

Nonlinear dynamics: Chaos

2.050/1 2.006/1 8.353



Introduction:

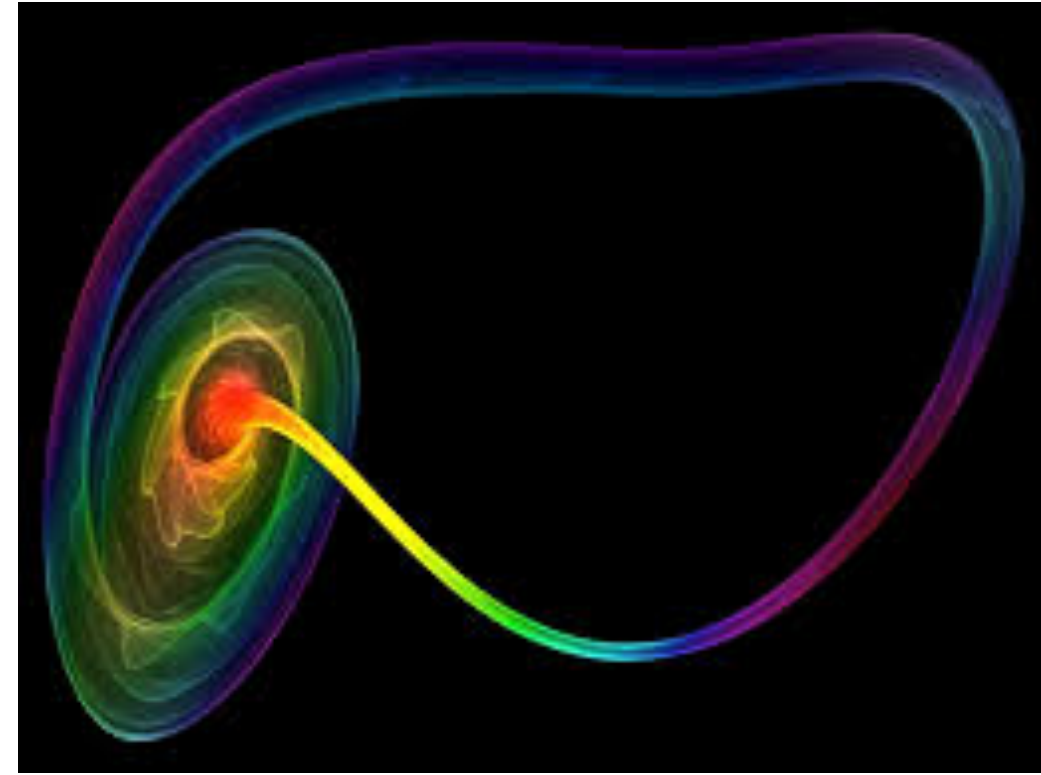
From the Fall 2020 term (by Matt Durey)

The basics of the class will not change much for the Fall 2021, so I decided to recycle this, removing things that are not relevant for this term.

Find a PSET partner:

<https://psetpartners.mit.edu>

For details about the class, such as grading and “term paper”/“course project”, please see the syllabus.



Linear equations

Since Newton and Leibniz independently developed the theory of calculus in the mid 17th century, a great deal has been understood about linear differential equations

E.g. $m \frac{d^2 x}{dt^2} + b \frac{dx}{dt} + x(t) = F(t)$

$$\begin{aligned} x(0) &= x_0 \\ \frac{dx}{dt}(0) &= v_0 \end{aligned}$$

Methods of

- Find a homogeneous and particular solution
- Express as a matrix-vector system and use fundamental matrices

Linear ODE definition: An ODE is linear if two solutions

$$x(t) \quad y(t)$$

may be combined to give a third solution

$$z(t) = \alpha x(t) + \beta y(t)$$

for arbitrary constants α, β

Nonlinear equations

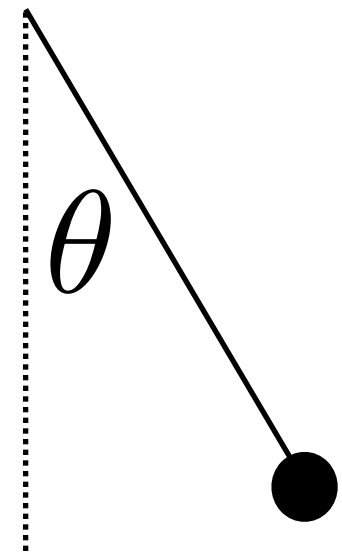
What happens when the drag depends quadratically on the speed?

$$m \frac{d^2 x}{dt^2} + b \left(\frac{dx}{dt} \right)^2 + x(t) = F(t)$$

Can we still analyze the dynamics of this system?

Pendulum

$$\frac{d^2 \theta}{dt^2} + \frac{g}{L} \sin \theta = 0$$



Only some nonlinear ODEs can be solved analytically, and often the answer is too messy to interpret! We instead seek simple graphical methods.

**We aim to understand the solution of nonlinear ODEs
doing as little math as possible!**

Chaotic dynamics

When the present determines the future, but the approximate present does not approximately determine the future. (E. Lorenz)

In other words, when the long-time dynamics of a system is highly sensitive to the initial conditions:

The Butterfly Effect



“Remember that hurricane a thousand miles away?
That was me!”

**All chaotic systems are described by nonlinear equations,
but not all nonlinear equations yield chaotic dynamics**