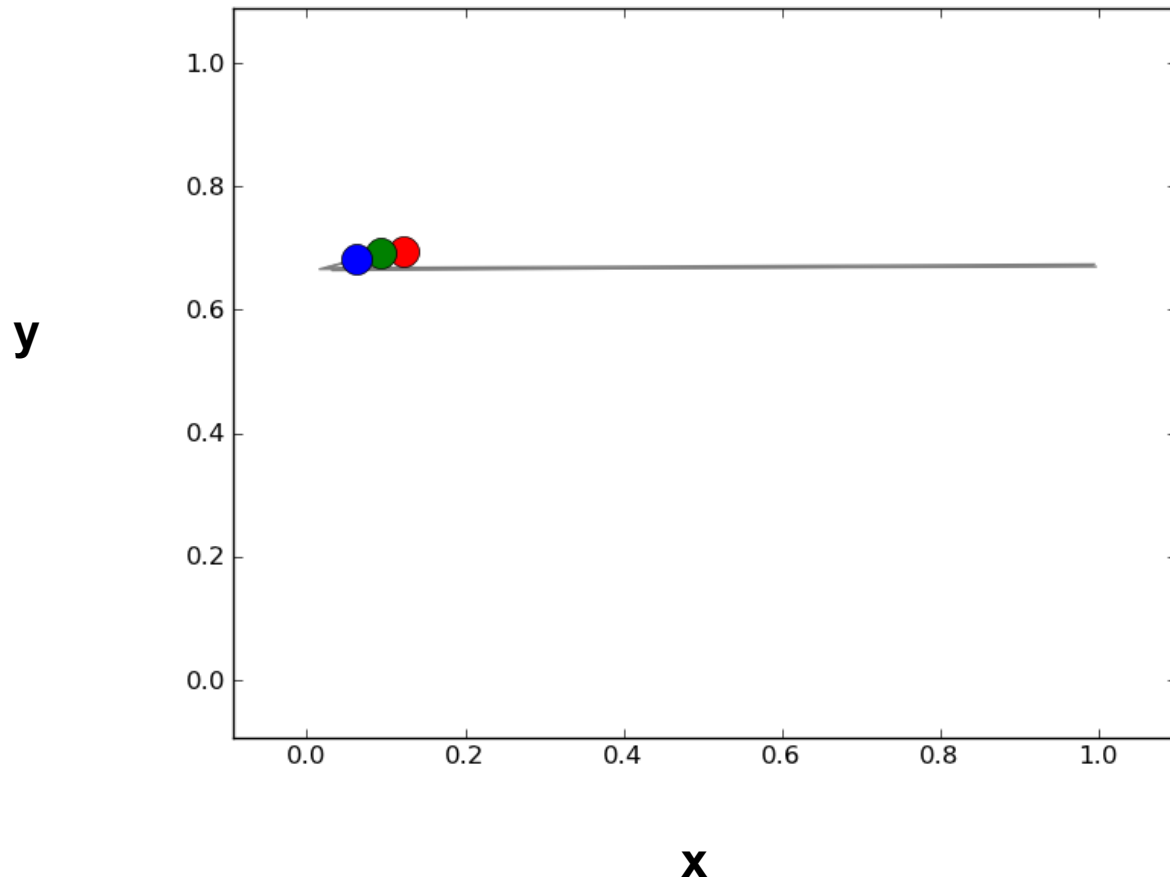
```
def f(x, y):  
    x1 = 4 * x * (1-x)  
    if x + y < 1:  
        y1 = x + y  
    else:  
        y1 = x + y - 1  
    return x1, y1
```

**y**

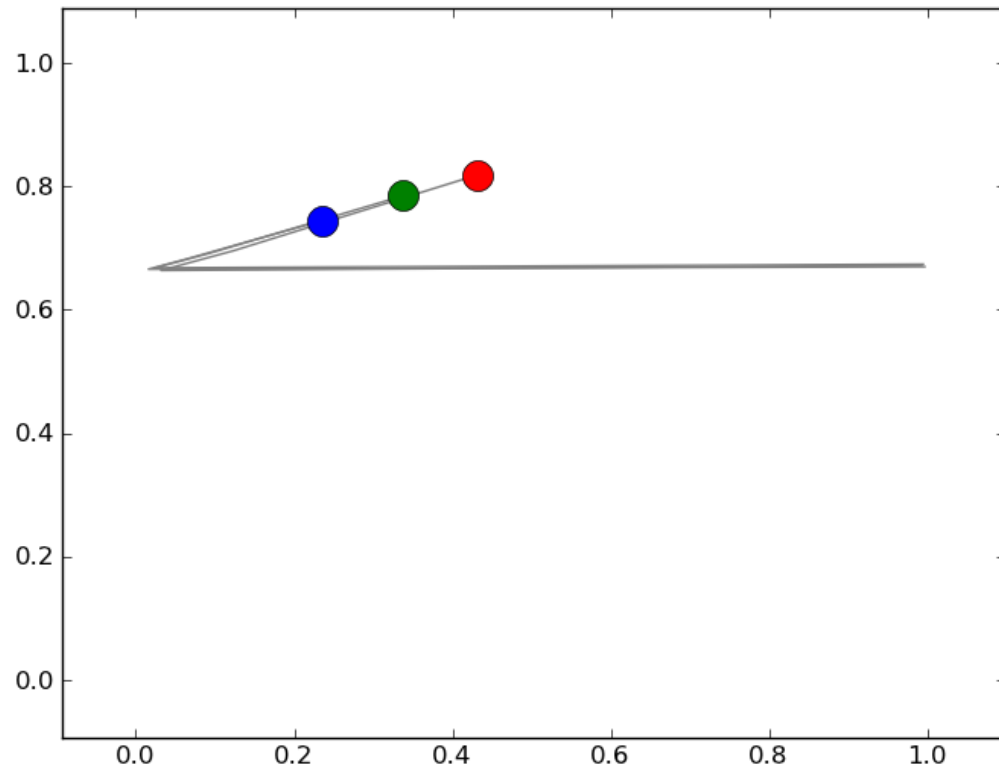


**x**

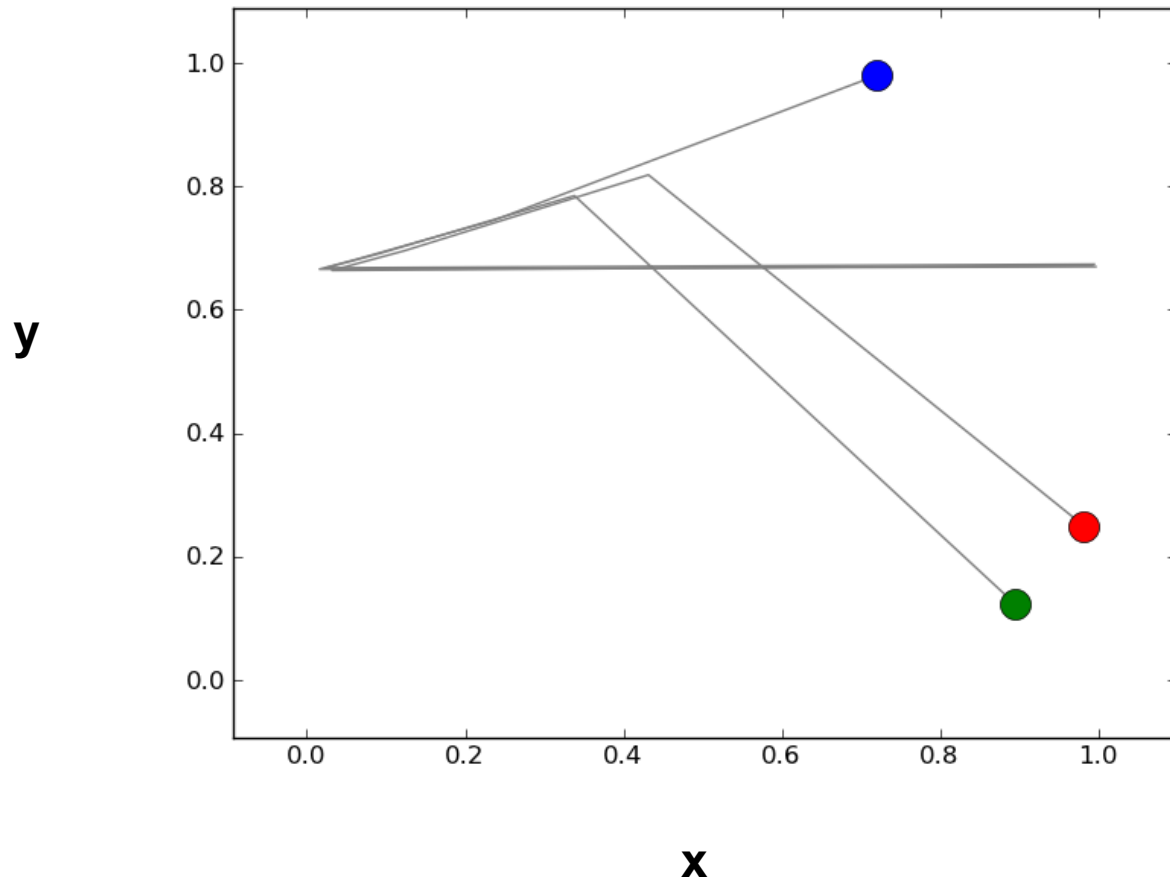


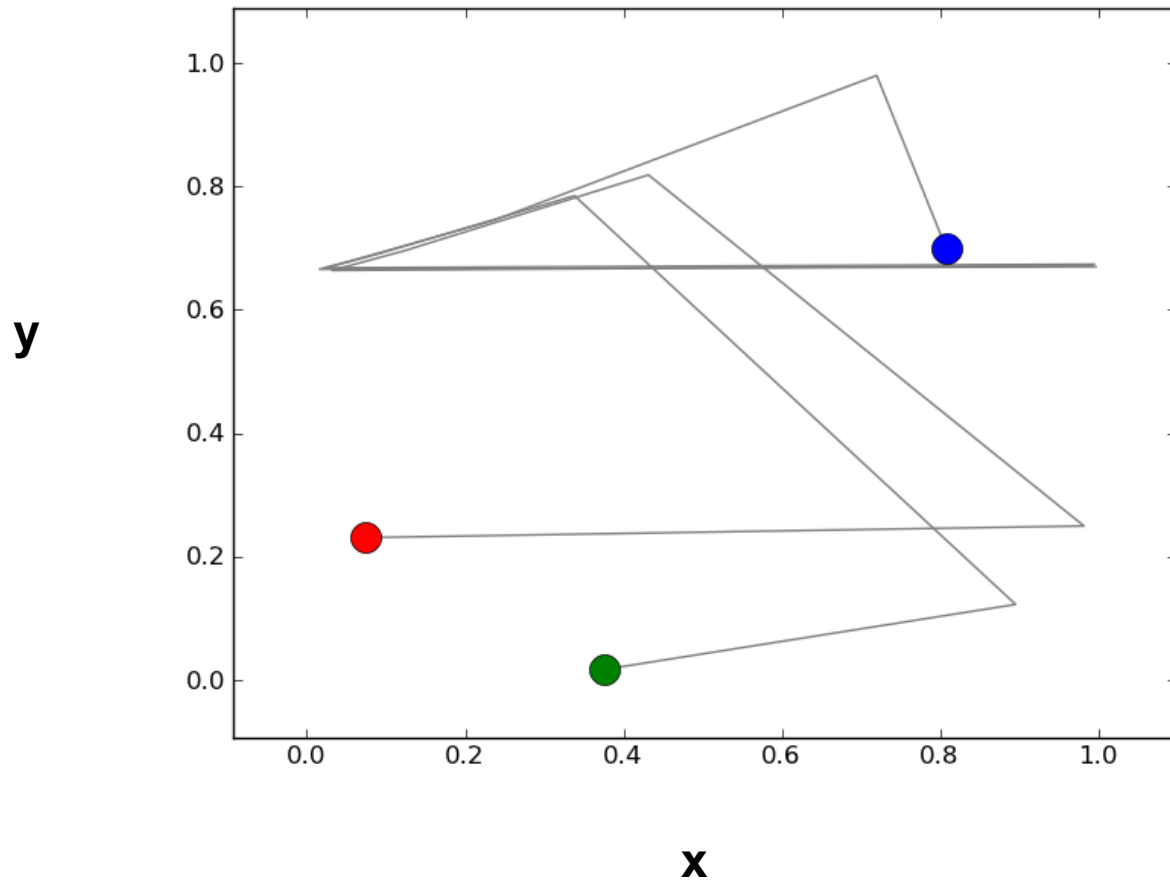


**y**



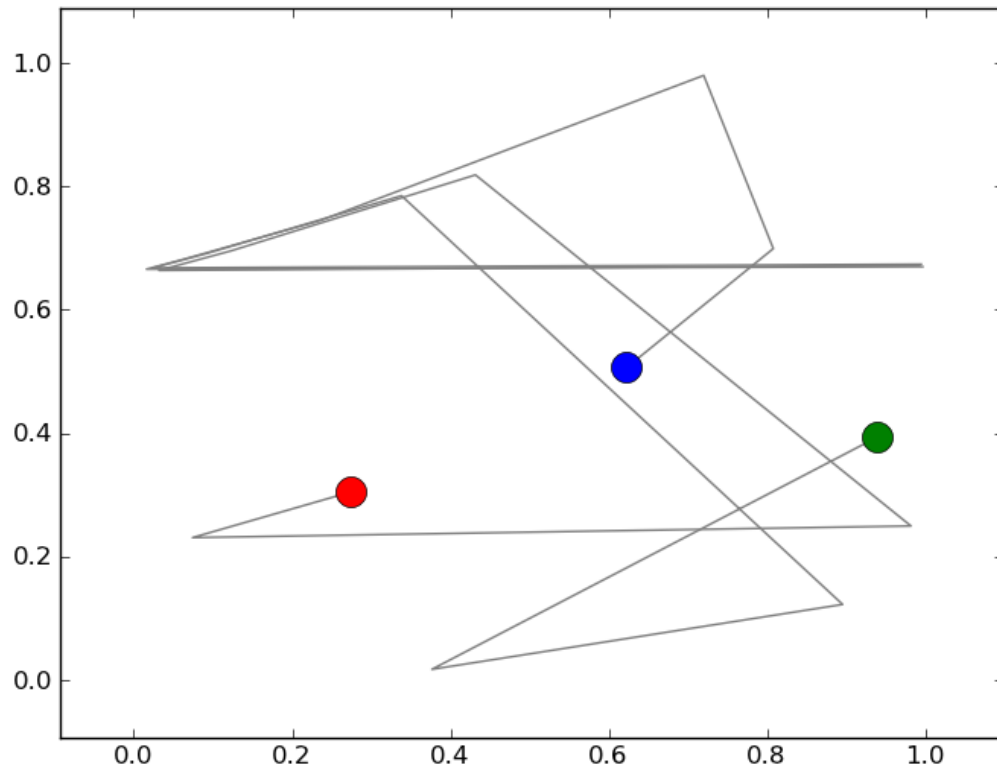
**x**





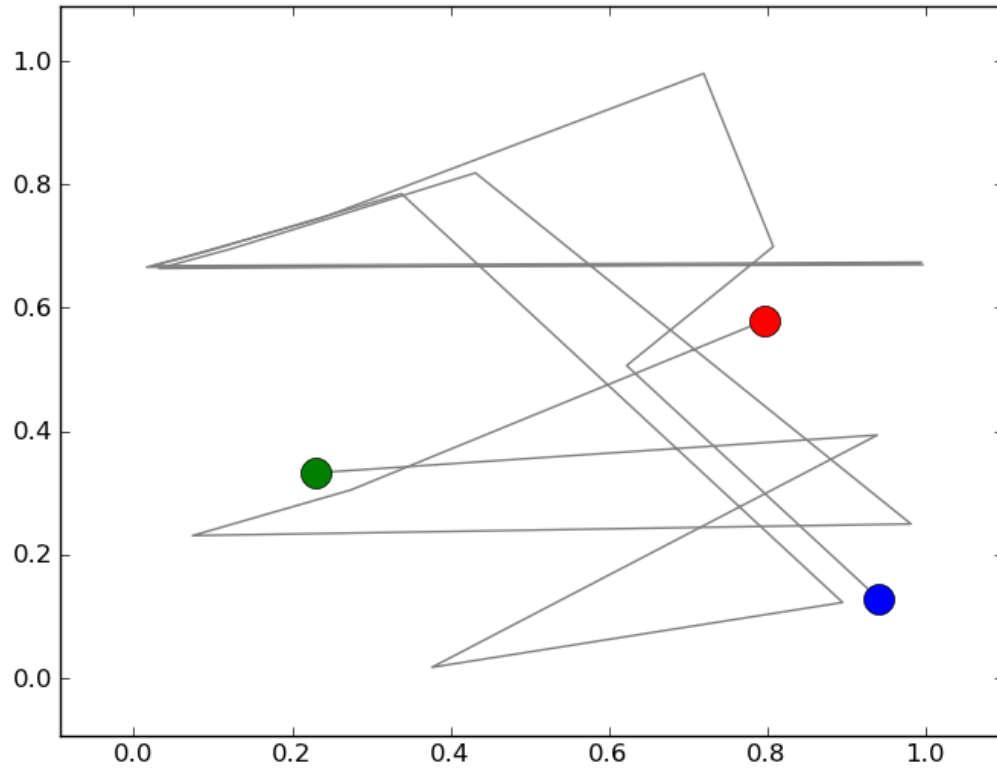


**y**



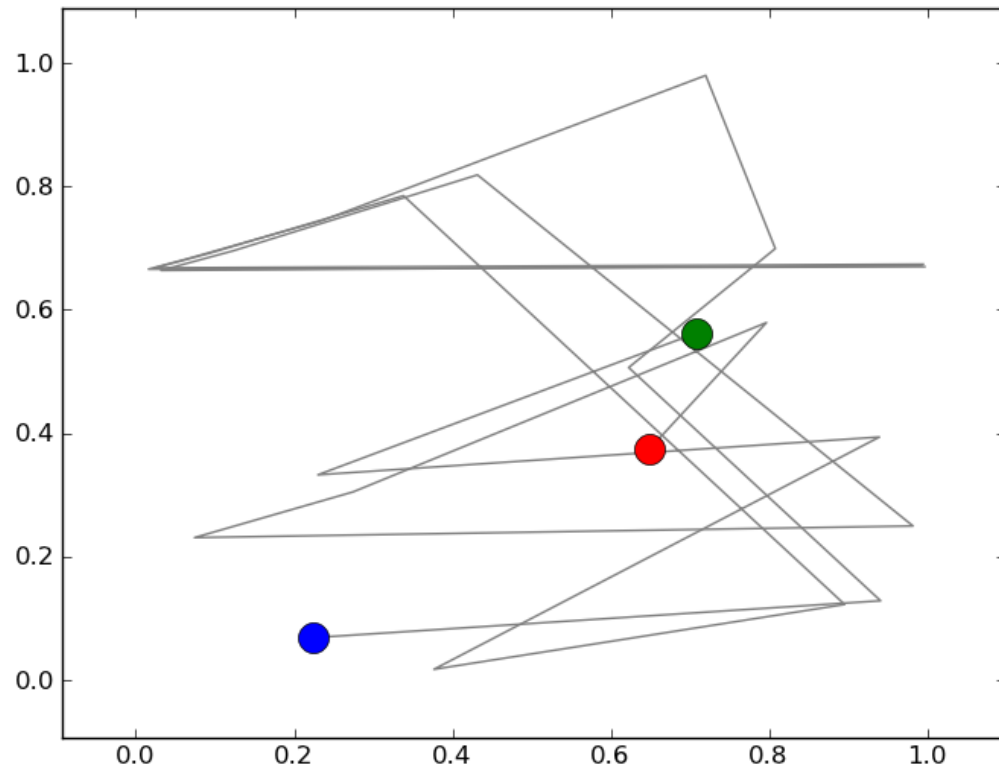
**x**

**y**



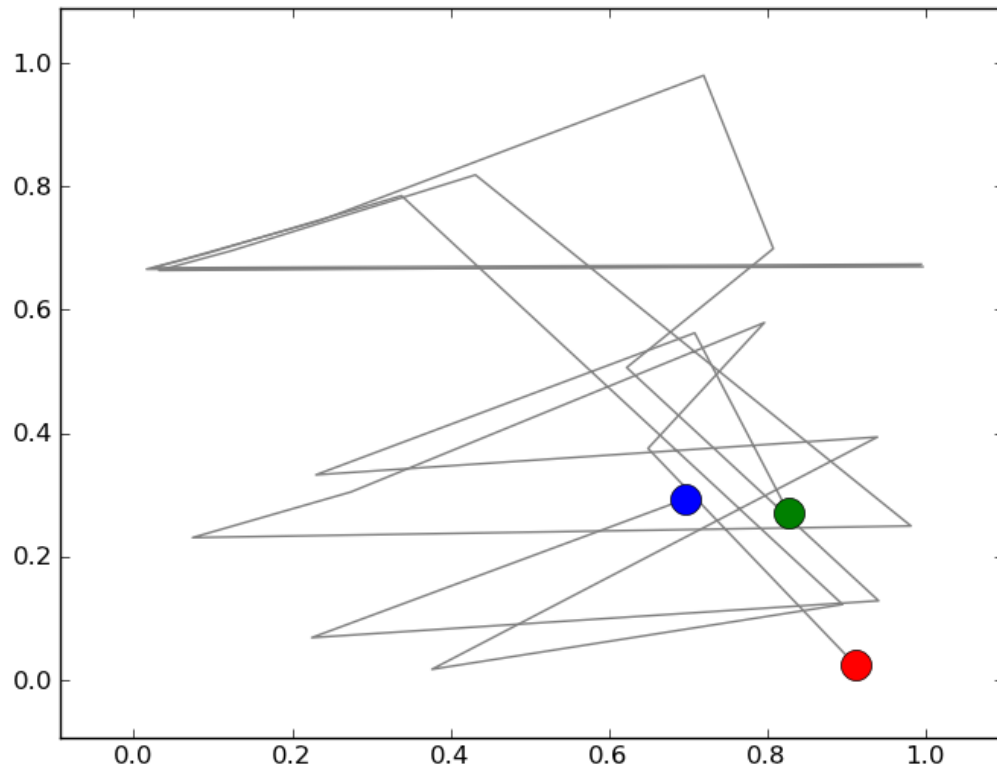
**x**

**y**



**x**

**y**



**x**

# Chaotic System : Recap

- Deterministic
- Sensitive to initial conditions
- Topological mixing

# The driven pendulum

- Pendulum

$$\frac{d^2\theta}{dt^2} = -\frac{g}{l}\sin(\theta)$$

- Now add a periodic driving force of frequency  $\omega_d$

$$\frac{d^2\theta}{dt^2} = -\frac{g}{l}\sin(\theta) + A\cos(\omega_d t)$$

```
from __future__ import division
import numpy
import scipy.integrate
import matplotlib.pyplot as pyplot

A = 1.5 # 1.5 is good
omega_d = 2/3
def f((theta, omega), t):
    ''' DEQ for a driven pendulum '''
    domega = - numpy.sin(theta) + A*numpy.cos(omega_d*t)
    dtheta = omega
    return dtheta, domega

def sim(theta0, omega0):
    ''' Wrapper function for the pendulum DEQ that generates
    a timebase, invokes ODEINT and separates the return
    variables '''
    timebase = numpy.arange(0, 30, 0.1)

    x = scipy.integrate.odeint(f, (theta0, omega0), timebase)
    theta, omega = x[:,0], x[:,1]

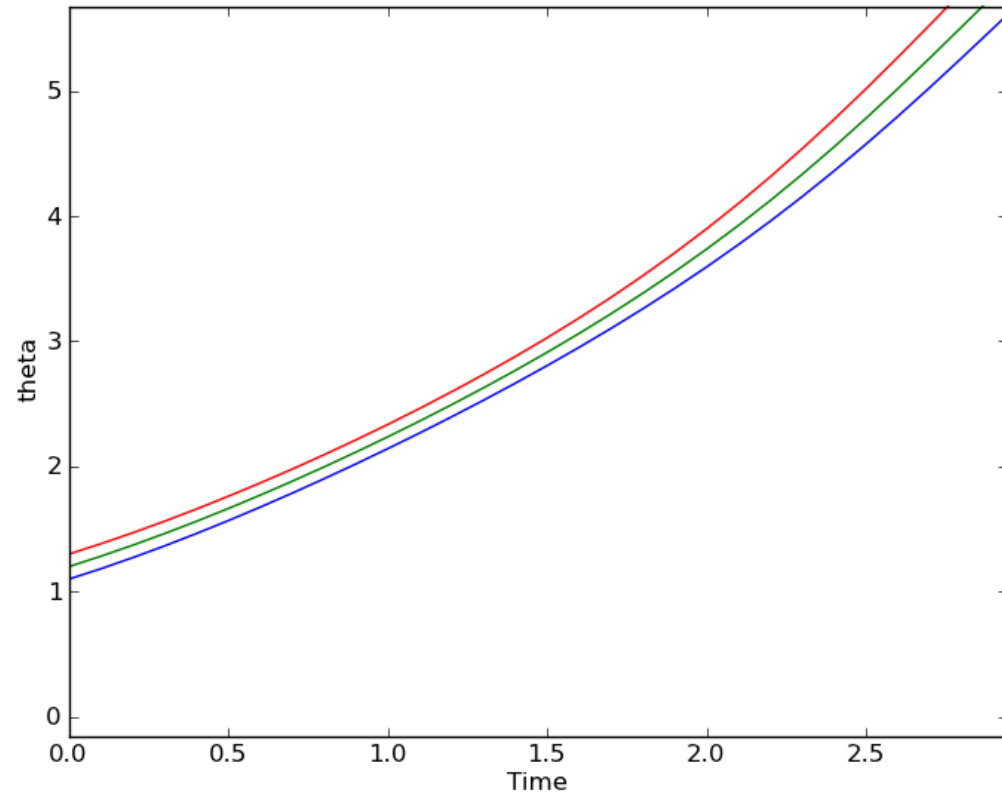
    return timebase, theta, omega

t0, theta0, omega0 = sim(1.10, 0.8)
t1, theta1, omega1 = sim(1.20, 0.8)
t2, theta2, omega2 = sim(1.30, 0.8)

def modfunc(x): # Phase wrapping
    return (x + numpy.pi) % (2*numpy.pi) - numpy.pi

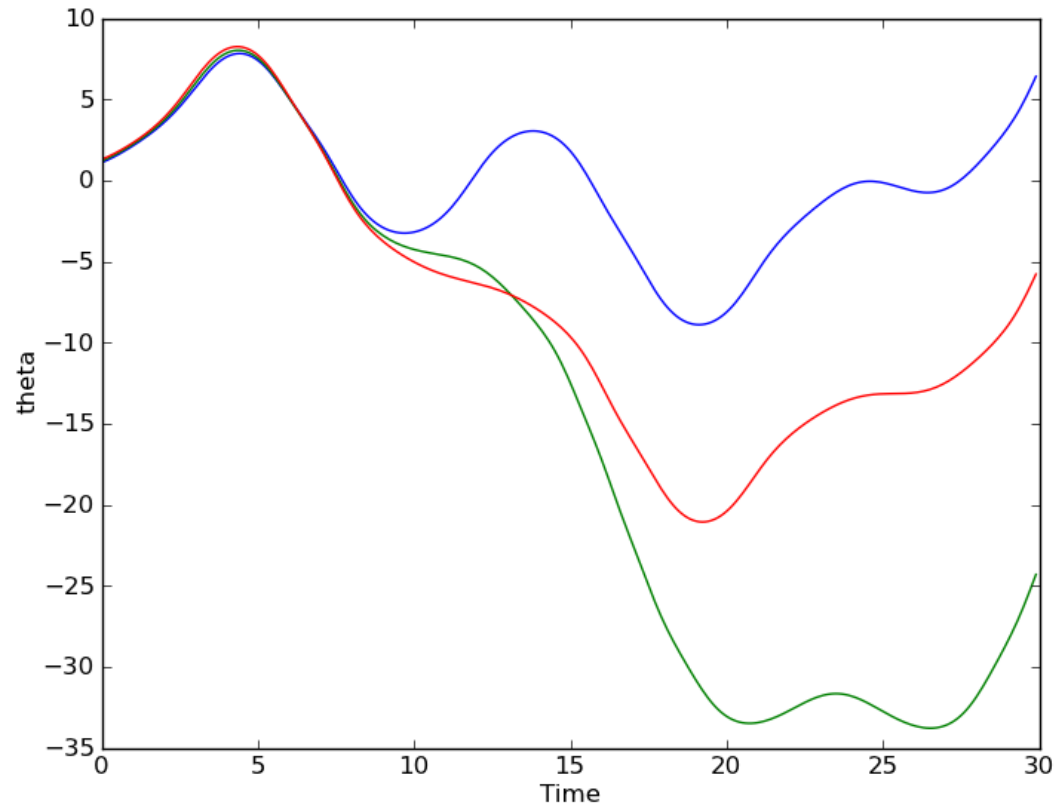
pyplot.figure()
pyplot.plot(t0, modfunc(theta0))
pyplot.plot(t1, modfunc(theta1))
pyplot.plot(t2, modfunc(theta2))
pyplot.xlabel('Time')
pyplot.ylabel('theta')
pyplot.show()
```

# Results

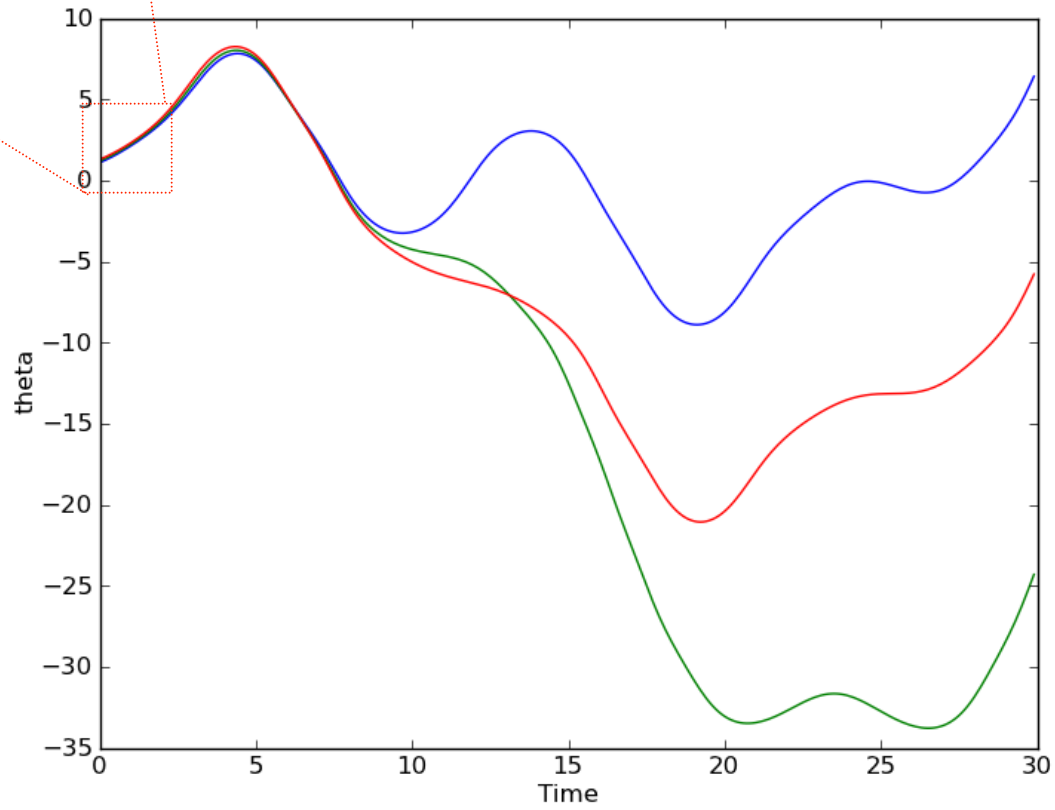
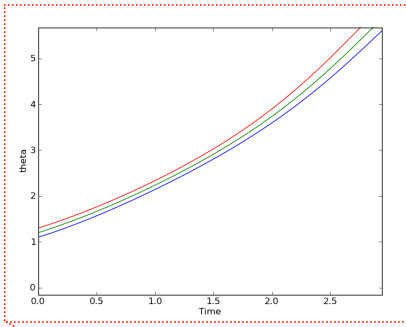




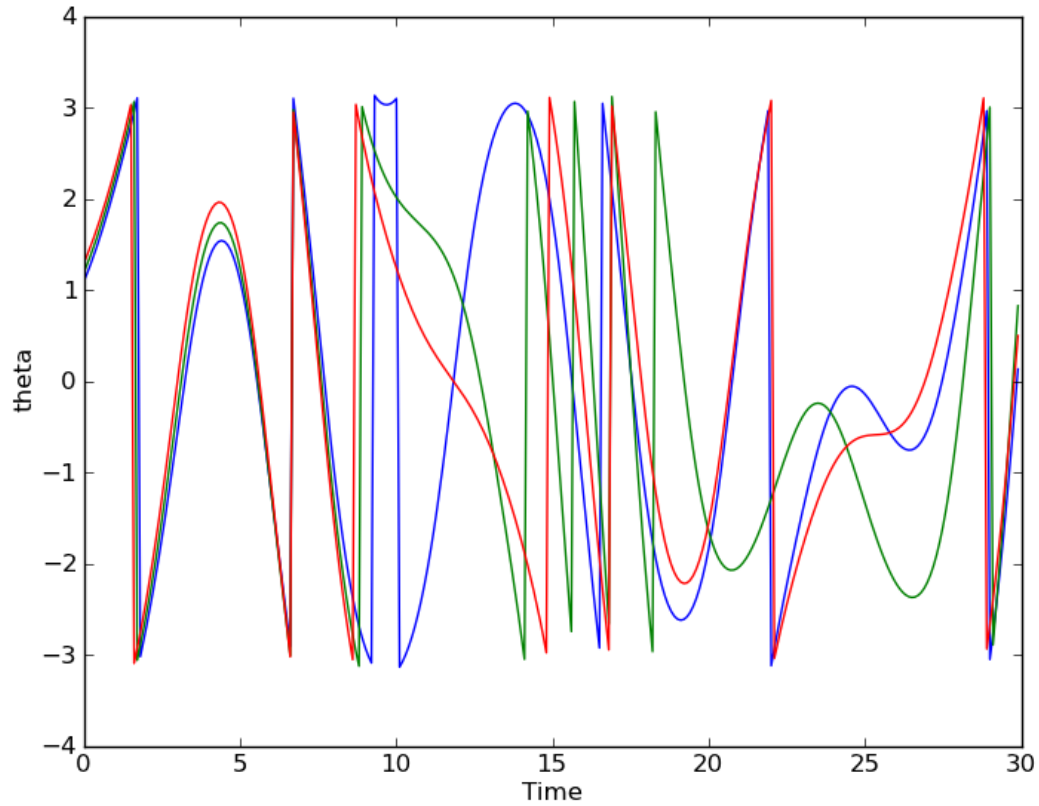
# Results



# Results



# Phase Wrapping



# ‘Butterfly Effect’

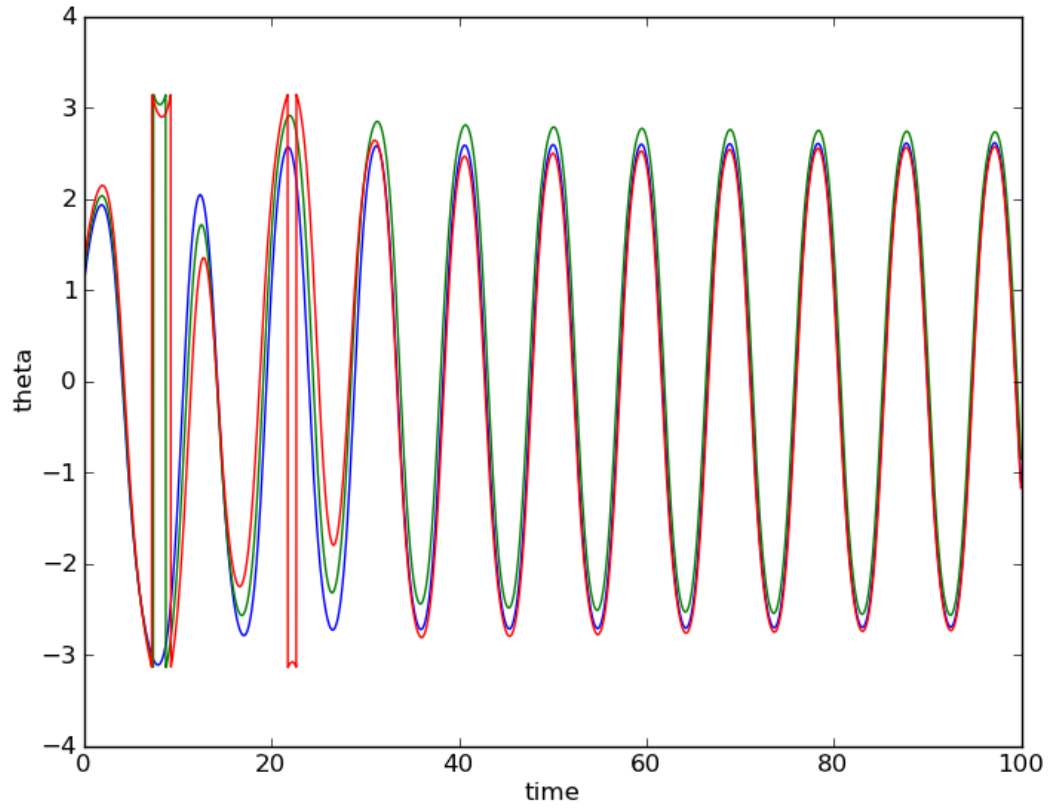
- A tiny change in the initial conditions has a large impact on the state at later times
- Dramatic implications for numerical modelling
  - Weather
  - Stock Market
  - N-body dynamics

# Damped, Driven Pendulum

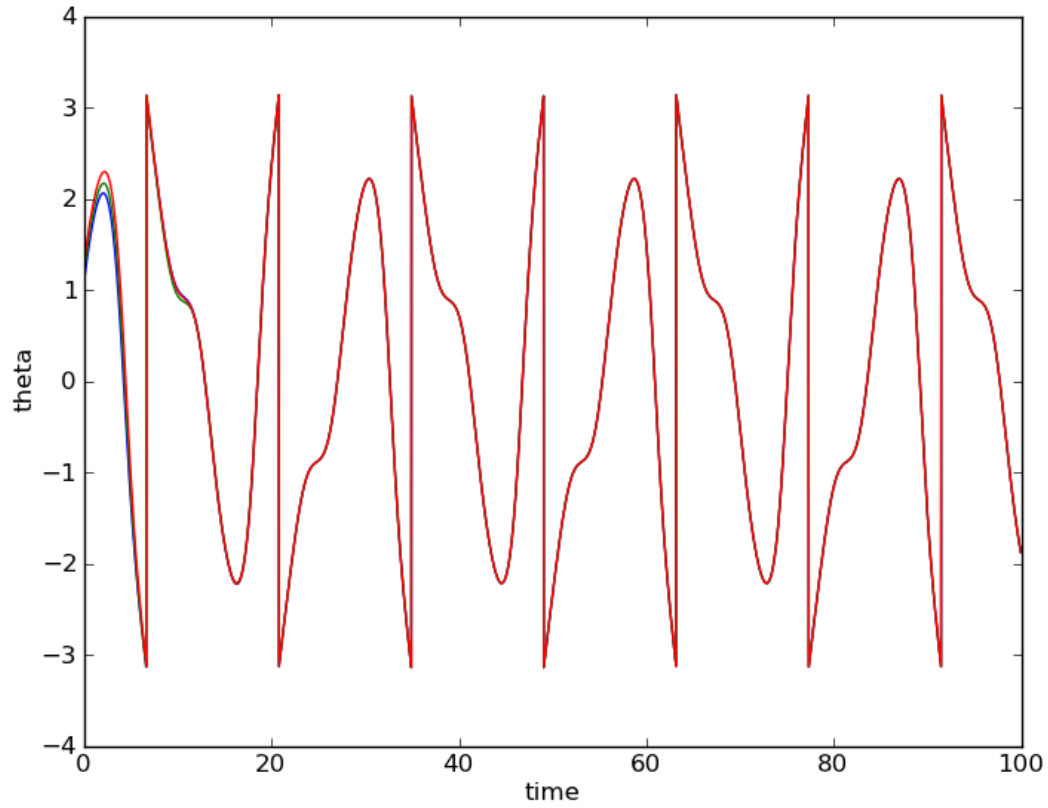
- periodic driving force
  - frequency  $\omega_d$
  - amplitude  $A$
- Linear damping,  $q$

$$\frac{d^2\theta}{dt^2} = -\frac{g}{l}\sin(\theta) + A\cos(\omega_d t) - \frac{1}{q}\frac{d\theta}{dt}$$

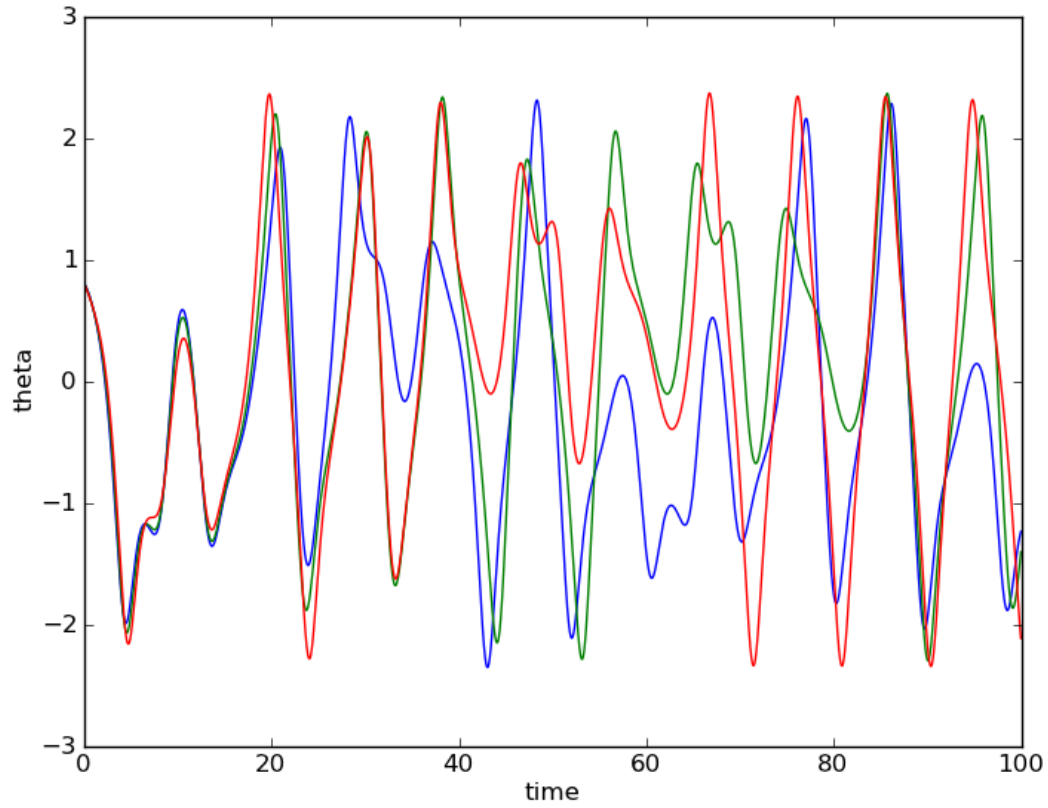
$A=1.0$



$$A=1.1$$

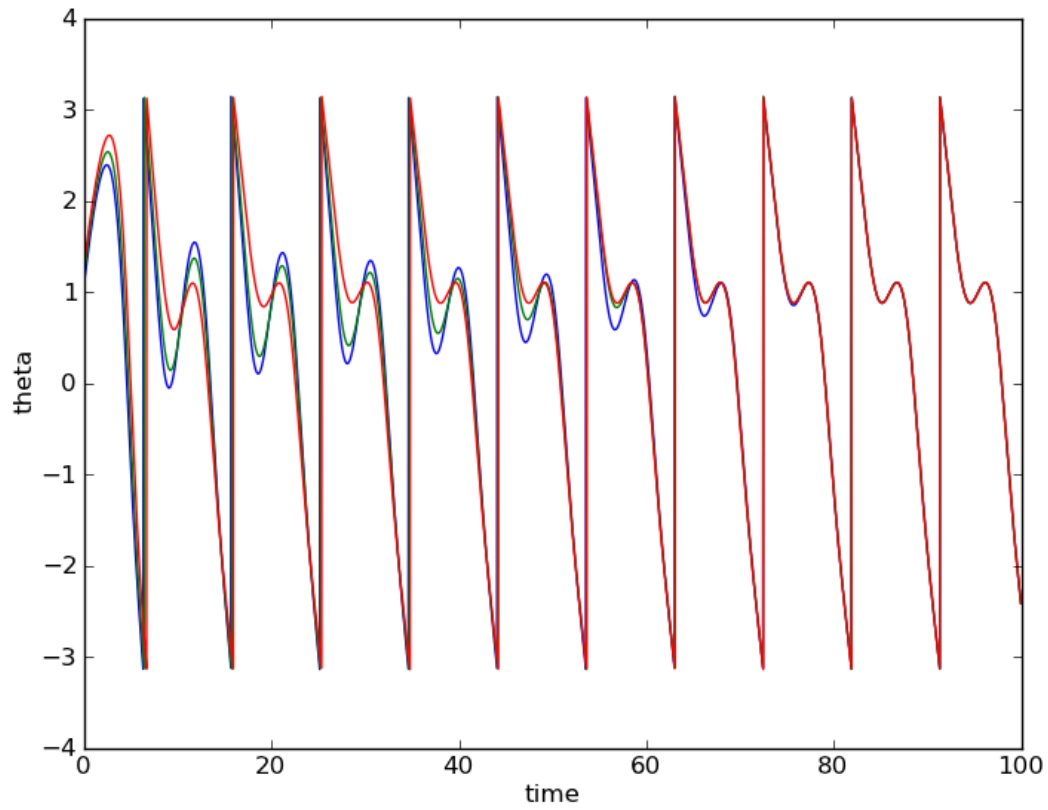


$A=1.2$

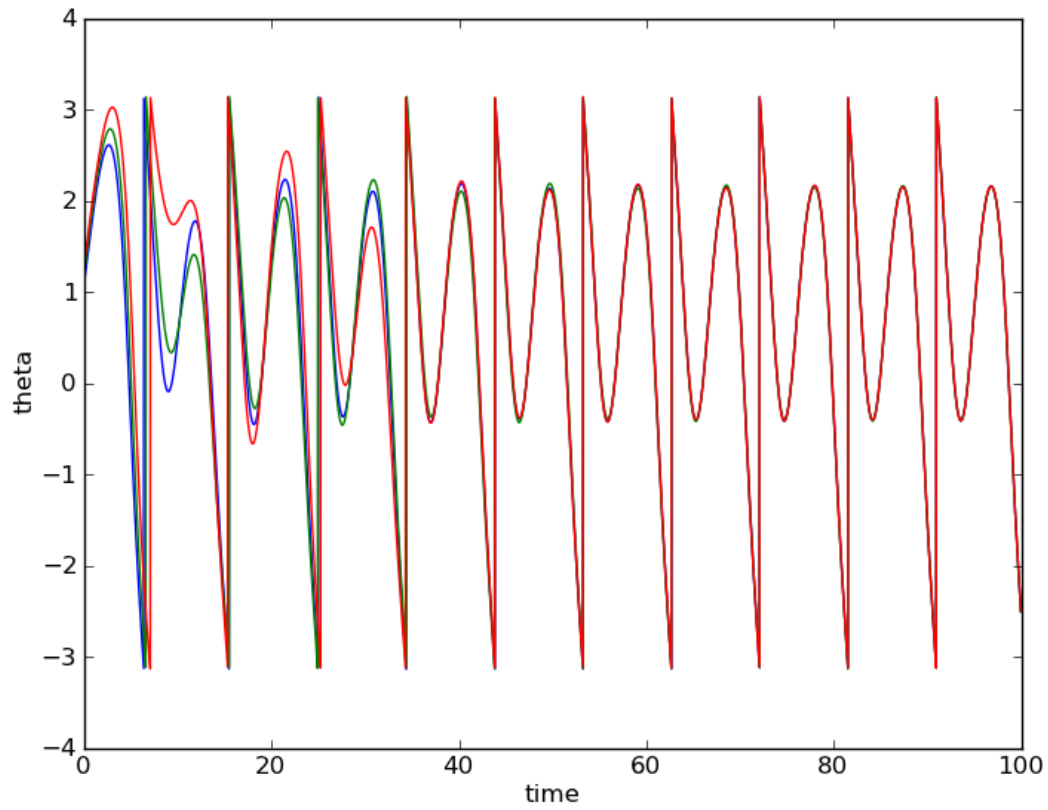




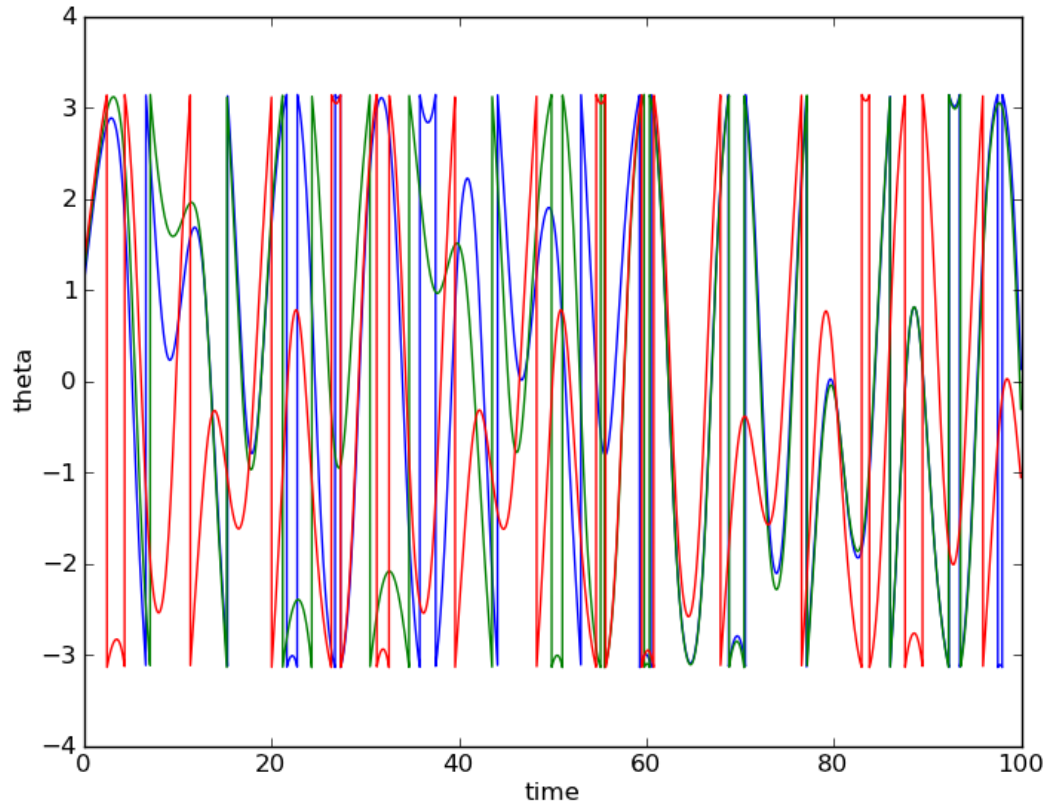
$A=1.3$



$$A=1.4$$



$A=1.5$



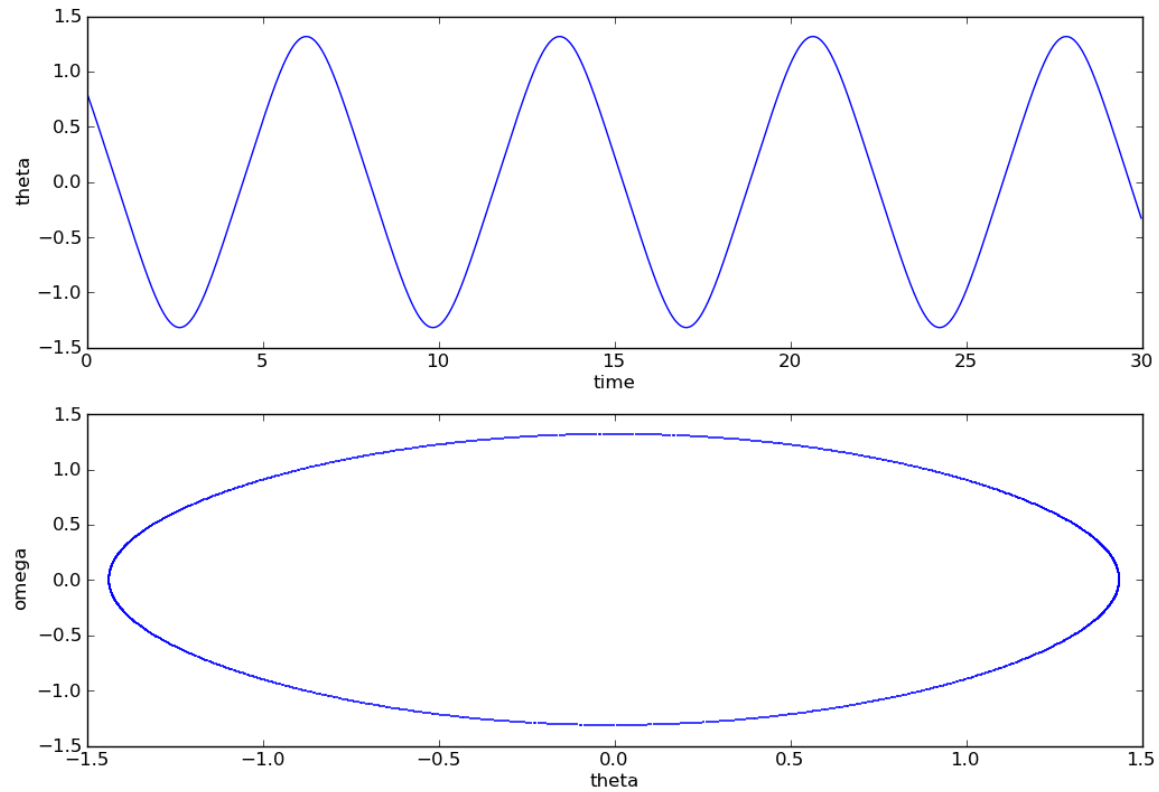
# Butterfly Effect

- Butterfly Effect is still present with damping!
- Even though you might naively expect damping would decrease the importance of initial conditions over time

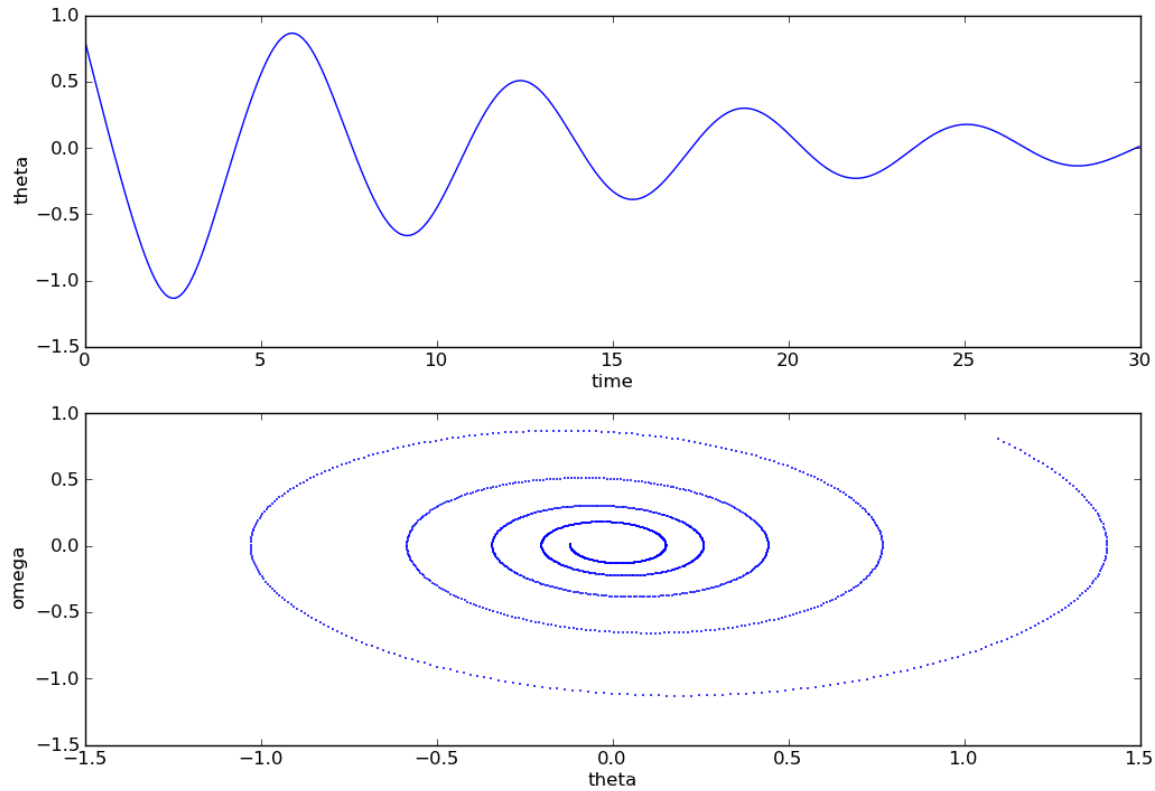
# Recap: Phase Space

- Multidimensional space
- One dimension for each variable composing system state
- Typically position & momentum/velocity
- Pendulum
  - Angular displacement
  - Angular velocity

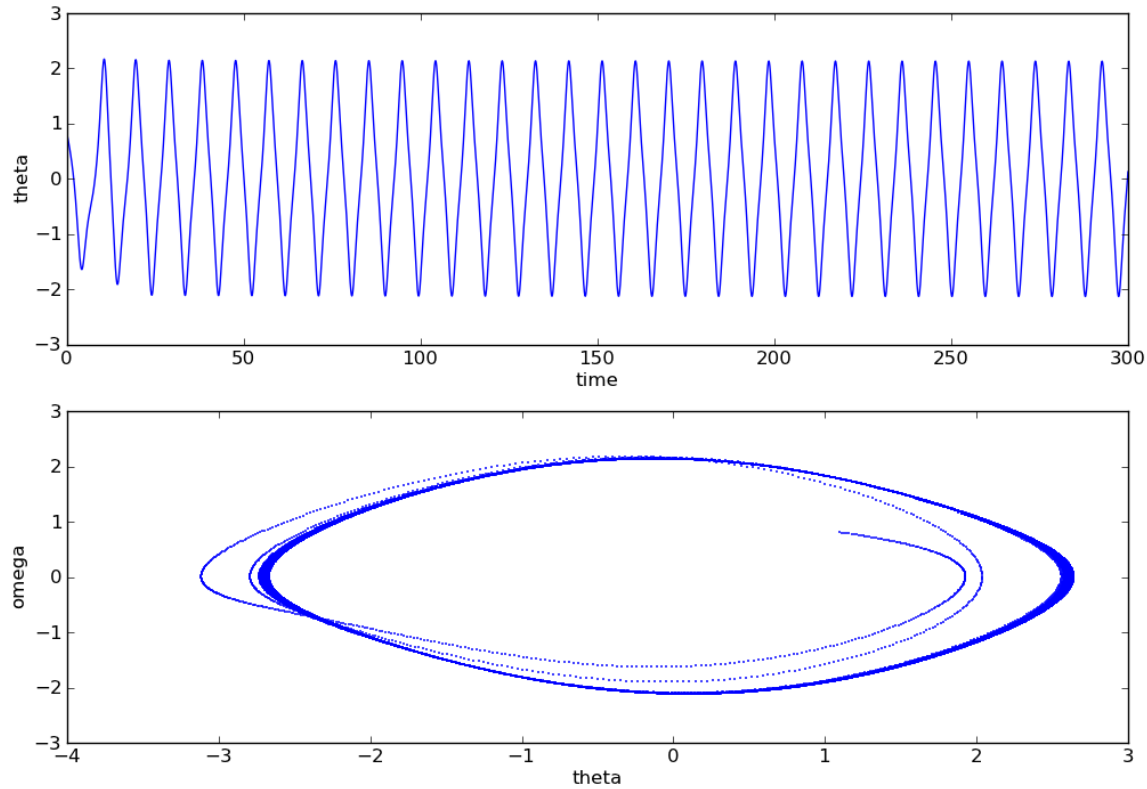
# Phase Space: Pendulum



# Phase Space – Damped Pendulum

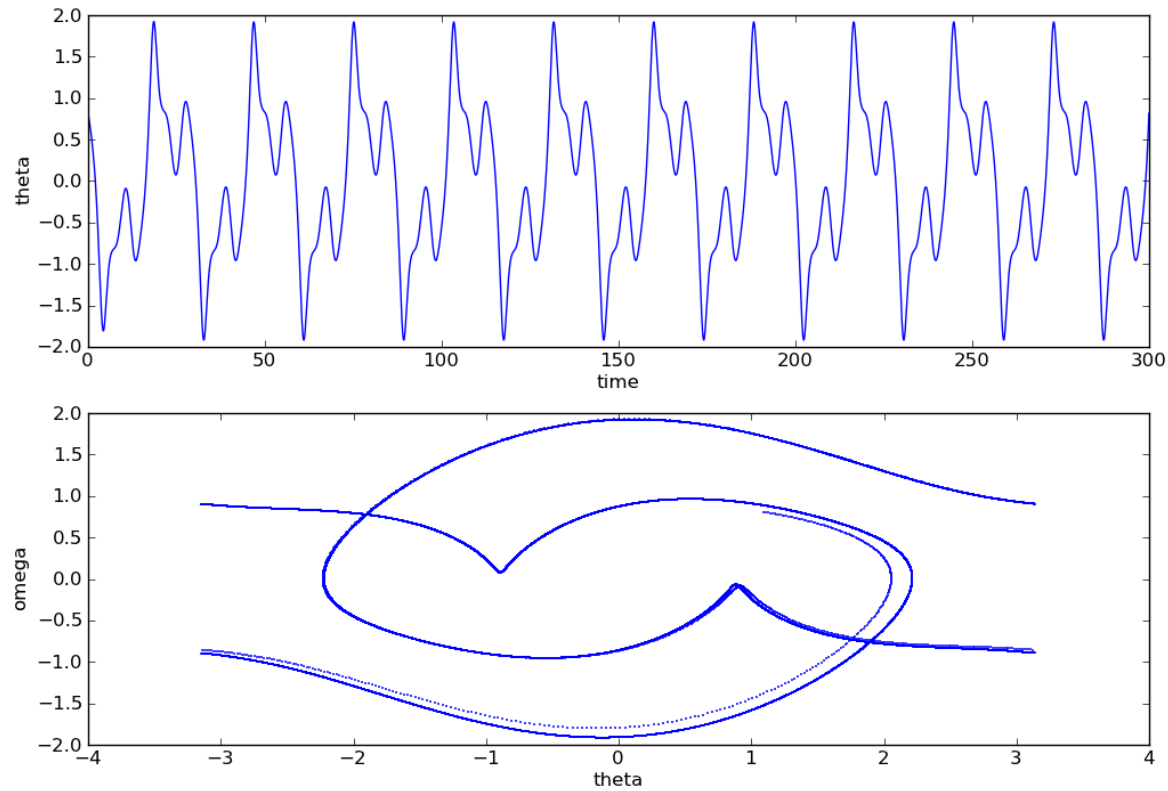


# Damped, Driven – $A = 1.0$

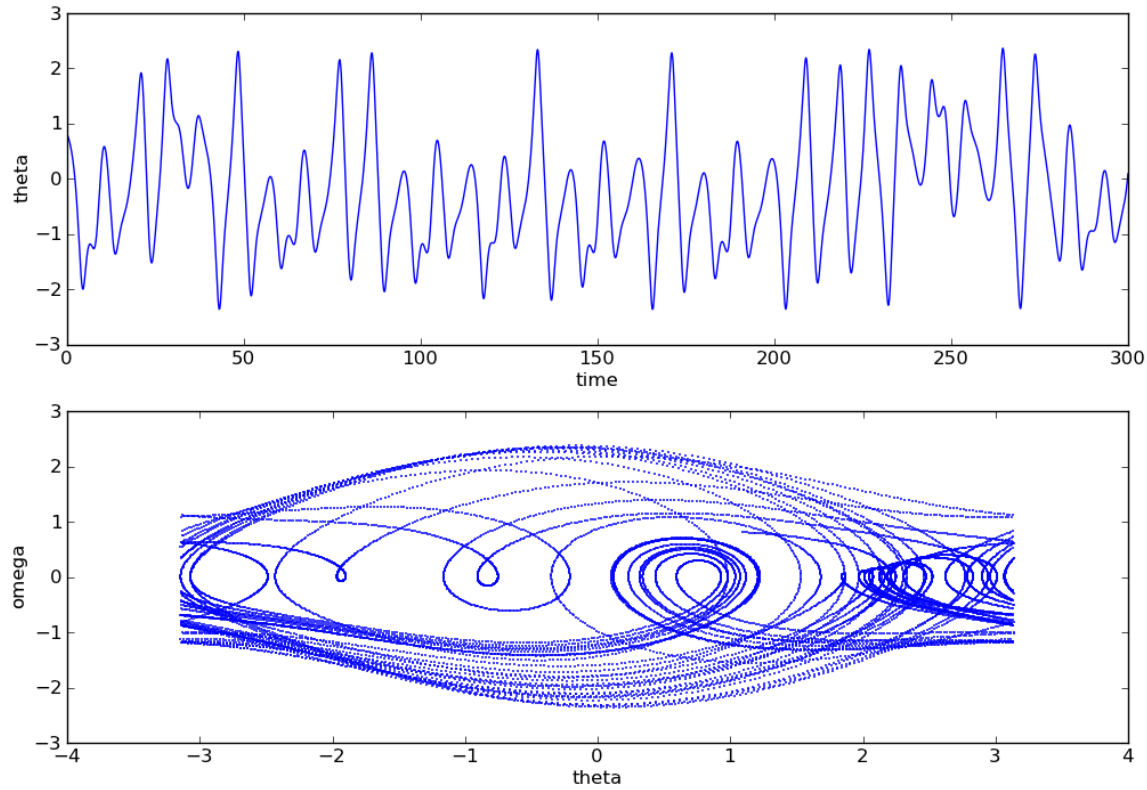




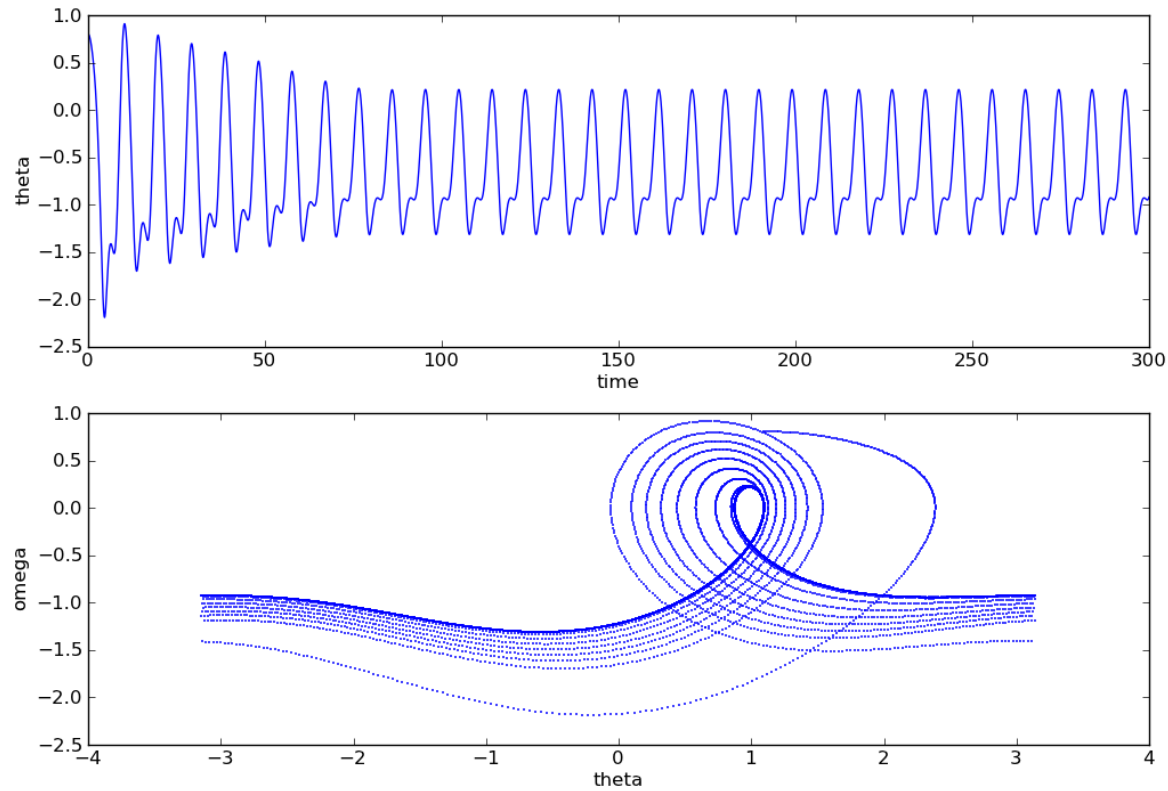
# Damped, Driven – $A = 1.1$



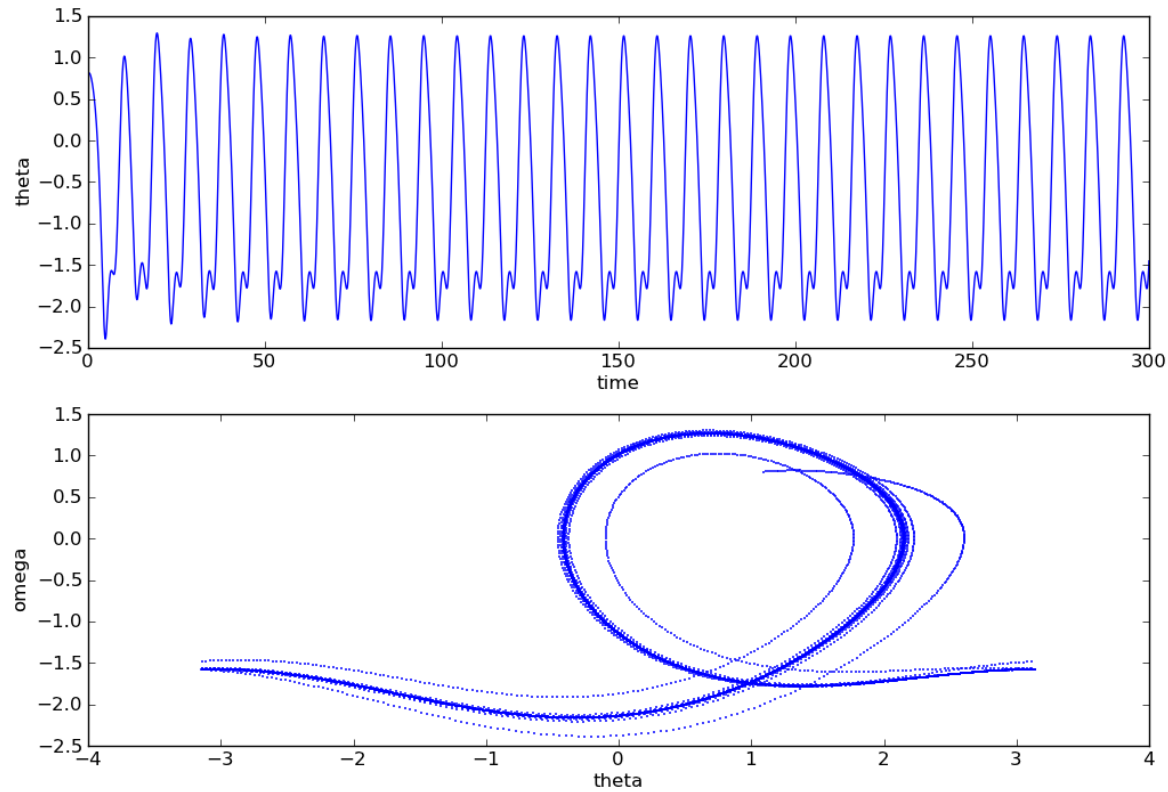
# Damped, Driven – $A = 1.2$



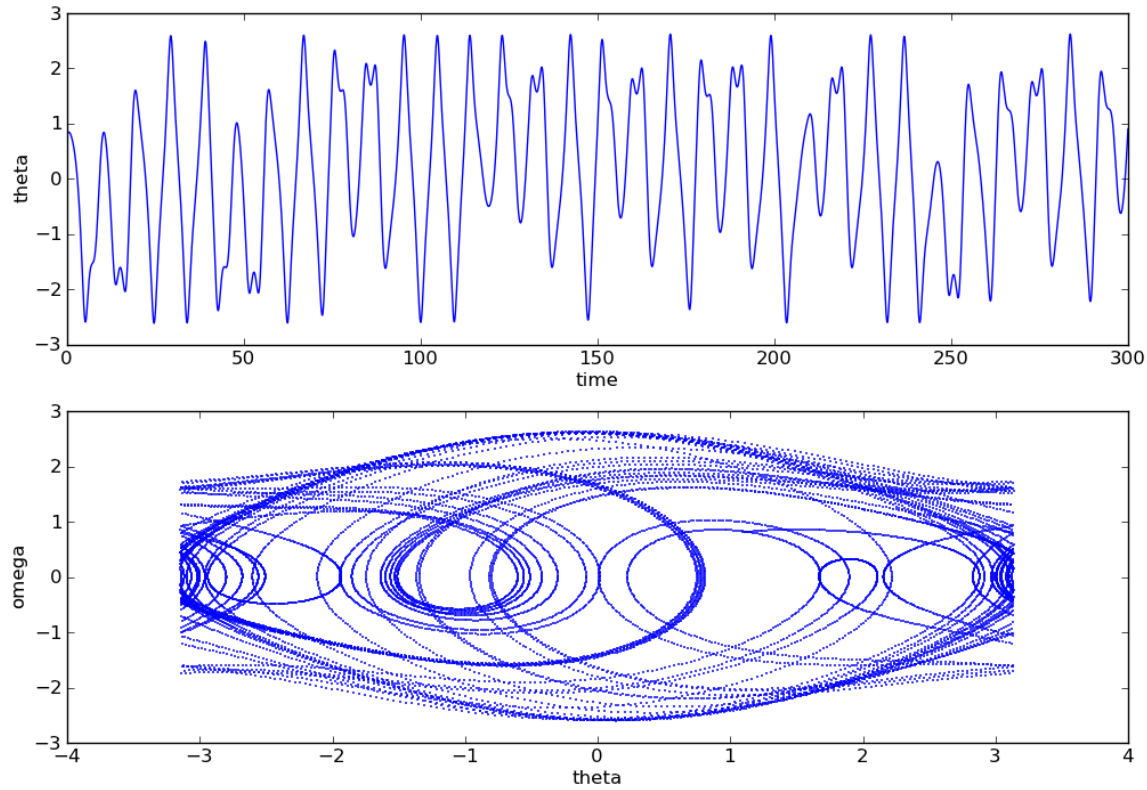
# Damped, Driven – $A = 1.3$



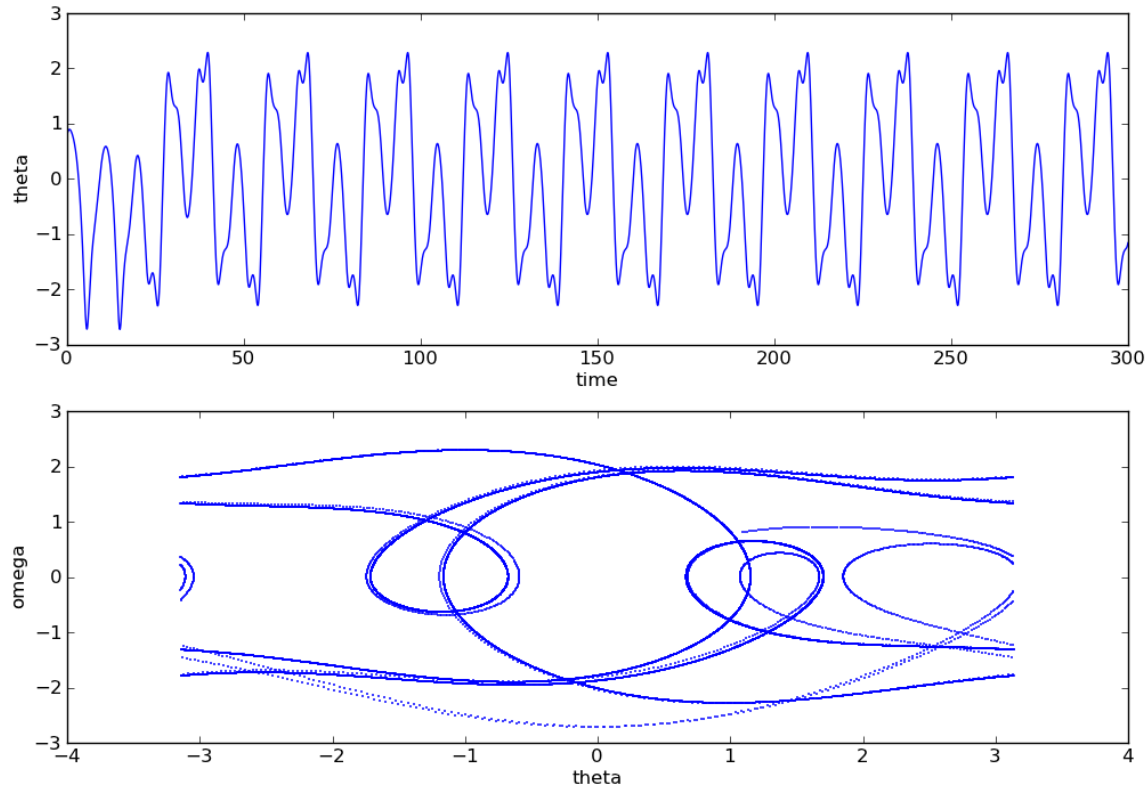
# Damped, Driven – $A = 1.4$



# Damped, Driven – $A = 1.5$



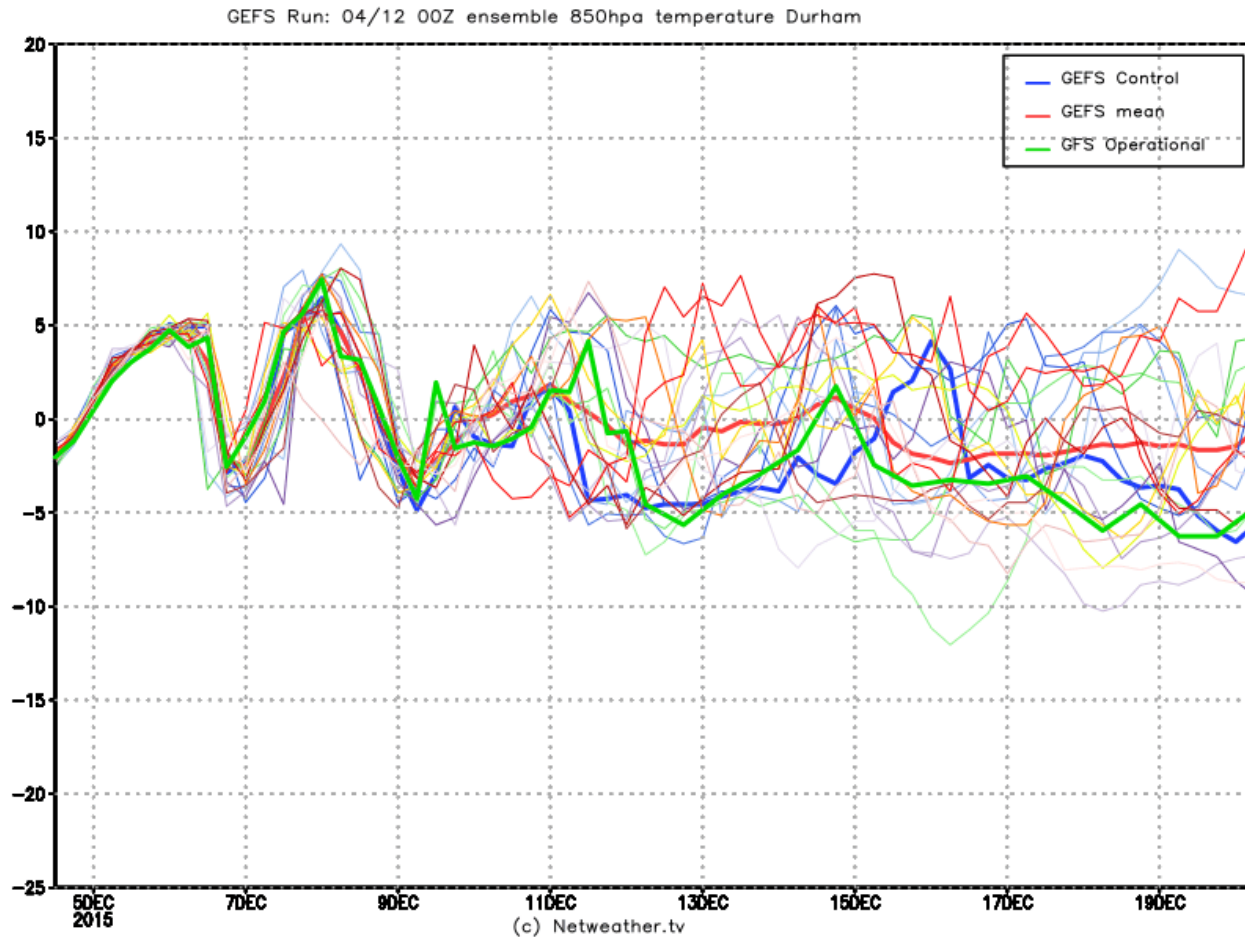
# Damped, Driven – $A = 1.6$



# Chaotic Weather

- NWP: Numerical Weather Prediction
  - Divide atmosphere into 3D grid of points
  - For each point write DEQs:
    - Heat transfer (conduction)
    - Solar irradiance / absorption
    - Mass flow (wind, moisture)
    - Etc. etc.
  - Solve numerically
- Global forecast models on an XY grid of ~40km
- Small changes in inputs -> chaos

# US GFS temperature at 850hpa line





# Fractals

# Fractal

- A fractal is a specific class of geometric shapes
- A shape is deemed fractal if it has *self similarity*
  - Scale invariant
  - It looks the same at different scales
- It may be self similarity off
  - Appearance
  - Statistics
  - Some other feature

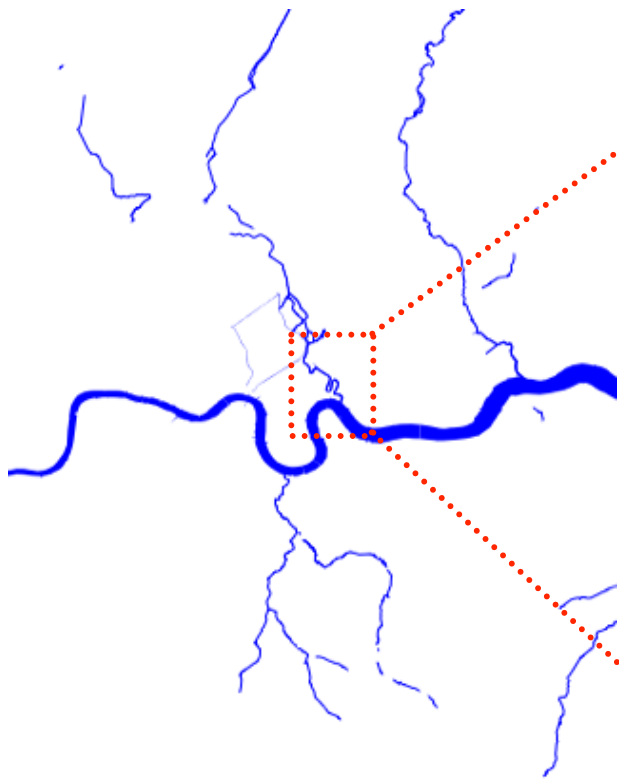
# Fractals and Nature

- Many natural processes form shapes with fractal properties
  - River systems
  - Coast lines
  - Lightning
  - Snow flakes
  - Many more

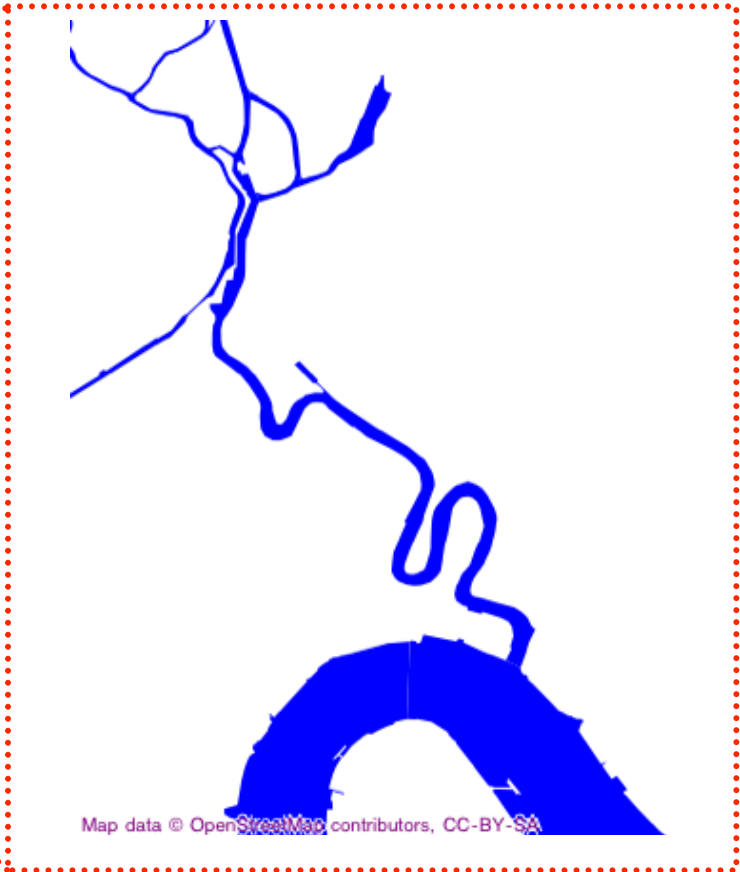


Map data © OpenStreetMap contributors, CC-BY-SA

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Map data © OpenStreetMap contributors, CC-BY-SA



Map data © OpenStreetMap contributors, CC-BY-SA

# Fractal Dimension

- The self-similarity of fractals means they contain endless detail – the more you zoom in, the more detail there is
- This means there is no answer to questions like “How long is my fractal”
- The measured length depends upon the scale you measure on

# Example: Rivers



. Map data © OpenStreetMap contributors, CC-BY-SA

# Example: Rivers



Map data © OpenStreetMap contributors, CC-BY-SA

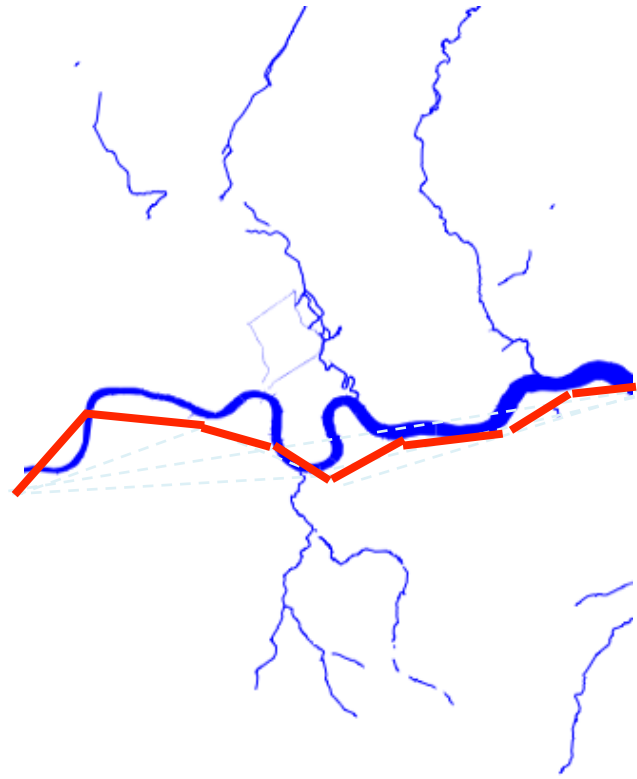


# Example: Rivers



. Map data © OpenStreetMap contributors, CC-BY-SA

# Example: Rivers



. Map data © OpenStreetMap contributors, CC-BY-SA

# Fractal Dimension

- The smaller our measurement scale, ‘G’, the greater our measured length, ‘L’

$$L(G) \propto G^{1-D}$$

- ‘D’ is the ‘Hausdorff dimension’ or ‘fractal dimension’ – it is some constant for a given geometry that characterises its scaling

**Random Fractals**

**Escape-time fractals**

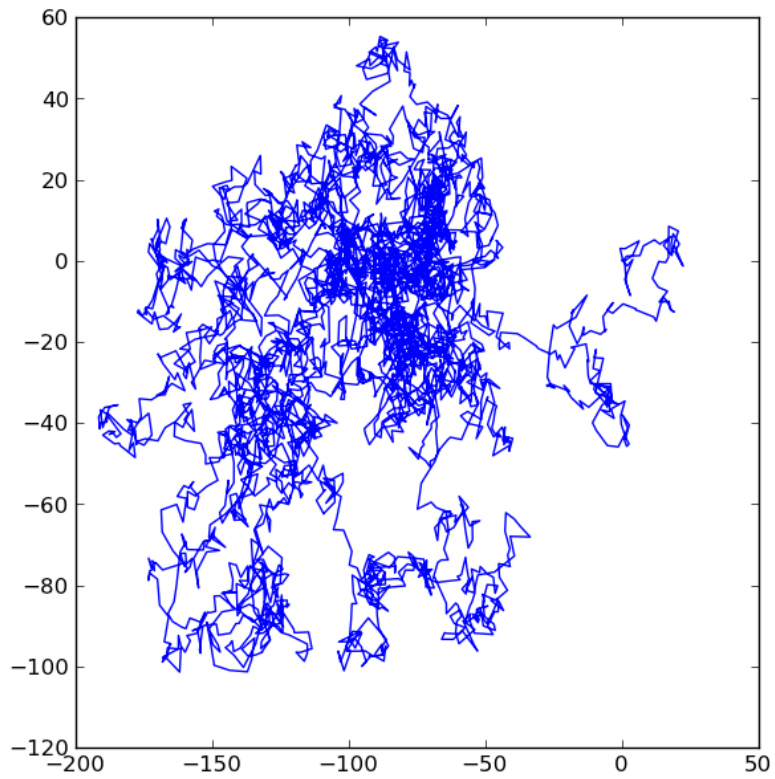
**Iterated function systems**

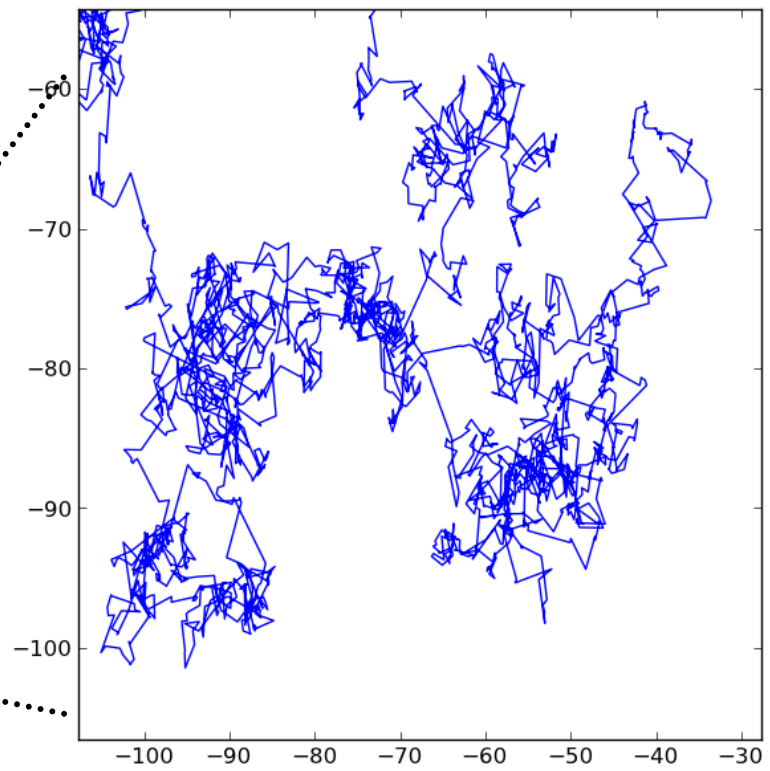
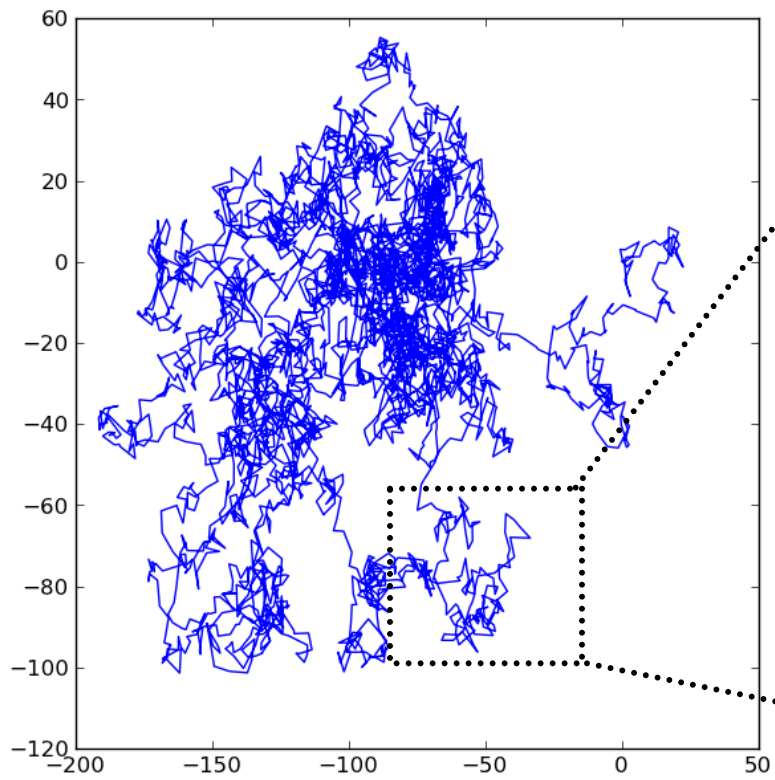
**Strange Attractors**

# Random Fractals

# Random Fractals

- Many natural processes have fractal aspects
- For example Random Walks
  - Self similarity / scale invariance in the statistics as much as the trajectories







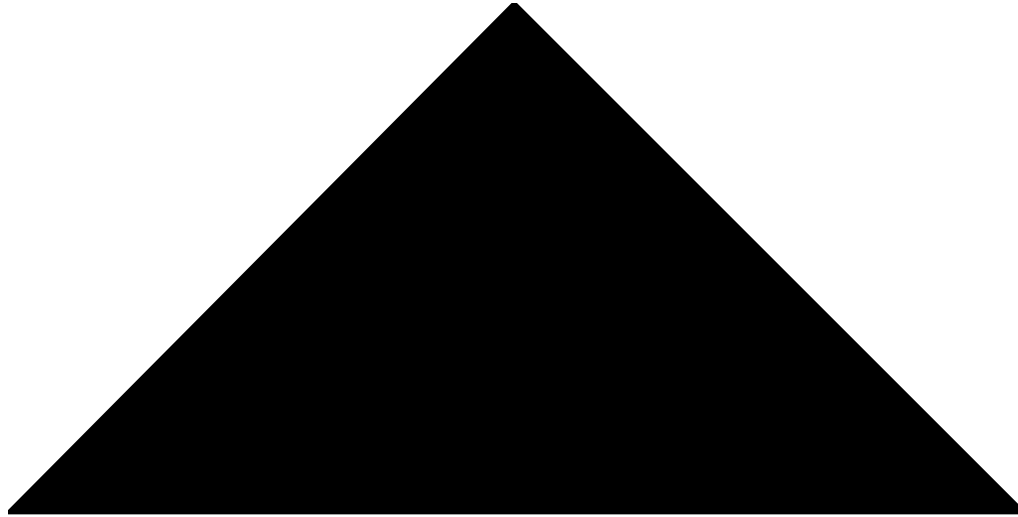
# Iterated Function System Fractals

# Iterated Function System

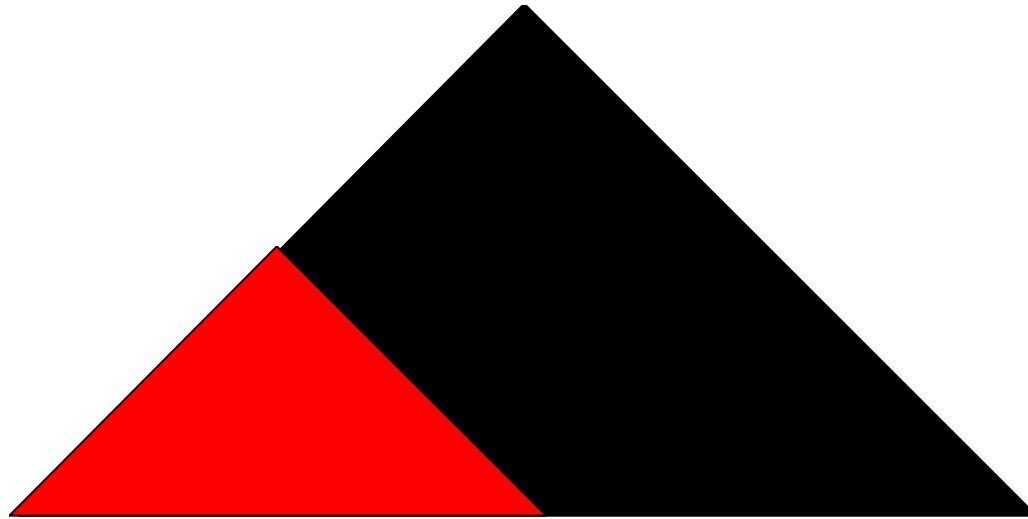
- Take a shape
- Make multiple transformed copies
  - Transform by a function
- Iterate

# IFS : Sierpinski Triangle

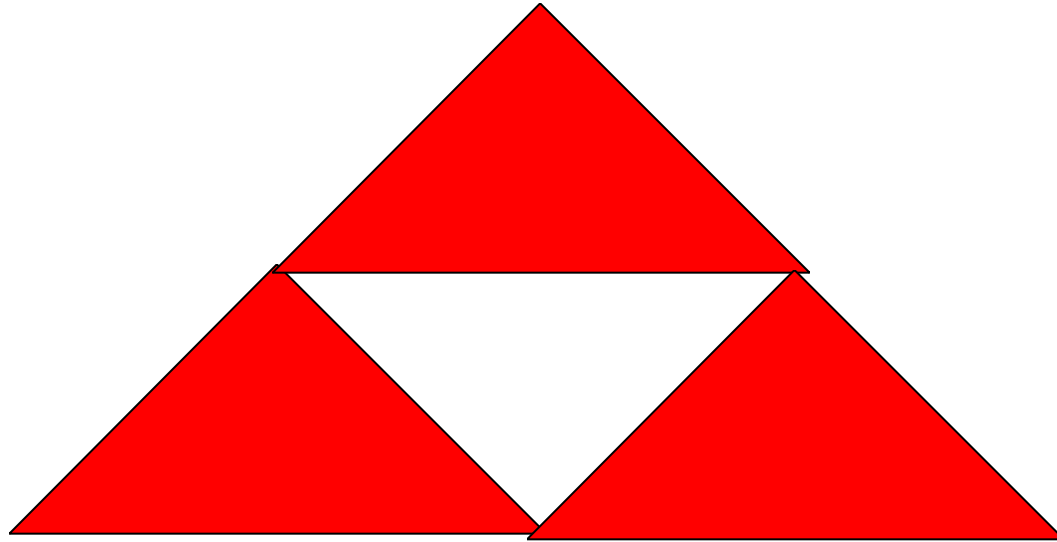
Shrink



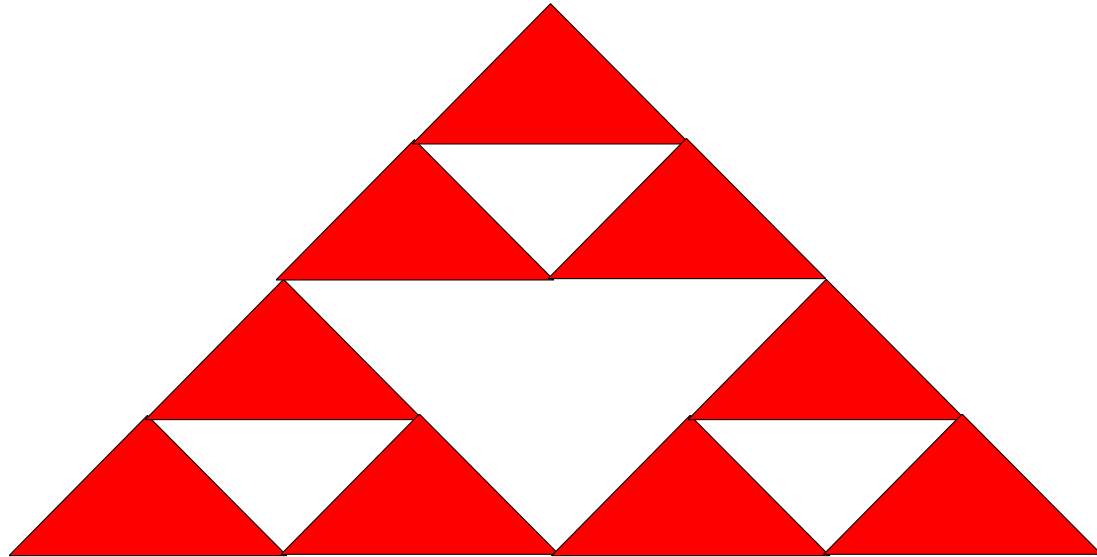
# Transform: Shrink



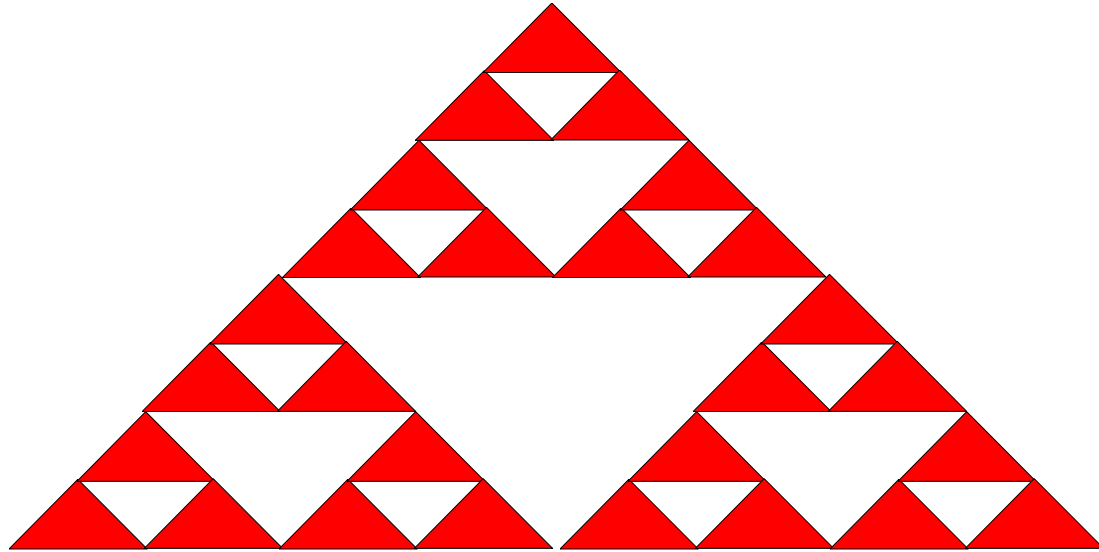
# Transform: Triplicate



# Iterate

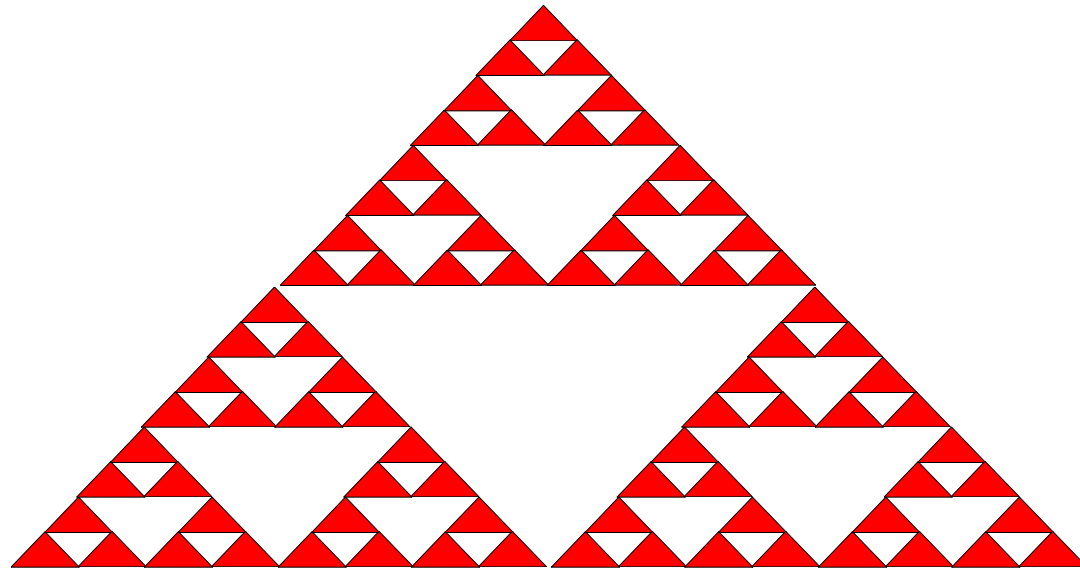


# Iterate





# Iterate



# Fractals and Chaos

- Fractals and Chaos are different but connected
- Many ways of visually presenting chaotic systems produce fractals
- For example, the behaviour of many recursive functions is highly sensitive to the initial value
  - Visualising this produces fractals

# Recursive Function Fractals

AKA Escape Time Fractals

# Recursive Function Fractals

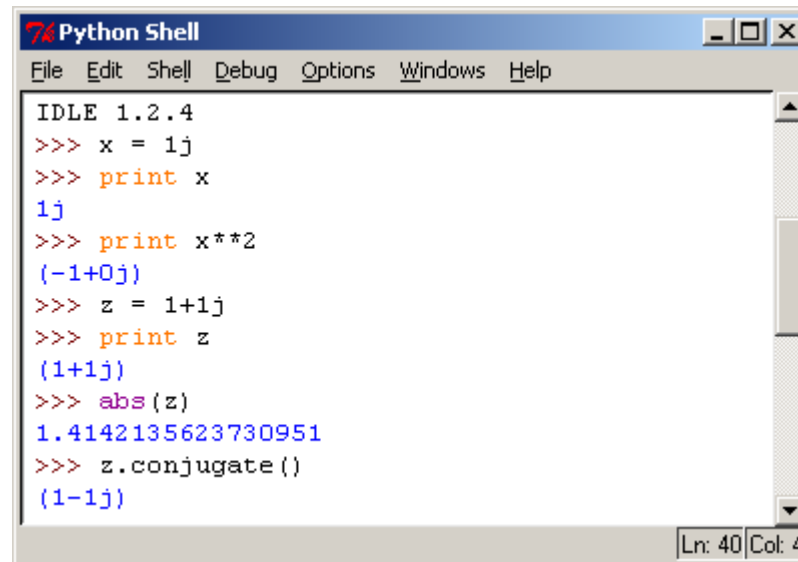
- Given:
  - Initial value  $Z_0$
  - A position  $(x, y)$
  - An function  $Z_{n+1} = f(Z_n, x, y)$
- Apply the function recursively many times
- Does  $|Z|$  tend to 0 or infinity?
  - Define a set of all points where  $|Z| \rightarrow 0$

# Complex Numbers

In Python

# Complex Numbers in Python

- Python supports imaginary and complex numbers out of the box
- Append a 'j' (Jay, not 'i') to a number to make it imaginary
- DOES NOT NEED A NUMPY ARRAY



```
Python Shell
File Edit Shell Debug Options Windows Help
IDLE 1.2.4
>>> x = 1j
>>> print x
1j
>>> print x**2
(-1+0j)
>>> z = 1+1j
>>> print z
(1+1j)
>>> abs(z)
1.4142135623730951
>>> z.conjugate()
(1-1j)
Ln: 40 Col: 4
```

# Example 1

- $Z_{n+1} = Z_n^2 + |(x,y)|^2$

```
File Edit Format Run Options Windows Help
from __future__ import division
import numpy
import matplotlib.pyplot as pyplot
import matplotlib.cm

def f(x, y):
    z0 = 0
    c = (x**2 + y**2)
    z = z0
    MAX_ITER = 10
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break

    return i == MAX_ITER-1
```

Ln: 15 | Col: 8

# Example 1

- $Z_{n+1} = Z_n^2 + |(x,y)|^2$

```
File Edit Format Run Options Windows Help
from __future__ import division
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        if abs(z) > 1:
            break
    return i == MAX_ITER-1
```

Ln: 15 | Col: 8

To speed things up we exit the 'for' loop early if we detect that our value is tending to infinity

We exit the loop early with the **break** statement.



# Example 1

- $Z_{n+1} = Z_n^2 + |(x, y)|^2$

```
File Edit Format Run Options Windows Help
from __future__ import division
import numpy
import matplotlib.pyplot as pyplot
import matplotlib.cm

def f(x, y):
    z0 = 0
    c = (x**2 + y**2)
    z = z0
    MAX_ITER = 10
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break
    return i == MAX_ITER-1
```

Ln: 15 | Col: 8

If this condition is true it means that the 'for' loop is exhausted – it didn't break early.

We assume that this means the value is not tending to infinity but to zero

# Example 1

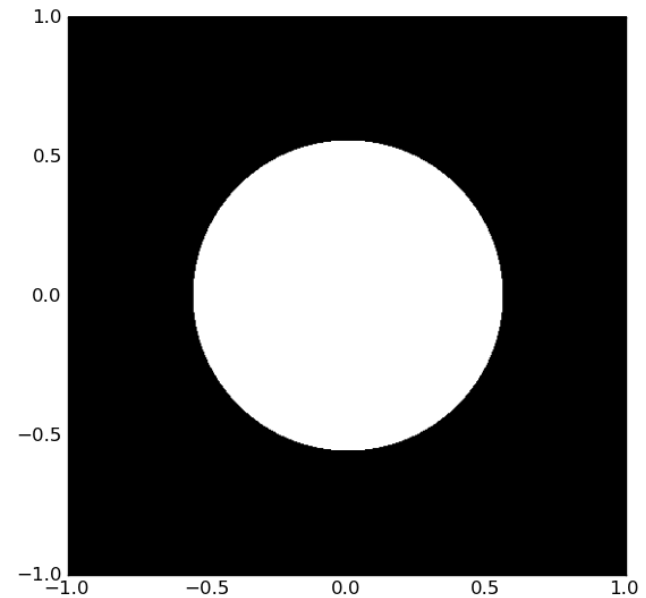
- $Z_{n+1} = Z_n^2 + |(x, y)|^2$

```
File Edit Format Run Options Windows Help
from __future__ import division
import numpy
import matplotlib.pyplot as pyplot
import matplotlib.cm

def f(x, y):
    z0 = 0
    c = (x**2 + y**2)
    z = z0
    MAX_ITER = 10
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break

    return i == MAX_ITER-1

Ln: 15 Col: 8
```



# Example 2

- $Z_{n+1} = Z_n^2 + x + iy$

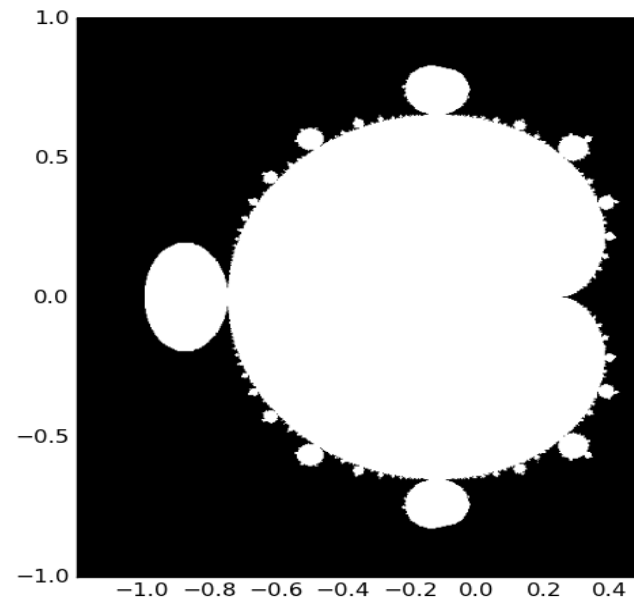
*Complex plane*

```
File Edit Format Run Options Windows Help

def f(x, y):
    z0 = 0
    c = x + y * 1j
    z = z0
    MAX_ITER = 200
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break

    return i == MAX_ITER-1

Ln
```



# Mandelbrot Set

- A set (collection)
  - of all points  $(x, y)$
  - Where the formula  $Z_{n+1} = Z_n^2 + (x+iy)$  remains *bounded* – i.e. magnitude does not tend to infinity
- The Mandelbrot set results from the recursion being chaotic
  - A tiny change in initial position has a large effect (inside/outside the set)
- The Mandelbrot set displays
  - an incredible level of endless detail when zoomed
  - Self similarity at all levels

# Making it pretty

```
escape1.py - G:\teaching\2010-2011\CompPhy...
File Edit Format Run Options Windows Help

def f(x, y):
    z0 = 0
    c = x + y * 1j
    z = z0
    MAX_ITER = 200
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break

    return i == MAX_ITER-1

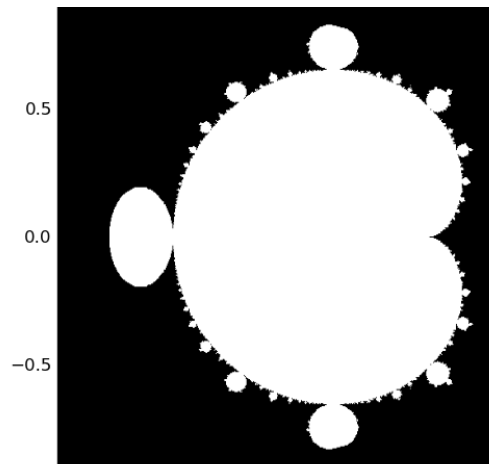
Ln: 1 Col: 0
```

```
escape1.py - G:/teaching/2010-2011/CompPh...
File Edit Format Run Options Windows Help

def f(x, y):
    z0 = 0
    c = x + y * 1j
    z = z0
    MAX_ITER = 200
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break

    return i

Ln: 16 Col: 13
```



# Making it pretty

```
escape1.py - G:\teaching\2010-2011\CompPhy...
File Edit Format Run Options Windows Help

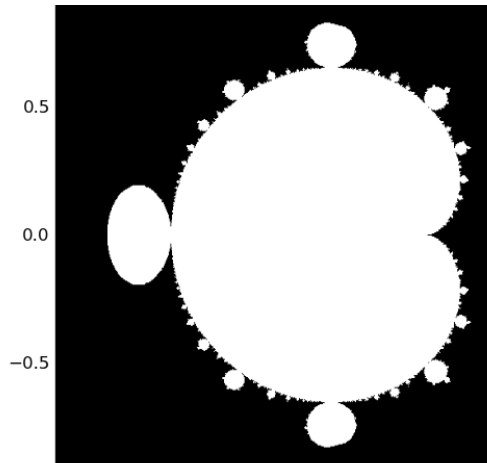
def f(x, y):
    z0 = 0
    c = x + y * 1j
    z = z0
    MAX_ITER = 200
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break
    return i == MAX_ITER-1
```

Colour points based on:

Inside the set (white)

Outside the set (black)

Informative but dull

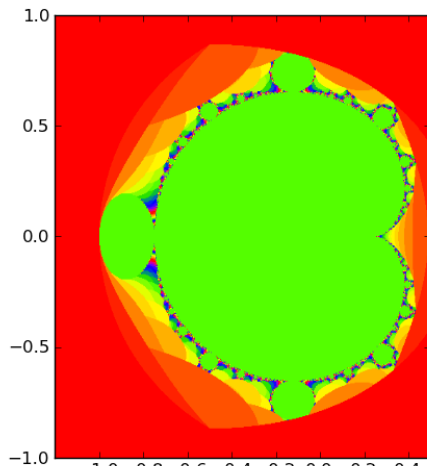


# Making it pretty

- Colour points based on how quickly the recursion ‘escapes’ from the set – i.e. how fast it is tending to infinity
- Not as interesting mathematically
- But it was the key step to getting fractals into the wider public eye!

```
escape1.py - G:/teaching/2010-2011/CompPh...
File Edit Format Run Options Windows Help

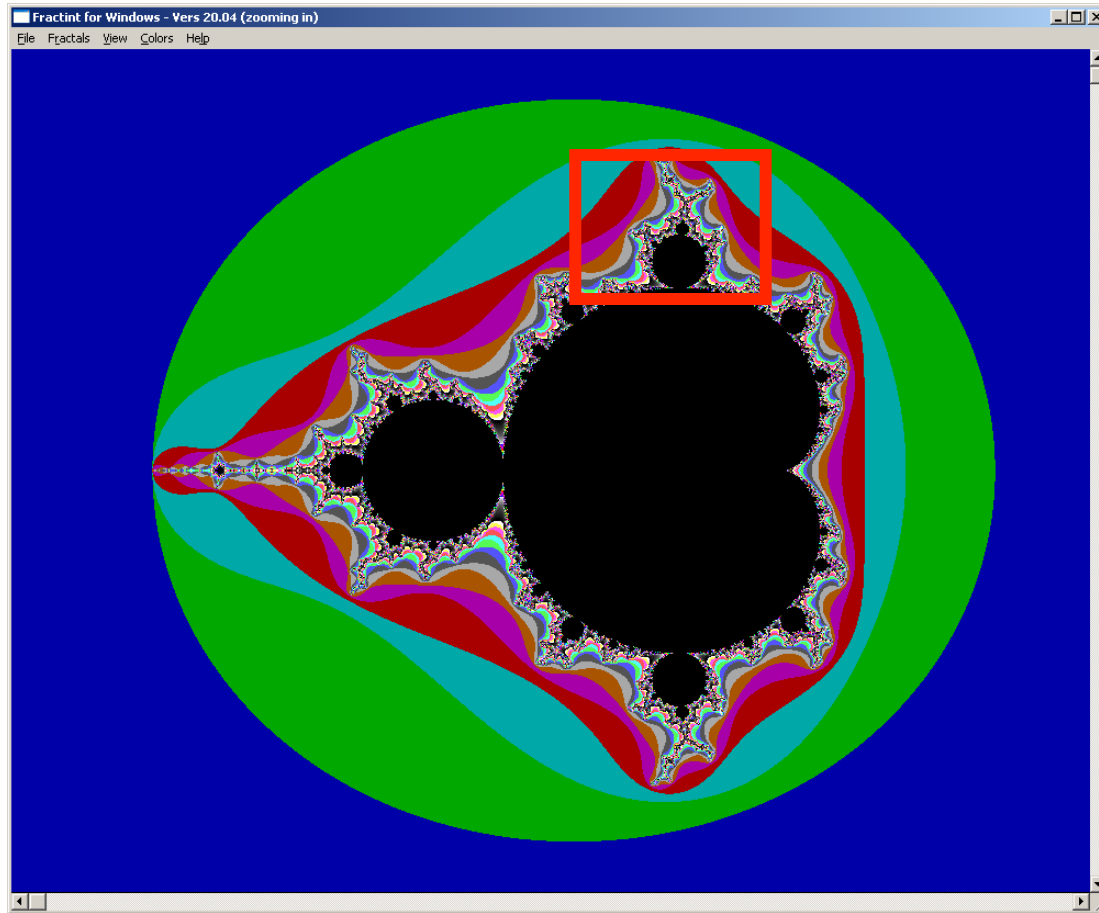
def f(x, y):
    z0 = 0
    c = x + y * 1j
    z = z0
    MAX_ITER = 200
    for i in range(MAX_ITER):
        z = z**2 + c
        if abs(z) > 1:
            break
    return i
```

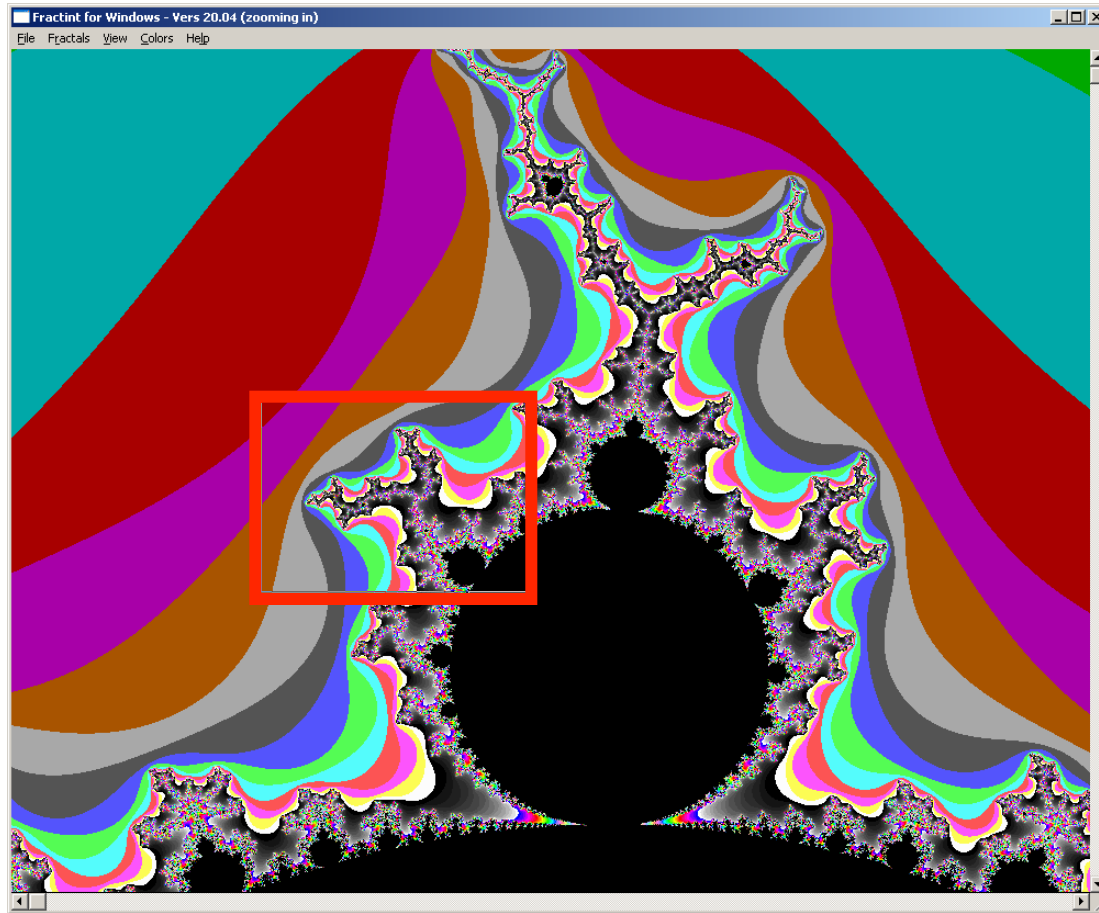


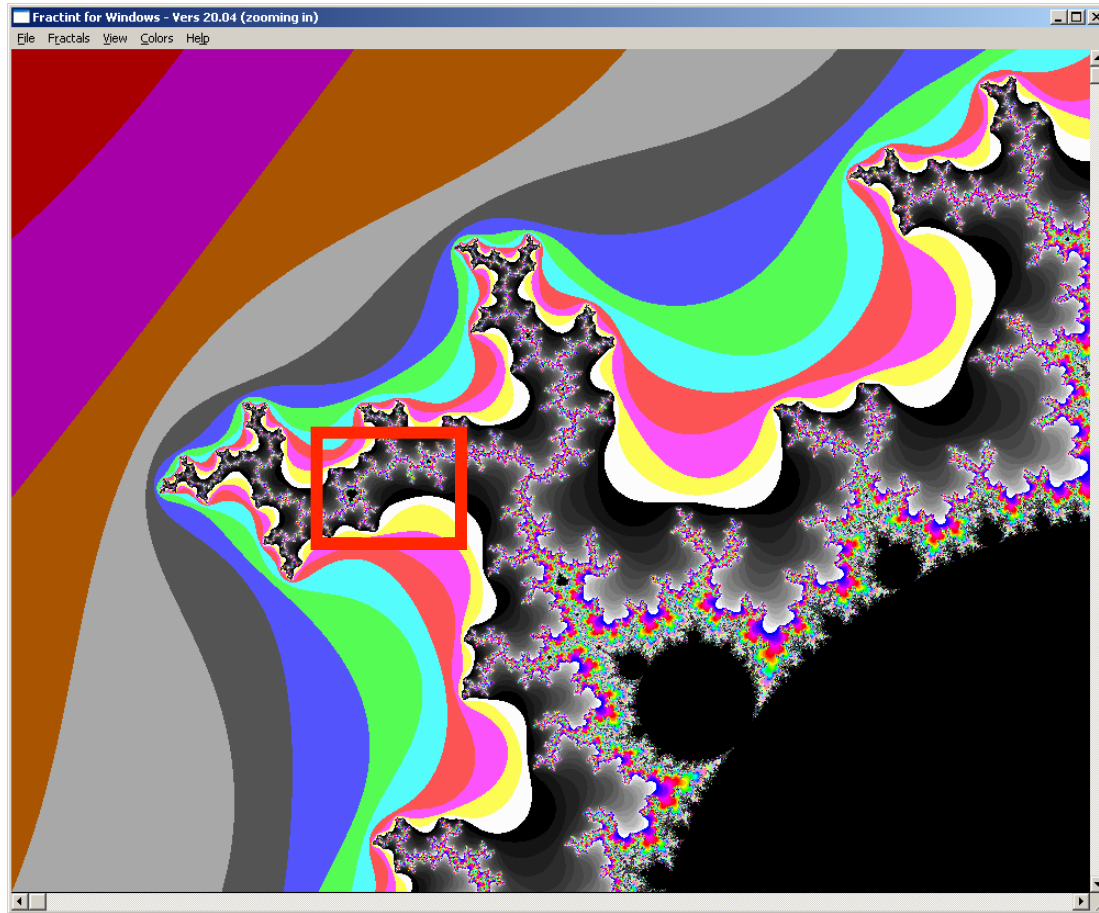
# Exploring the Mandelbrot Set

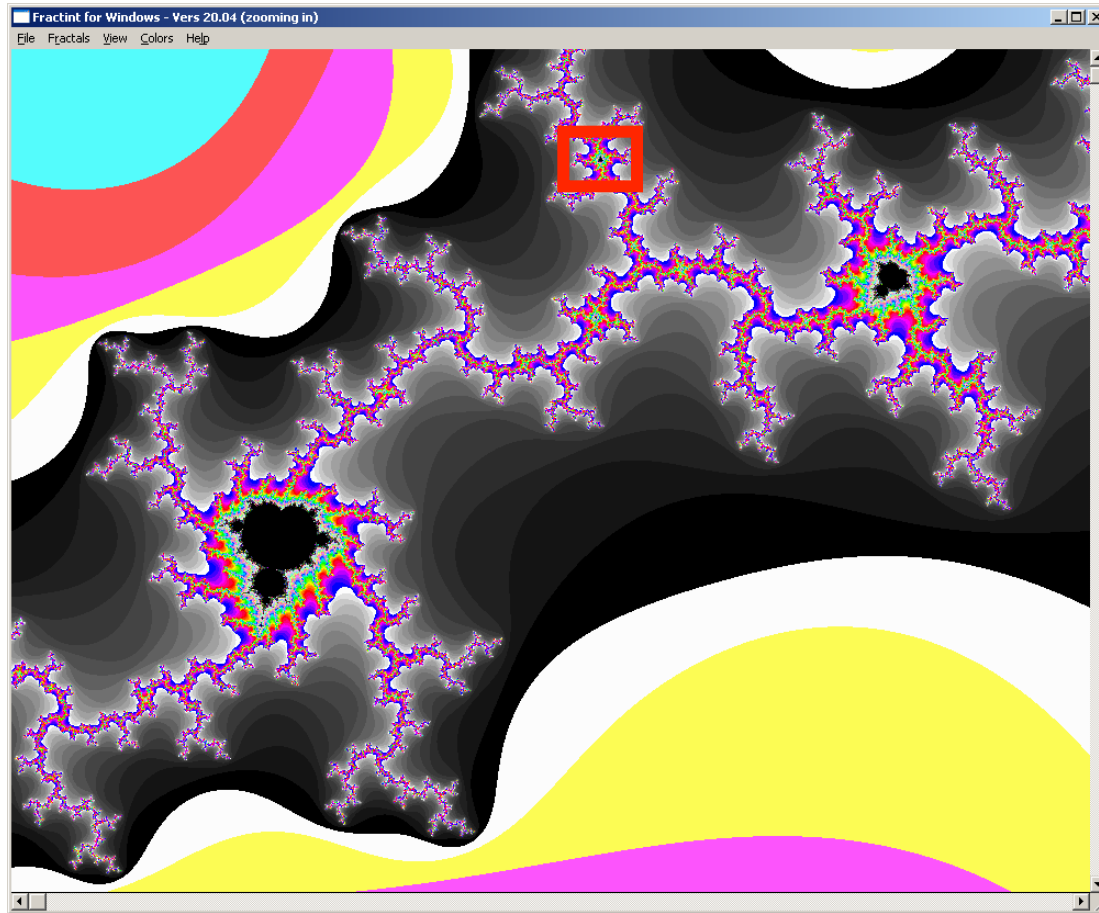
- Fractint / Winfract
- I was using this 20+ years ago, and it's got staying power!
- <http://www.fractint.org/>

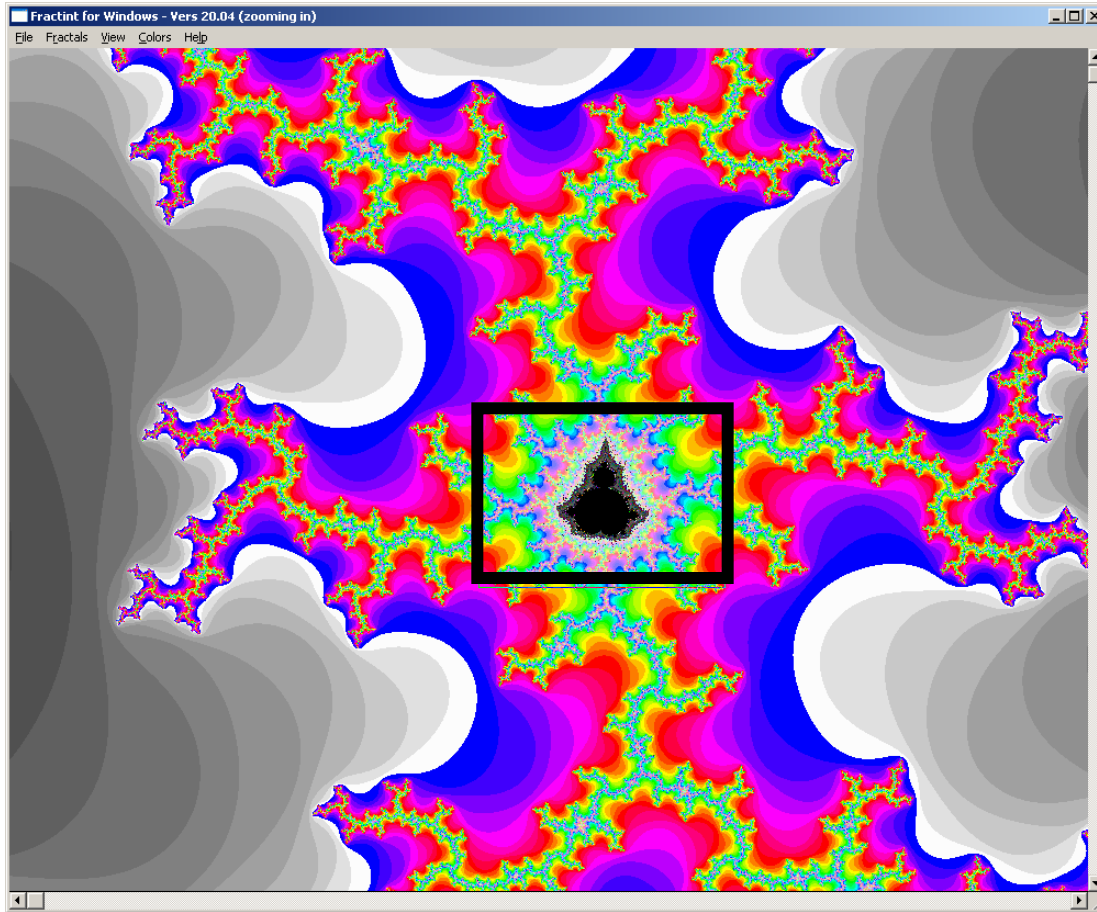


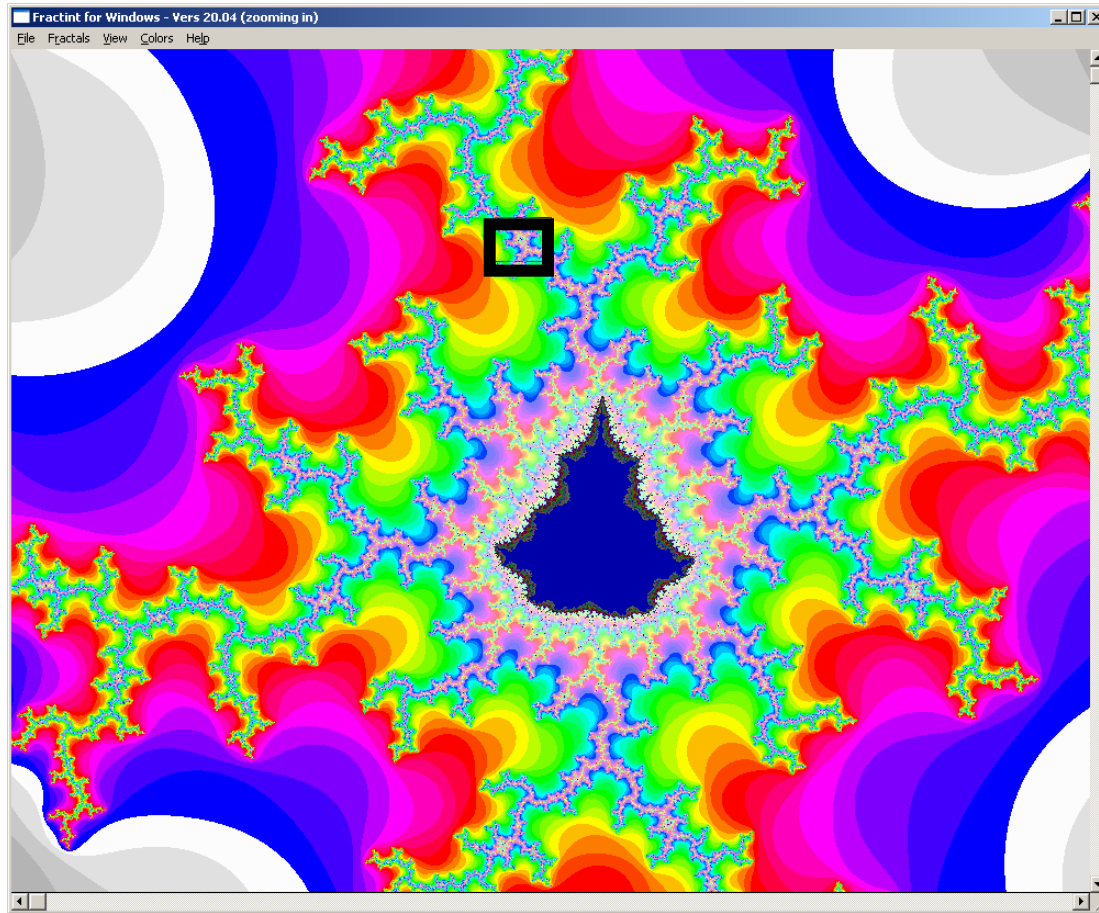




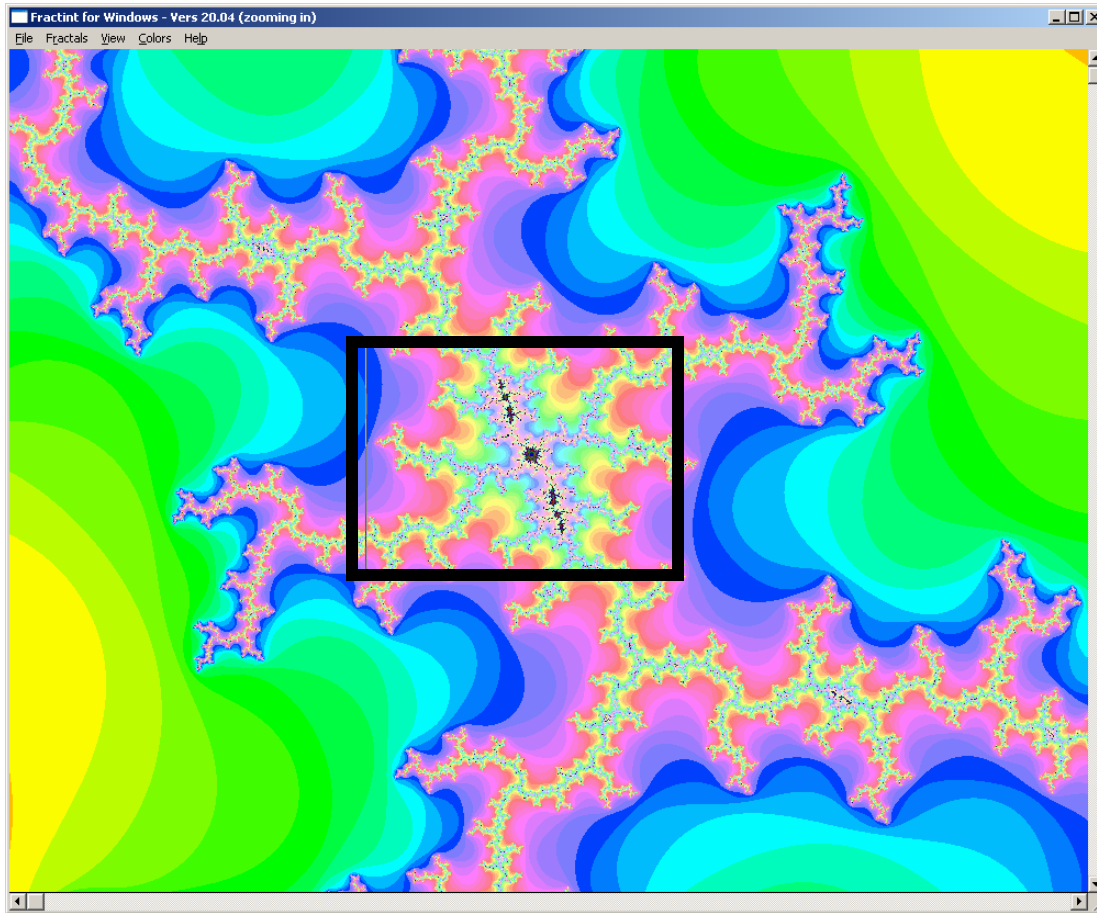


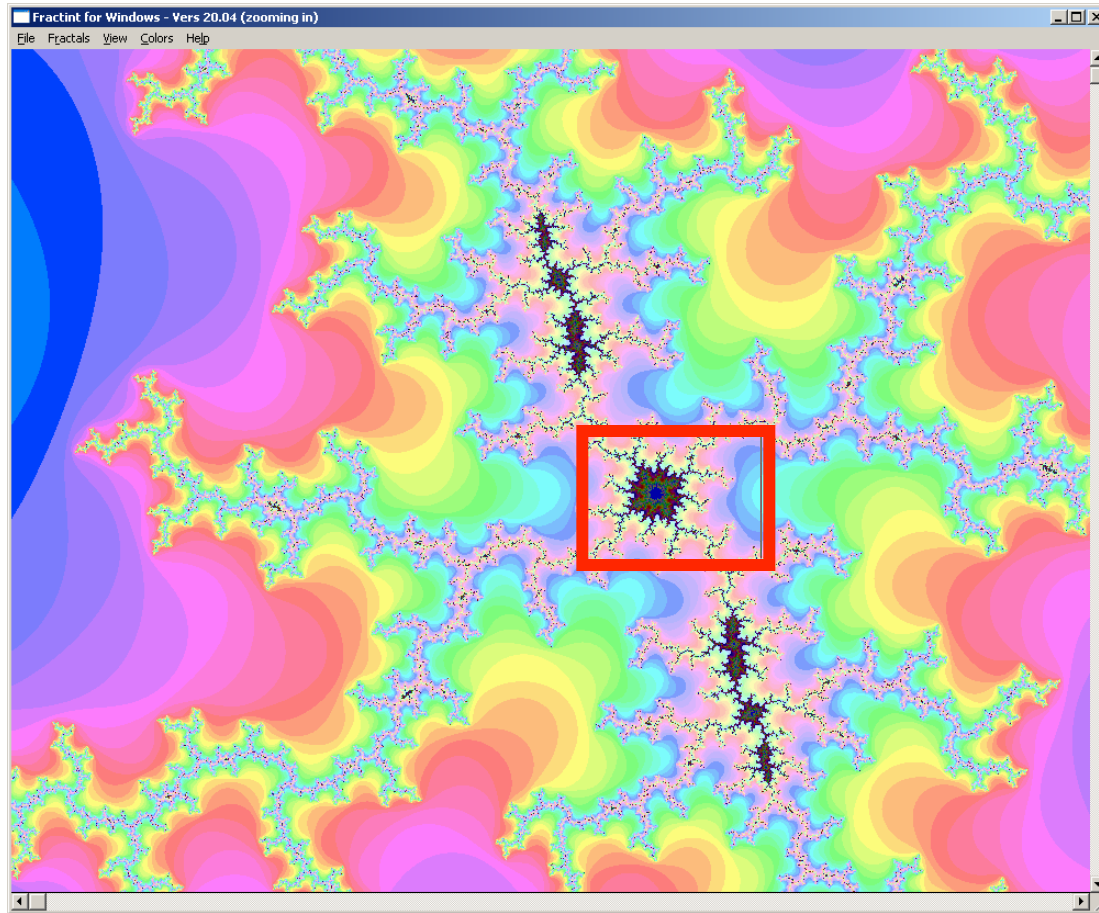




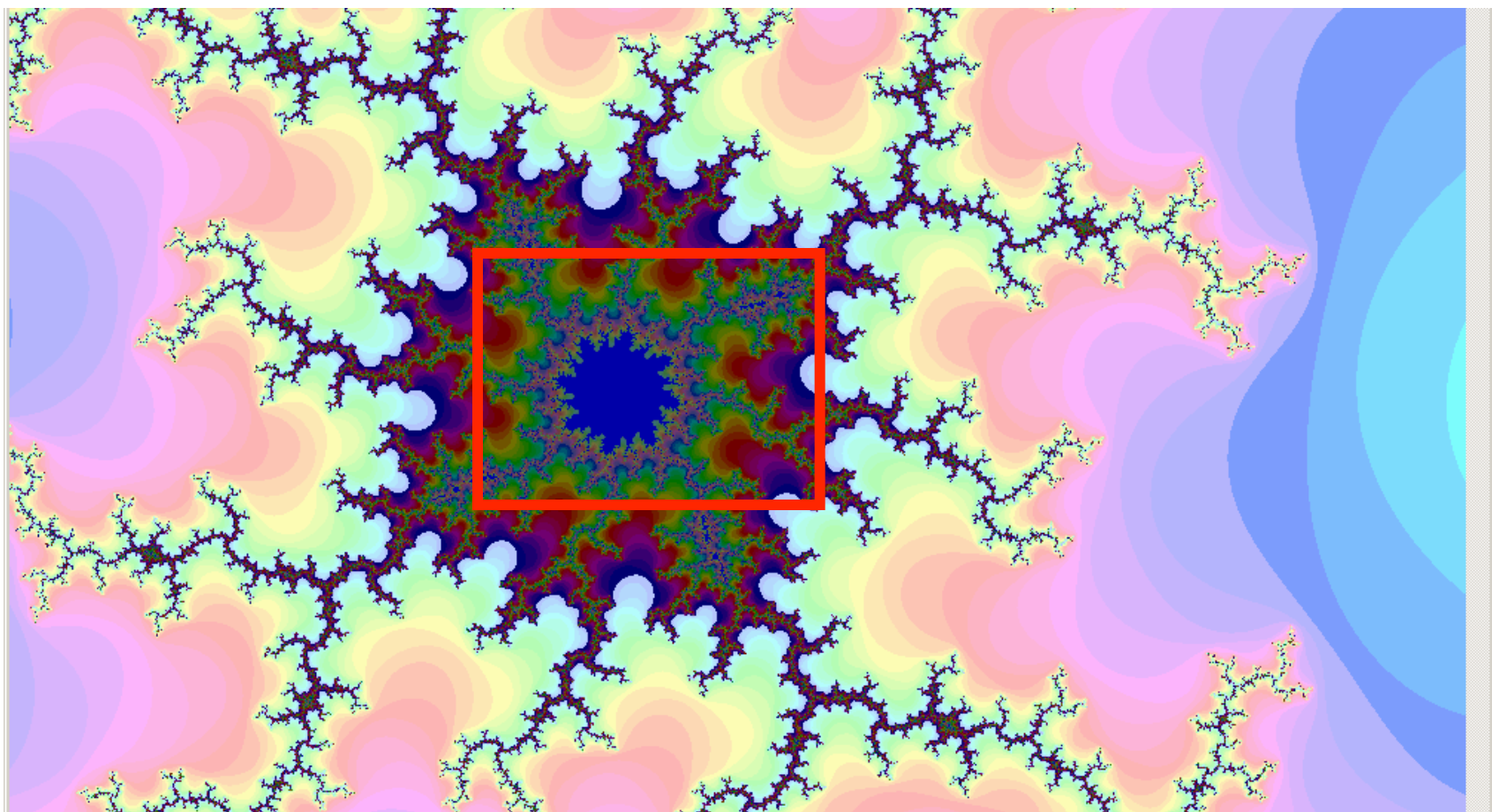


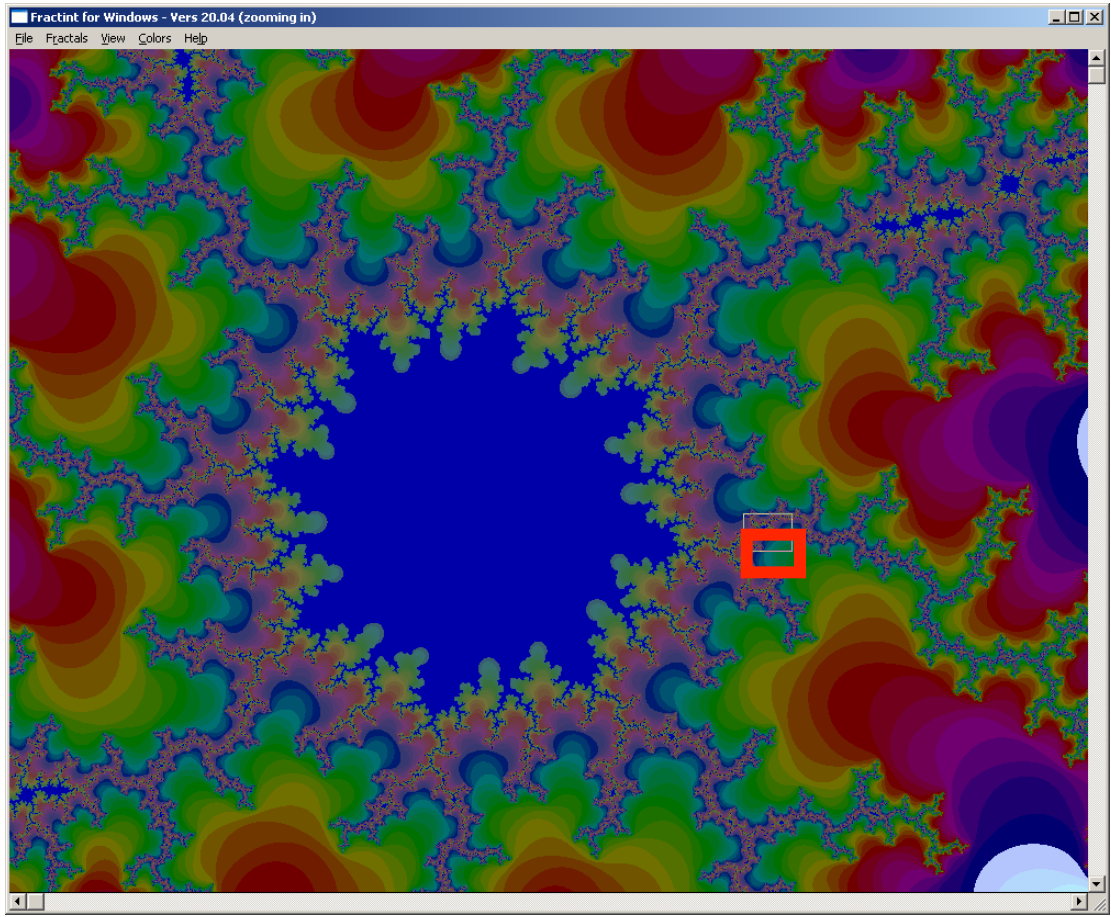


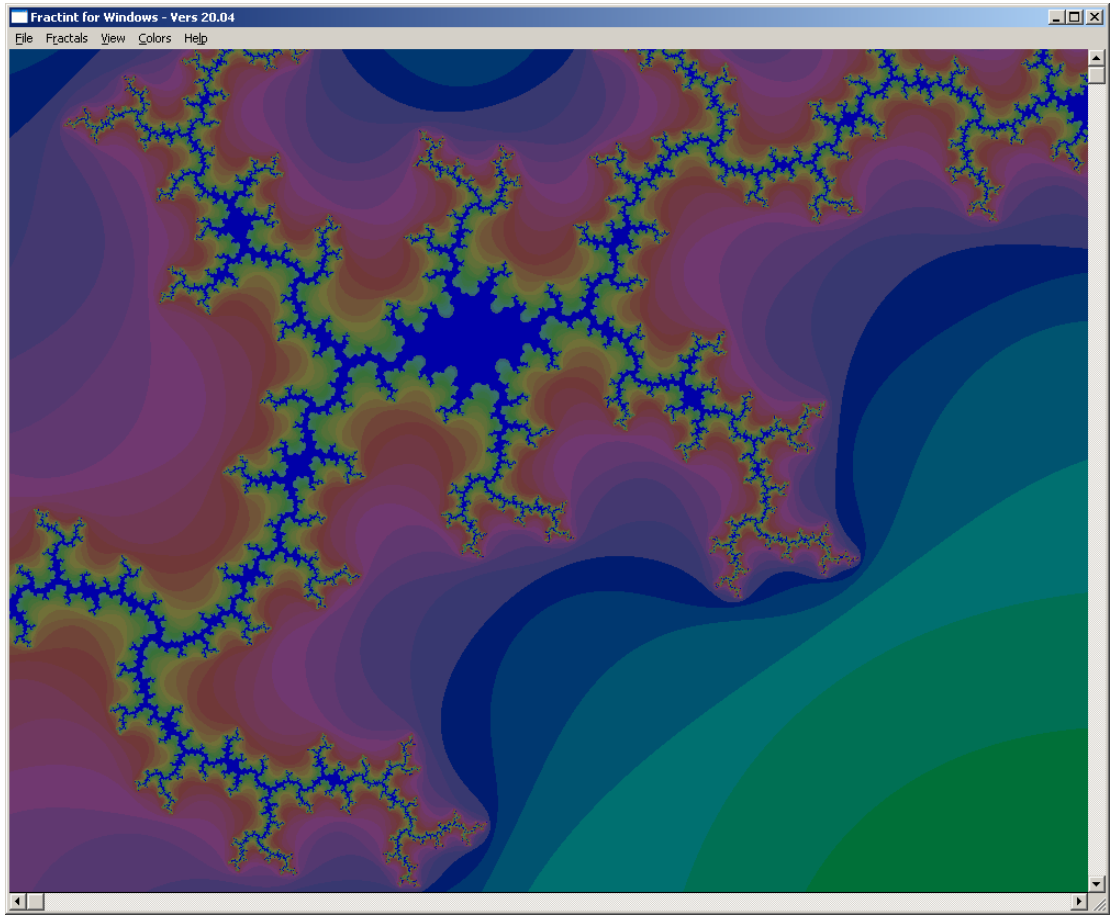


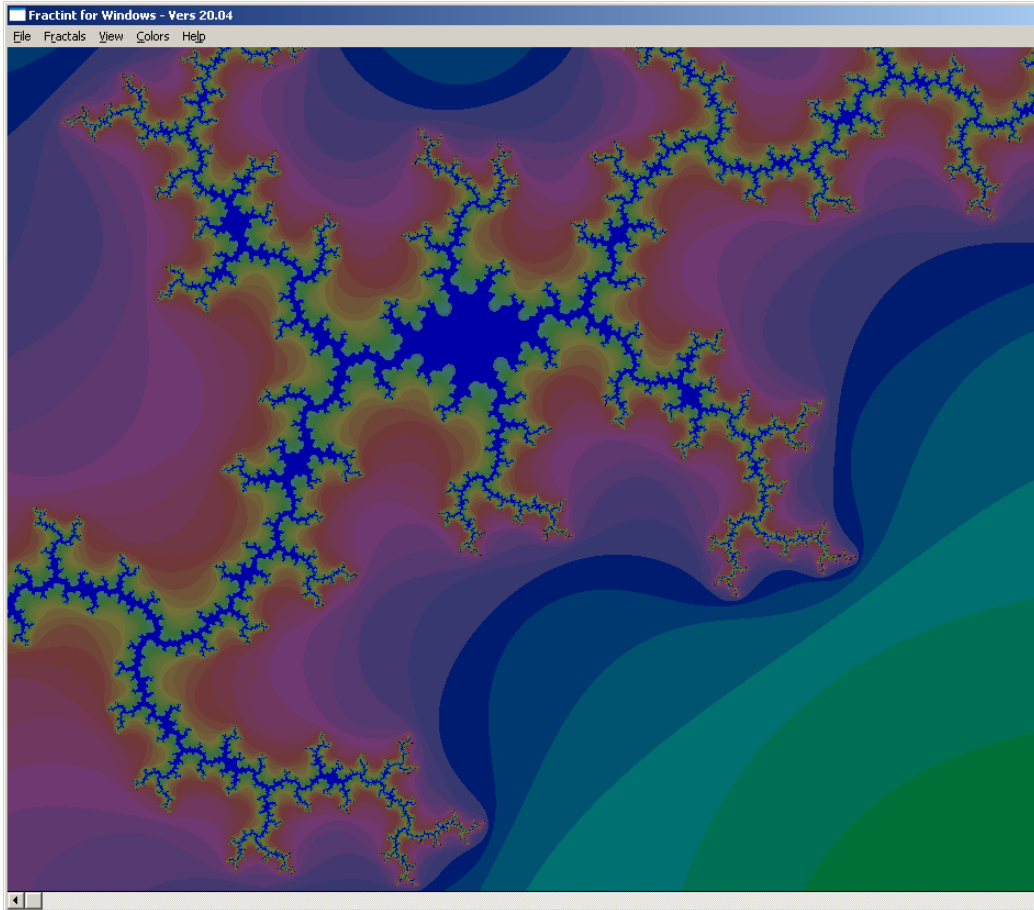












**We have now zoomed in  
~100,000,000x from the first  
image**

**That's similar to the ratio  
between a person and a virus**

**The complexity in the  
Mandelbrot set appears  
endless**

**Exploring it certainly  
challenges computers**

**Precision!**

# Root Finding

A change of tack?

# Root Finding

- Root finding algorithms look for the root(s) of a function
- I.e.:
  - Given  $f(x)$
  - Find a value of  $x$  where  $f(x) = 0$
- Numerical methods
  - Bisection
  - Newton-Raphson
  - Secant
  - Many more

# Newton Raphson

- Iterative method
  - Starts from a seed point,  $X_0$
  - (normally) converges on the nearest root
- See whiteboard for use
- Found root can be chaotic in the presence of multiple roots
- You are going to investigate and plot this for your last weekly assessment