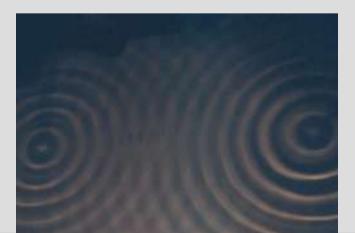
### Patterns in Nature 3 Regularity and Chaos

**Stephan Matthiesen** 

# Review Two types of waves

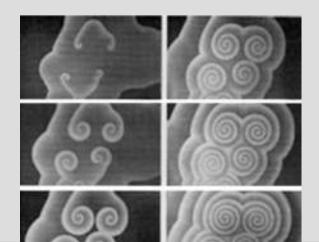
"Normal" waves

- Mechanism: restoring force
- Circular shapes
- Interaction
  - Superposition
  - Diffraction



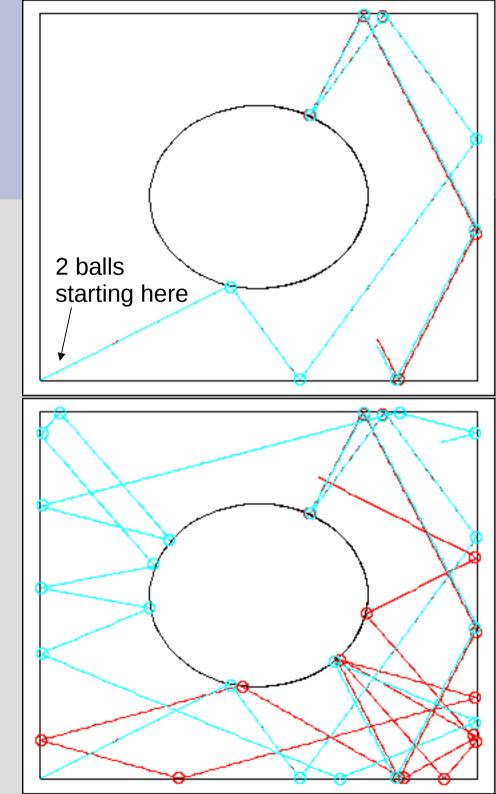
Excitation waves

- Mechanism: excitation/latency
- Spiral shapes
- Interaction
  - Extinction



# The Sinai Billiard

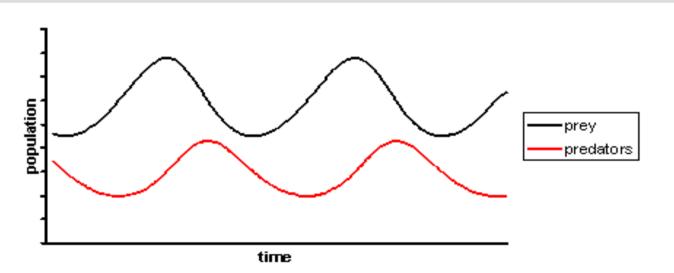
- Start two (or more) billiard balls with almost exactly the same initial conditions
- with only straight walls, their trajectories would remain close together
- the curved wall amplifies small differences (in a "nonlinear" way), the trajectories diverge fast
- **unpredictability:** even small (unavoidable) uncertainties lead to large differences in the final state



# Rabbits and foxes: The Lotka-Volterra model

Rabbits and foxes on an isolated island:

- Rabbits and grass lead to more rabbits
- Rabbits and foxes lead to more foxes (and fewer rabbits)
- Foxes lead to some dead foxes



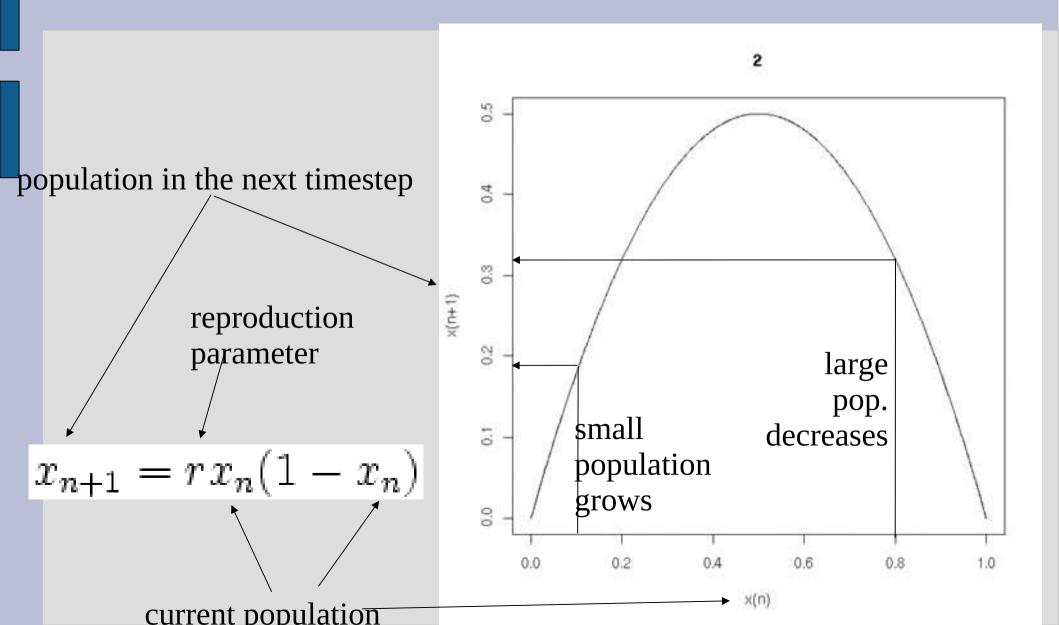
http://en.wikipedia.org/wiki/Lotka-Volterra\_equation

# The logistic map

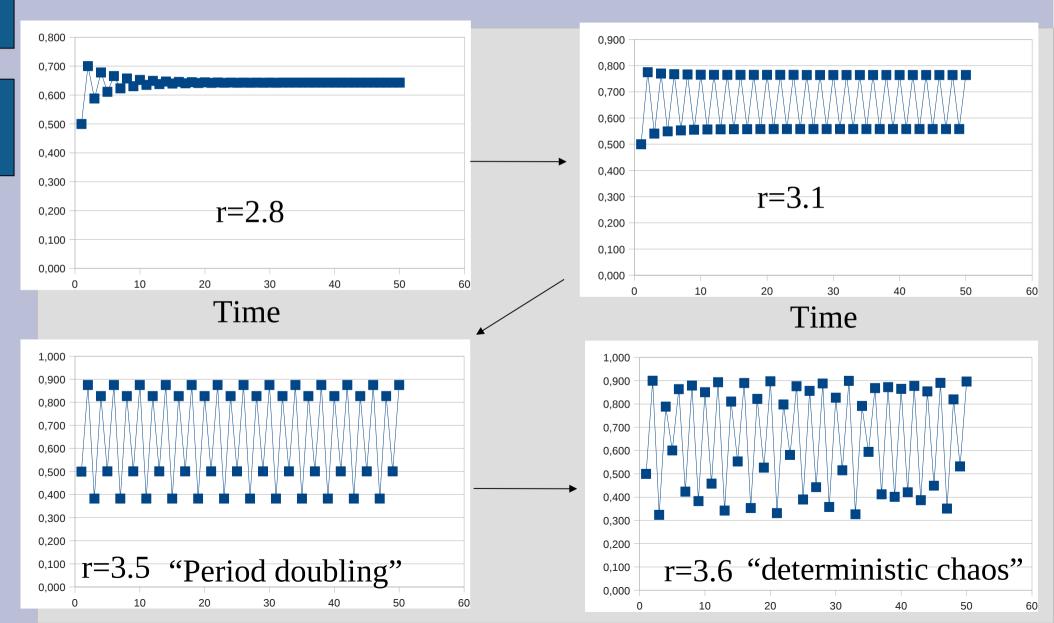
Developed by (Lord) Robert May (1976)

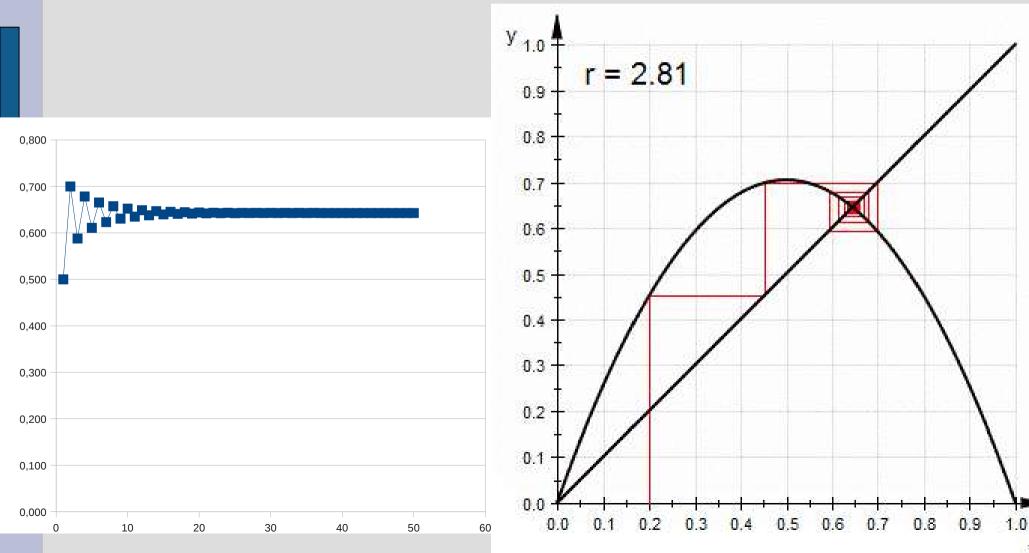
- A simple population model of one species: (eg. rabbits on a small island)
- when population is low: population increases proportional to current population
- when population is large: starvation, population decreases

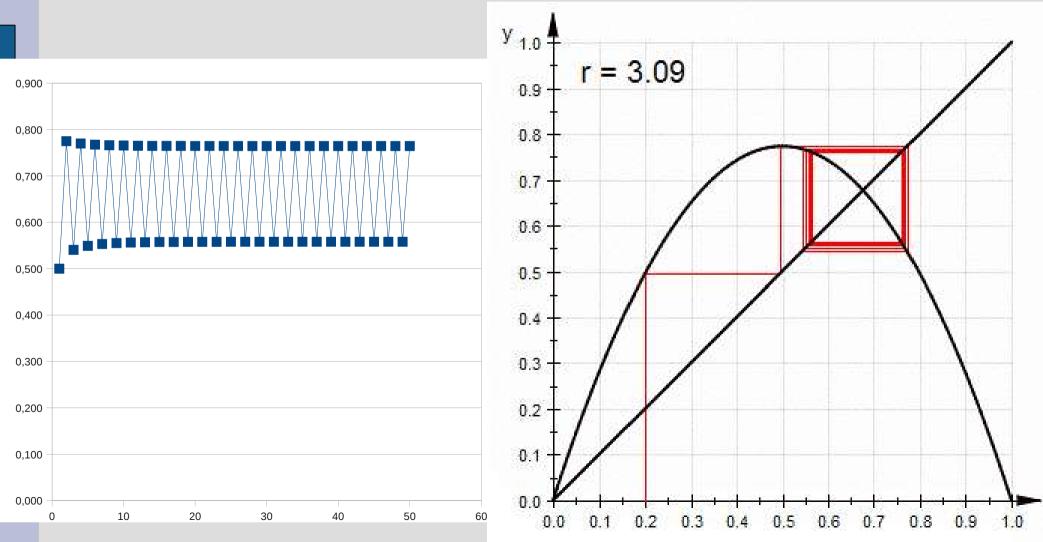
# The logistic map

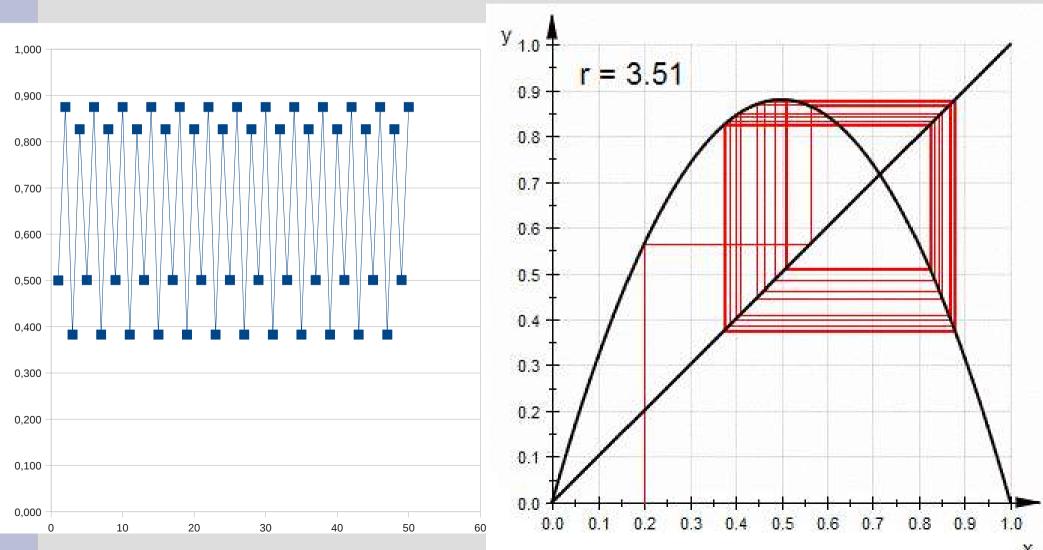


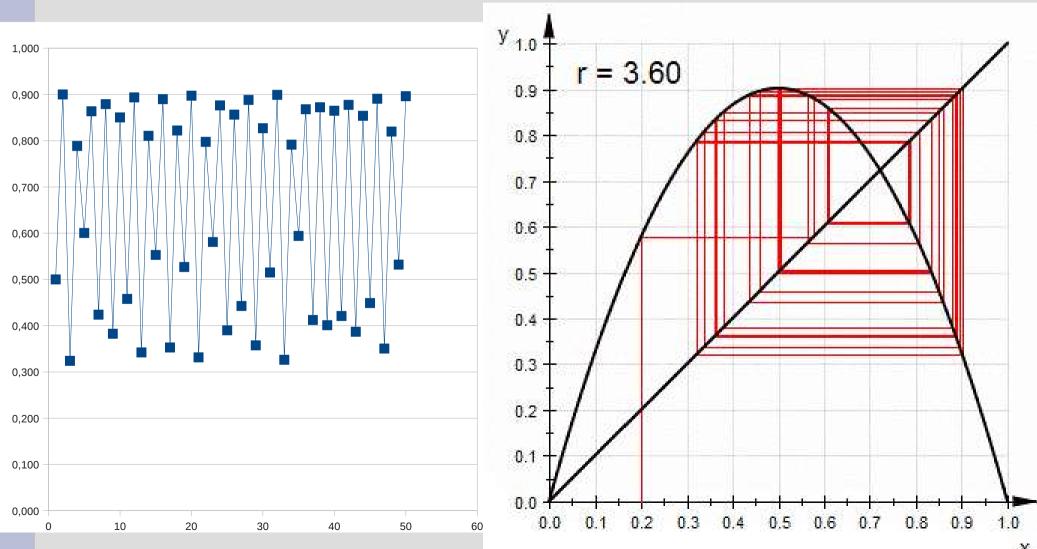
# The logistic map (modelled with a spreadsheet)











# **Regularity and chaos**

Non-chaos: After initial adjustment, the development of the system does NOT depend on inititial conditions.

Predictability

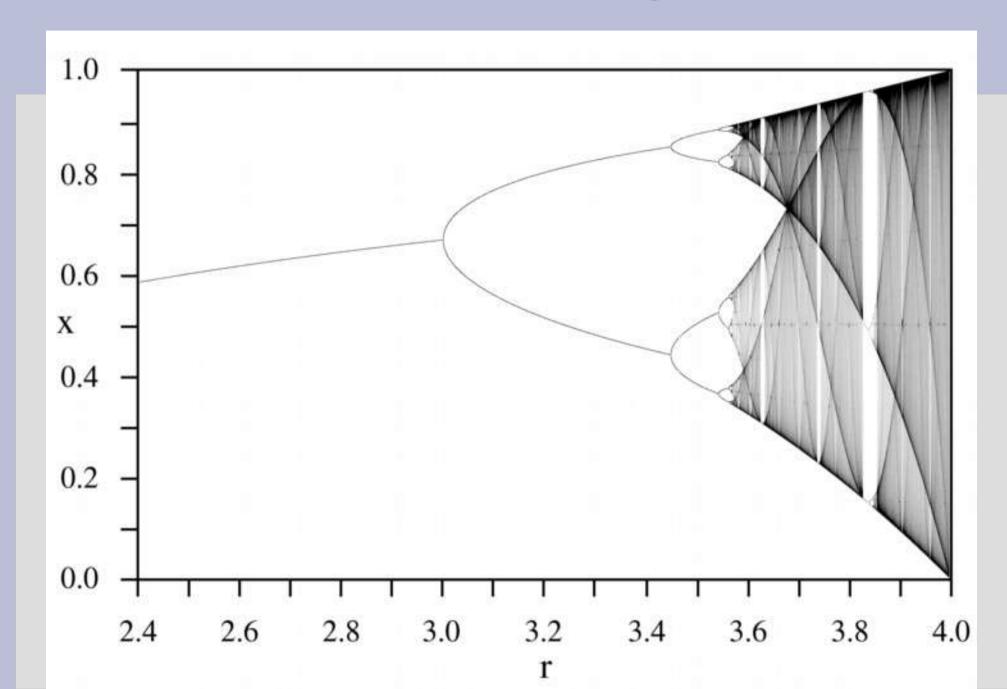
Chaos: Small changes in initial conditions change the development of the system completely.

Deterministic, but **in practice** unpredictable

# Some terms in the theory of nonlinear dynamical systems

- Nonlinear dynamical system
- Attractor: The state that the system moves towards
- Strange Attractor: An attractor that is not a simple point/value
- Deterministic chaos: non-periodicity in a deterministic system (one that doesn't include random influences)

#### **Bifurcation diagram**



#### The weather

- Weather is described with complicated equations (much more complicated than the logistic map)
- As these equations are "nonlinear", we expect unpredicability (in the sense explained above)

#### => Use ensemble predictions

(i.e. run the forecast 50 times with small disturbances and see if the results differ)(following examples from http://www.hpc.ncep.noaa.gov/ensembletraining/)

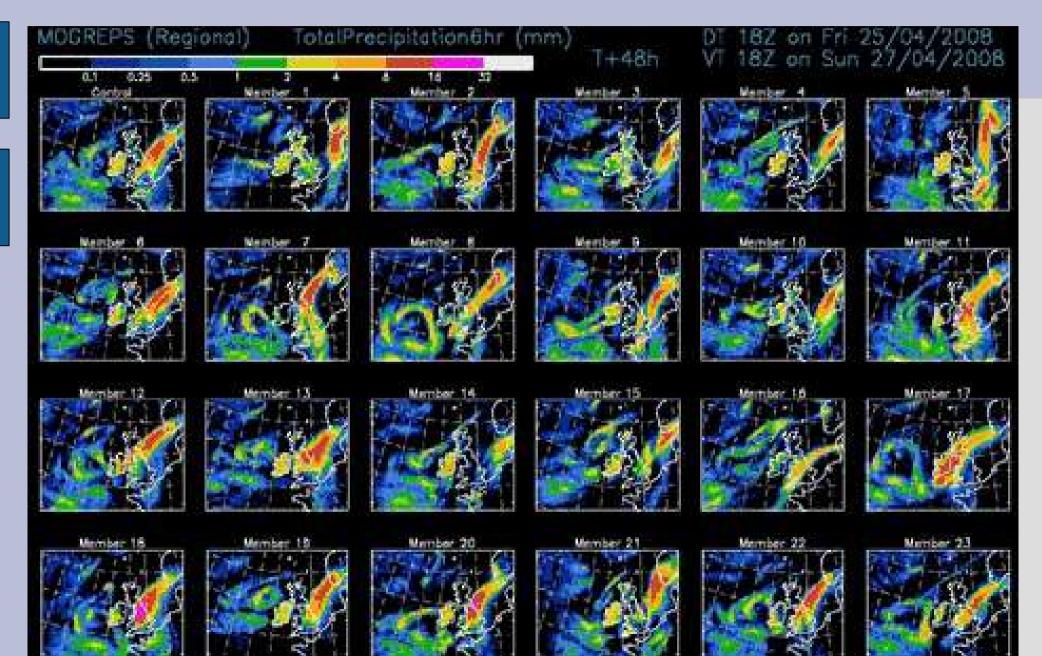
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#### **Ensemble forecast**



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# Spaghetti plot of 96 hour forecast

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# Spaghetti plot of 96 hour forecast

56

#### Weather

- Some situations are more "chaotic" than others
- Projections of climate are easier, because climate variables are averages

Analogy: when throwing dice, you can't predict the next number, but you can predict that among the next 600 numbers there will be approximately 100 times the number 6

# **Experiment week 5 Your own Giant's causeway**

- Take a plastic food container, ca 20cm wide and 3-4 cm deep.
- Mix cornflour with equal volume of water to a stiff paste; add some bleach (to stop mould)
- Not part of the experiment, but great fun: Try to stir it quickly and slowly, drop objects in it.
- Leave open in a warm, dry place until the substance is completely dry (1-2 weeks)
   If you used too much water, drain the clear water from the top carefully after the first day.
- Look at the cracks on the surface
- Turn it upside down carefully and observe the shape of the individual columns

# Patterns in Nature Outline

- 1. Introduction
- 2. Waves and oscillations
- 3. Regularity and chaos
- 4. Animal cooperation
- 5. Spatial patterns
- 6. Aggregation and growth processes
- 7. Cellular automata
- 8. Fractals
- 9. Miscellaneous topics
  10. Concluding session



