The Lorenz Model Final Project Presentation

Phil Mayer

Fairfield University

PS215 Computational Physics May 5, 2016

- For my final project, I chose to study the **Lorenz model** (also known as the Lorenz equations), a system of nonlinear differential equations.
- Originally studied by Edward Norton Lorenz while trying to numerically solve the Navier-Stokes equations.
- Oversimplified the Navier-Stokes equations considerably, but discovered a system with rich dynamics and chaotic behavior.



Figure: E.N. Lorenz, a pioneer in the study of chaos and a meteorologist. Image: Wikimedia Commons.

- The Lorenz model consists of three equations, given on the right.
- Though often given physical meaning, the model itself is mathematical. We might picture the (deterministic) motion of a particle in three dimensions.
- Uses three parameters: σ, r, and b, each positive.
- By convention, we typically choose $\sigma = 10$ and $b = \frac{8}{3} \approx 2.6667$.

$$\frac{dx}{dt} = \sigma(y - x)$$
$$\frac{dy}{dt} = -xz + rx - y$$
$$\frac{dz}{dt} = xy - bz$$

Numerical Methods

- Since we have three first-order ODEs, the obvious solution is to employ the Euler method.
- As we will see shortly, many of the solution graphs exhibit oscillatory behavior. While the Euler-Cromer method tends to be more stable for oscillatory problems, the parameters minimize the error (given high precision).
- Recall that the Euler method is easy to derive: Given n points indexed as x_i (over 1 ≤ i ≤ n − 1), we can estimate dx/dt using backward differencing:

$$rac{dx}{dt} pprox rac{x_i - x_{i-1}}{\Delta t}$$

With only a few steps of simple algebraic manipulation, we arrive at the Euler method.

$$x_i \approx x_{i-1} + \frac{dx}{dt} \Delta t$$

• So applying the Euler method, our solutions are given by:

$$x_{i} = x_{i-1} + \frac{dx}{dt}\Delta t$$
$$y_{i} = y_{i-1} + \frac{dy}{dt}\Delta t$$
$$z_{i} = z_{i-1} + \frac{dz}{dt}\Delta t$$

• Finally, plugging in the definitions of $\frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt}$, we arrive at:

$$x_{i} = x_{i-1} + \sigma(y_{i-1} - x_{i-1})\Delta t$$

$$y_{i} = y_{i-1} + (-x_{i-1}z_{i-1} + rx_{i-1} - y_{i-1})\Delta t$$

$$z_{i} = z_{i-1} + (x_{i-1}y_{i-1} - bz_{i-1})\Delta t$$

- Overall, I was able to successfully solve for x, y, and z, under certain situations. Mainly attributed to the stability of the numerical method.
- The program takes in user input (N, Δt, σ, r, b, and the initial x₀, y₀, z₀), allocates memory for the t, x, y, and z arrays, sets the initial conditions, solves the system by Euler's method, then graphs.





Figure: The Lorenz attractor, seen here as the x-z projection of the solution.

Results (continued)



Figure: z vs. t after solving by the Euler method.

- Overall, was able to produce many of the graphics from the textbook, my graphs seemed visually accurate.
- Found that the Lorenz model shows sensitivity to initial conditions.

Results (demo)

- The six graphs produced in my first program illustrate the overall behavior of the system.
- The second program demonstrates the system's sensitivity to initial conditions.



Position (z) vs. Position (x)

Figure: A sample output from my second program.

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- Ran the program with $\Delta t = 2.0, 1.0, 0.1, 0.01, 0.001, and 0.0001, but it failed for all <math>\Delta t \ge 0.01$, crashing while graphing due to NaN values.
- At the high precisions required by the numerical method, more points are required. These can quickly exceed the limits of the *int* type in C++, let alone the maximum array size.



Position (z) vs. Position (x)

Figure: Not enough points to exhibit chaos: what about adding more points?

- Altering the initial conditions and parameter values ends up having little impact on the correctness and accuracy of the Euler method.
- Increasing the parameters, particularly *b*, intensified the graphic. Acted almost like a measure of "speed."
- Did not experiment with negative values of the parameters σ, r, and b since they are positive by definition.

Questions?

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