

• MATH 4051 : Tutorial 12 (18 - 05 - 2020)

- Brief discussion on Lorenz System, attractor
- General Review and Q&A. (If time allowed)

• Lorenz System and Attractor

- What is Lorenz System?

A simplified model for atmosphere convection, developed by Edward Lorenz in 1963.

$$\begin{cases} x' = \sigma(y - x) \\ y' = \rho x - y - xz \\ z' = xy - \beta z \end{cases} \quad \begin{matrix} (1) \\ (2) \\ (3) \end{matrix}$$

Commonly-used Parameter
$\sigma = 10$,
$\rho = 28$,
$\beta = 8/3$.

where $\sigma, \rho, \beta > 0$.

OR we may write it as $\vec{x}' = \mathcal{L}(\vec{x})$

Chaotic Behavior

- Equilibrium points : Solve $\mathcal{L}(\vec{x}) = \vec{0}$.

From (1), we have $y = x$,

then (2) $\Rightarrow x(\rho - 1 - z) = 0$

If $x = 0 \Rightarrow y = 0 \Rightarrow z = 0$ (by (3)).

If $x \neq 0$, then $z = \rho - 1$.

$$(3) \Rightarrow x^2 = \beta z = \beta(\rho - 1)$$

$$\Rightarrow x = y = \pm \sqrt{\beta(\rho - 1)} \quad (\text{Need } \rho > 1.)$$

Three equilibrium points : (Given that $\rho > 1$)

$$\vec{x}_e = (0, 0, 0);$$

$$\vec{x}_+ = (\sqrt{\beta(\rho - 1)}, \sqrt{\beta(\rho - 1)}, \rho - 1)$$

$$\vec{x}_- = (-\sqrt{\beta(\rho - 1)}, -\sqrt{\beta(\rho - 1)}, \rho - 1)$$

- If $\rho \leq 1$, only one equilibrium point : \vec{x}_e .

• Stability of equilibrium points

$$D\mathcal{L} = \begin{bmatrix} -\sigma & \sigma & 0 \\ \rho - 2 & -1 & -\kappa \\ y & \kappa & -\beta \end{bmatrix}$$

$\vec{x}_e = (0, 0, 0)$

$$D\mathcal{L}_{\vec{x}_e} = \begin{bmatrix} -\sigma & \sigma & 0 \\ \rho - 1 & -1 & 0 \\ 0 & 0 & -\beta \end{bmatrix}$$

$$\begin{vmatrix} \lambda + \sigma & -\sigma \\ -\rho & \lambda + 1 \end{vmatrix}$$

$$= (\lambda + \sigma)(\lambda + 1) - \sigma\rho$$

$$= \lambda^2 + (\sigma + 1)\lambda + \sigma(1 - \rho)$$

$\Rightarrow \lambda_1 = -\beta$,

$$\lambda_+ = \frac{1}{2} \left(-(\sigma + 1) + \sqrt{(\sigma + 1)^2 - 4\sigma(1 - \rho)} \right),$$

$$\lambda_- = \frac{1}{2} \left(-(\sigma + 1) - \sqrt{(\sigma + 1)^2 - 4\sigma(1 - \rho)} \right)$$

① If $0 \leq \rho < 1$ (only one equilibrium case), then

$$(\sigma + 1)^2 - 4\sigma(1 - \rho) < (\sigma + 1)^2$$

$\Rightarrow \lambda_+ < 0, \lambda_- < -(\sigma + 1) < 0$

• All eigenvalues are negative, by Poincaré-Lyapunov's theorem,

$(0, 0, 0)$ is asymptotically stable.

OR consider $L: \mathbb{R}^3 \rightarrow \mathbb{R}$, given by $L(x, y, z) = x^2 + \sigma y^2 + \sigma z^2$.

which shows \vec{x}_e is a Global Attractor for $\rho \in [0, 1]$.

② If $\rho = 1$, the eigenvalues of $D\mathcal{L}_{(0,0,0)}$ are $-\beta, 0, -(1 + \sigma)$.

Difficult to analysis. Omitted.

But at this case, λ_+, λ_- appears and coincide with λ_e .

③ If $\rho > 1$, $(\sigma + 1)^2 - 4\sigma(1 - \rho) > (\sigma + 1)^2$

$$\Rightarrow \lambda_+ = \frac{1}{2} \left(-(\sigma + 1) + \sqrt{(\sigma + 1)^2 - 4\sigma(1 - \rho)} \right)$$

$$> \frac{1}{2} (-(\sigma + 1) + (\sigma + 1)) = 0 \quad (\text{Positive})$$

By Stable manifold theorem, $(0, 0, 0)$ is unstable.

Symmetry of the Lorenz System

- Claim: If $(x(t), y(t), z(t))$ solves the Lorenz system,

then $(-x(t), -y(t), z(t))$ solves it as well.

- Proof: $(-x)' = -x' = -(\sigma(y-x)) = \sigma(-y) - (-x)$.

$$(-y)' = -y' = -(\rho x - y - xz) = \rho(-x) - (-y) - (-x)z$$

- Consequence: When study the stability of \vec{x}_{+-} , it suffices to consider one of them

Consider the case: $\sigma = 10$, $\rho = 28$, $\beta = \frac{8}{3}$.

$$\begin{cases} x' = 10(y-x) \\ y' = 28x - y - xz \\ z' = xy - \frac{8}{3}z \end{cases}$$

\Rightarrow Equilibrium points : $\vec{x}_e = (0, 0, 0)$,

$$\vec{x}_+ = (6\sqrt{2}, 6\sqrt{2}, 27)$$

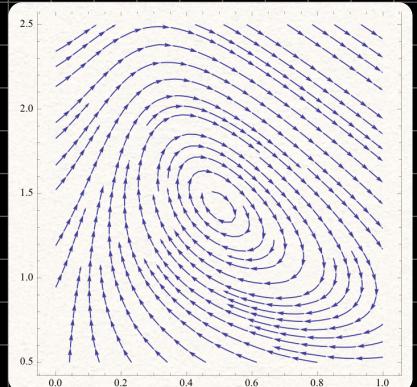
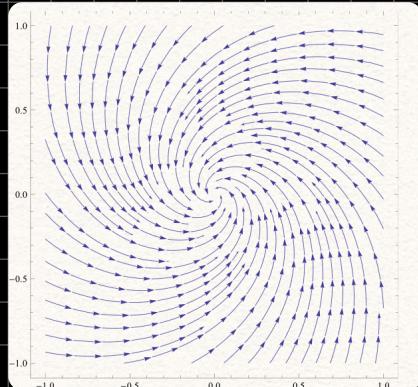
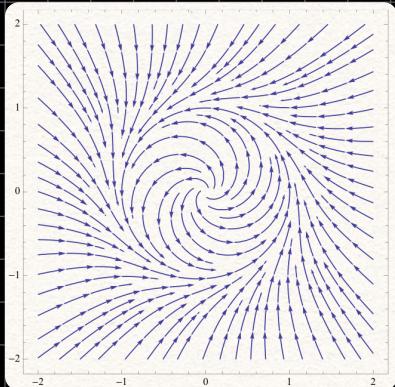
$$\vec{x}_- = (-6\sqrt{2}, -6\sqrt{2}, 27)$$

$$D\mathcal{L} = \begin{bmatrix} -\sigma & \sigma & 0 \\ \rho - z & -1 & -x \\ y & x & -\beta \end{bmatrix} = \begin{bmatrix} -10 & 10 & 0 \\ 28-z & -1 & -x \\ y & x & -\frac{8}{3} \end{bmatrix}$$

$$D\mathcal{L}_{\vec{x}_+} = \begin{bmatrix} -10 & 10 & 0 \\ 1 & -1 & -6\sqrt{2} \\ 6\sqrt{2} & 6\sqrt{2} & -\frac{8}{3} \end{bmatrix} \Rightarrow \begin{aligned} \lambda_1 &\approx -13.85 \\ \lambda_2 &\approx 0.09 + 10.19i \\ \lambda_3 &\approx 0.09 - 10.19i \end{aligned}$$

- Attractor

- "Motivation"



Many dynamical systems have dissipative behaviors.

(Consider dissipation from friction , heat lost , resistance , etc.)

⇒ Moving to places with minimum "energy".

Got attracted by "attractor".

- Def. (Attractor) [Lecture version]

Let φ_t be the flow map to the system in \mathbb{R}^d .

A set $\Lambda \subset \mathbb{R}^d$ is an attractor if :

① Λ is compact and invariant .

② Exist an open neighbourhood U of Λ , s.t

$\forall \vec{x} \in U$, $\varphi_t(\vec{x}) \in U$ for all $t \geq 0$ and (U : Basin of attraction)

$$\bigcap_{t \geq 0} \varphi_t(U) = \Lambda$$

③ $\forall \vec{y}_1, \vec{y}_2 \in \Lambda$, \exists open neighbourhood $U_i \subset U$,

containing \vec{y}_i , s.t.

$\exists \vec{z}_1 \in U_1$ and $\varphi_t(\vec{z}_1) \in U_2$ for some $t > 0$.

$\forall \vec{x}_0 \in \Lambda$, $\varphi_t(\vec{x}_0) \in \Lambda$

- Remark : There's no common definition for attractors .

- Def. (Attractor) [Other version]

Let f_t be the flow map to the system in \mathbb{R}^d .

A set $\Lambda \subset \mathbb{R}^d$ is an attractor if :

- ① Λ is compact and invariant.
- ② Exist an open neighbourhood U of Λ , satisfies :
for any open neighbourhood N of Λ , $\exists T > 0$, s.t
 $\forall \vec{x} \in U$, $f_t(\vec{x}) \in N$ for $t > T$.
- ③ There's no proper subset of Λ satisfies ① and ②.

- Introduction to Bifurcation theory

Sometimes, the behavior of ODE systems may depend on some parameters.

e.g. ρ in the Lorenz system.

The number of equilibrium points
 The stability of equilibrium points } depends on the value of ρ .

Bifurcation theory: The study of structural change of Dynamical System due to parameters.

- Examples : (Focus on 1D Systems, easy to analyze stability.)

① $x' = x^2 - a = f_a(x)$

• Equilibrium points : $x_1 = \sqrt{a}$ and $x_2 = -\sqrt{a}$

If $a > 0$, 2 equilibrium points.

If $a = 0$, 1 equilibrium points.

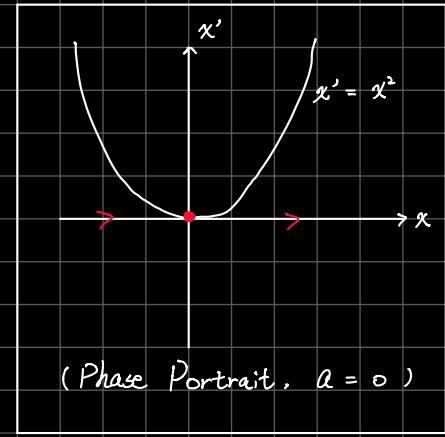
If $a < 0$, 0 equilibrium points.

Consider $f'_a(x) = 2x$.

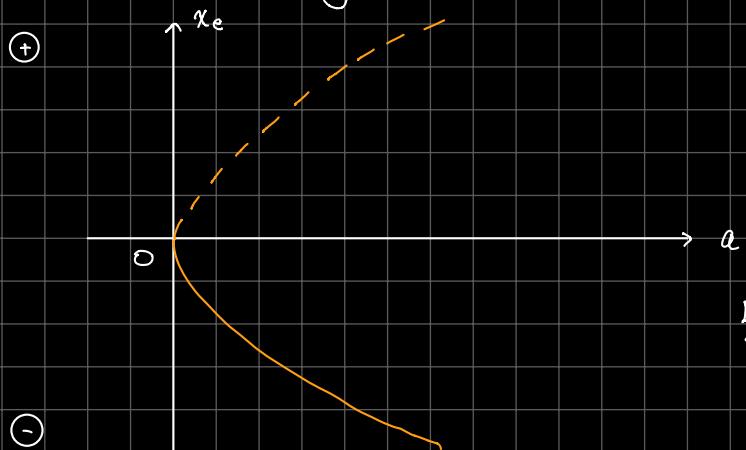
When $a > 0$, $x_1 = \sqrt{a} > 0$ is unstable
 $x_2 = -\sqrt{a} < 0$ is stable

(Phase Portrait, $a = 0$)

when $a = 0$, $x_e = 0$ is a saddle point. (unstable)



- Bifurcation Diagram : (Saddle-node Bifurcation)



Solid line : Stable
 Dash line : Unstable

Equilibrium points collide and annihilate.

$$(2) \quad x' = ax - x^2 = (a - x)x$$

• Equilibrium points : $x_1 = a$ and $x_2 = 0$

If $a > 0$, 2 equilibrium points.

If $a = 0$, 1 equilibrium points.

If $a < 0$, 2 equilibrium points.

Consider $f_a'(x) = a - 2x$.

• $a > 0$:

(i) $x = a$: $f_a'(a) = -a < 0$ (stable)

(ii) $x = 0$: $f_a'(0) = a > 0$ (unstable)

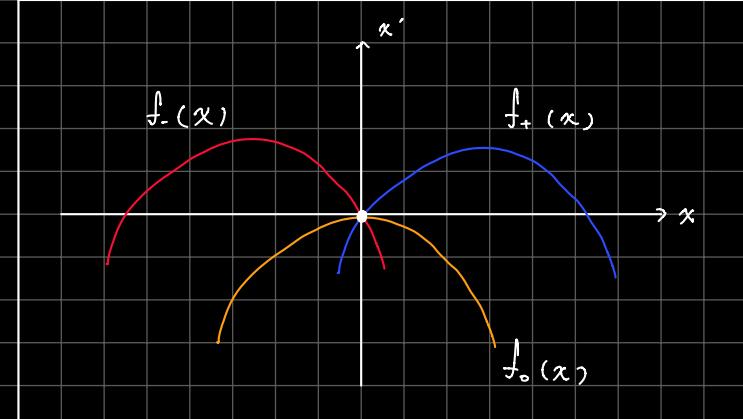
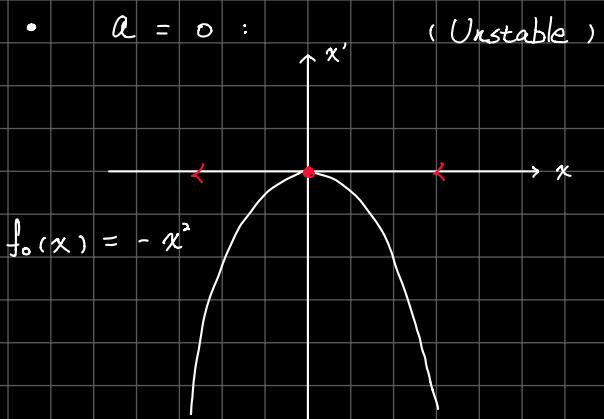
• $a < 0$:

↓ Stability changes

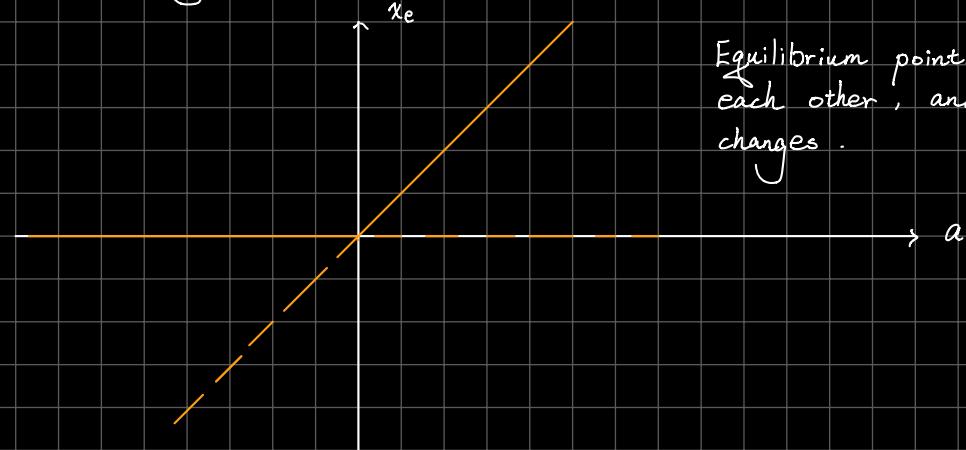
(i) $x = a$: $f_a'(a) = -a > 0$ (unstable)

(ii) $x = 0$: $f_a'(0) = a < 0$ (stable)

• $a = 0$:



• Bifurcation Diagram : (Transcritical Bifurcation)

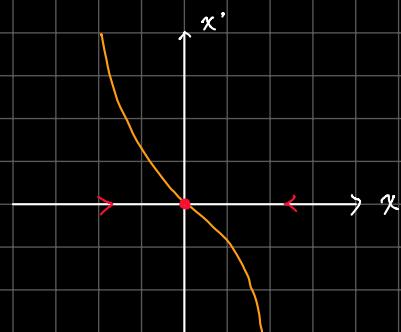


Equilibrium points pass through each other, and their stability changes.

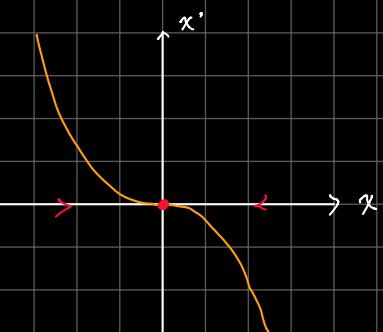
$$(3) \quad x' = ax - x^3 = (a - x^2)x$$

Equilibrium points : $x_1 = 0$, $x_{\pm} = \pm \sqrt{a}$

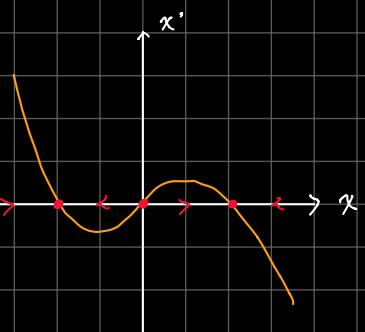
- Phase Portraits :



$(a < 0)$



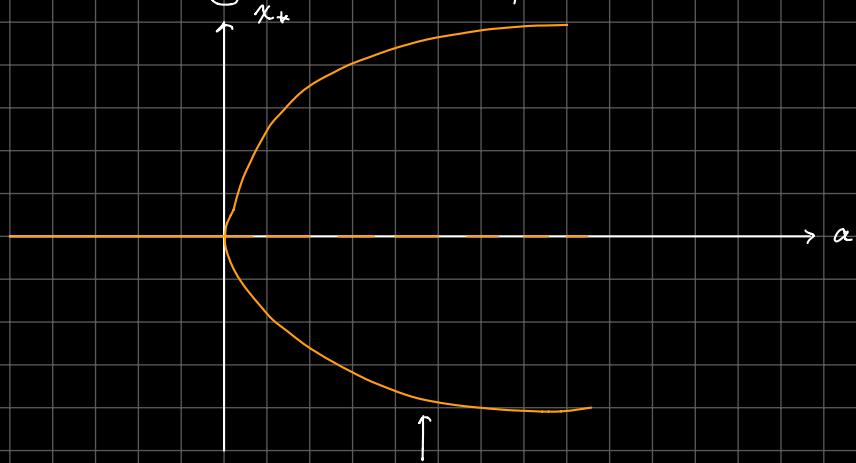
$(a = 0)$



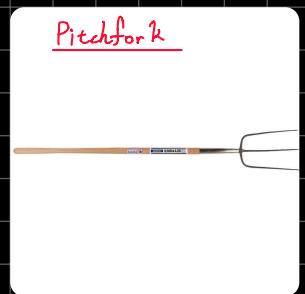
$(a > 0)$

- x_1 is stable for $a \leq 0$, unstable for $a > 0$.
- x_{\pm} are stable for $a > 0$.

- Bifurcation Diagram : (Supercritical Pitchfork Bifurcation)



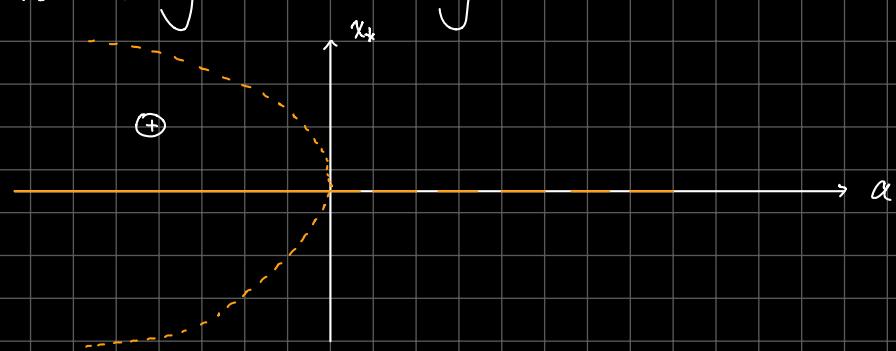
Pitchfork



- One may consider : $x' = ax + x^3$.

which gives you the subcritical pitchfork bifurcation.

with the following bifurcation diagram :



Pitchfork like this :

- Other types of Bifurcations exist, e.g. Hopf Bifurcation.

The general theory of Bifurcation applies to $\vec{x}' = \vec{F}_\alpha(\vec{x})$.

The examples above are some typical models only, for local bifurcation.

We also have global bifurcation, which is more difficult to study.

- Many texts and videos can be found on this topic.

- END -

THANK FOR ATTENDING THE TUTORIALS.

GOOD LUCK !

If you have any question about the course, feel free to contact me.

via email (ckhungab@connect.ust.hk)