

The Chaotic Pendulum I

Continuous Nonlinear Dynamics

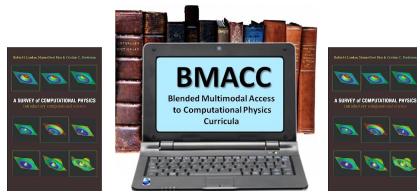
Rubin H Landau

Sally Haerer, Producer-Director

Based on *A Survey of Computational Physics* by Landau, Páez, & Bordeianu

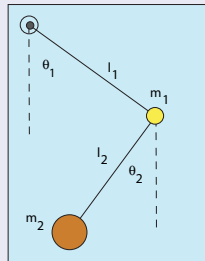
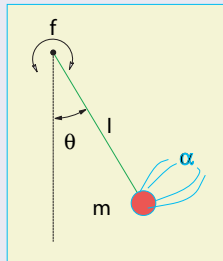
with Support from the National Science Foundation

Course: **Computational Physics I**



Problem: Realistic Single or Double Pendulum

Simulate Nonlinear, Chaotic System



loading TwoPend

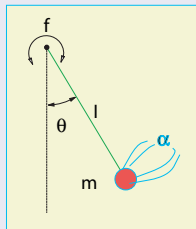
- Driven single pendulum
- Free, double pendulum
- Large oscillations, even over-the-top

Chaotic Pendulum ODE

Newton's Laws for Rotational Motion

$$\sum \tau = I \frac{d^2\theta}{dt^2}$$

- Gravitation τ : $-mgl \sin \theta$
- Friction τ : $-\beta \dot{\theta}$
- External τ : $\tau_0 \cos \omega t$



$$I \frac{d^2\theta}{dt^2} = -mgl \sin \theta - \beta \frac{d\theta}{dt} + \tau_0 \cos \omega t \quad (1)$$

$$\frac{d^2\theta}{dt^2} = -\omega_0^2 \sin \theta - \alpha \frac{d\theta}{dt} + f \cos \omega t \quad (2)$$

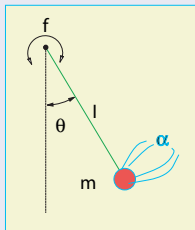
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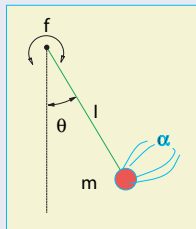
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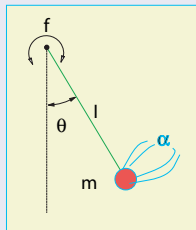
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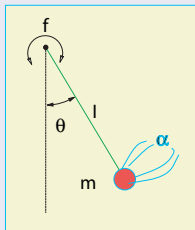
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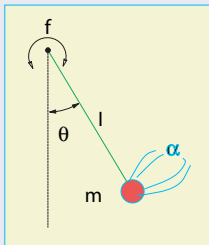
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Standard ODE Form (rk4): $\dot{\vec{y}} = \vec{f}(\vec{y}, t)$



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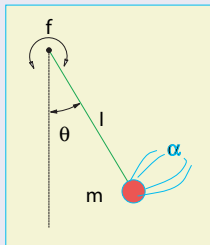
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- Nonlinearity: $\sin \theta \simeq \theta - \theta^3/3! \dots$
- $y^{(0)} = \theta(t), \quad y^{(1)} = \frac{d\theta(t)}{dt}$

$$\frac{dy^{(0)}}{dt} = y^{(1)} \quad (2)$$

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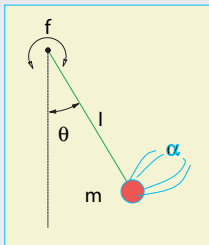
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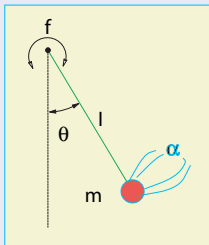
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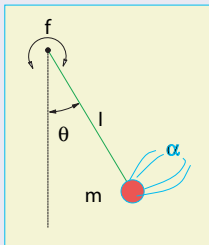
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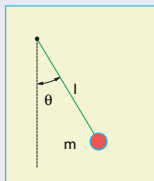
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Start Simply: Free Oscillations (Test Algorithm & Physics)

Ignore Friction & External Torques ($f = \alpha = 0$)



$$\ddot{\theta} = -\omega_0^2 \sin \theta \quad (1)$$

$$\ddot{\theta} \simeq -\omega_0^2 \theta \quad (\text{linear, } \theta \simeq 0)$$

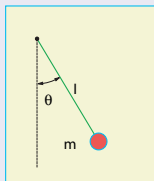
$$\Rightarrow \theta(t) = \theta_0 \sin(\omega_0 t + \phi) \quad (2)$$

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$$T \propto \int_0^{\theta_m} \frac{d\theta}{[\sin^2(\theta_m/2) - \sin^2(\theta/2)]^{1/2}} \quad (3)$$

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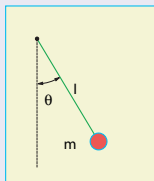
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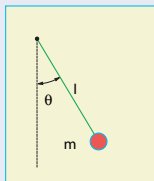
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$$\ddot{\theta} = -\omega_0^2 \sin \theta$$

Solve ODE with rk4

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- 3 Devise algorithm to determine period T ($3 \times \theta = 0$)
- 4 Determine $T(\theta)$ for realistic pendulum, compare
- 5 Verify as $KE(0) \leq 2mgl$: non harmonic oscillations
- 6 Verify \Rightarrow separatrix ($KE(0) \rightarrow 2mgl$), $T \rightarrow \infty$
- 7 Listen harmonic & anharmonic motion (**Hear now**)
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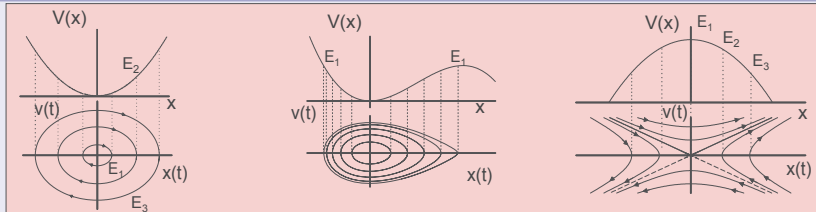
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Visualization: Phase Space Orbits

Abstract Space: $v(t)$ vs $x(t)$ (x vs t , v vs t = Complicated)



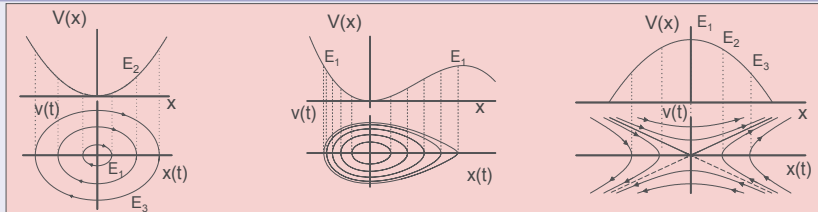
- Geometry easy to “see”
- SHM: Ellipse, $E \rightarrow$ size
- Anharmonic: + corners
- Ossc \Rightarrow CW Closed
- Non Ossc, repulse = open

$$x(t) = A \sin(\omega t), \quad v(t) = \omega A \cos(\omega t) \quad (SHM) \quad (1)$$

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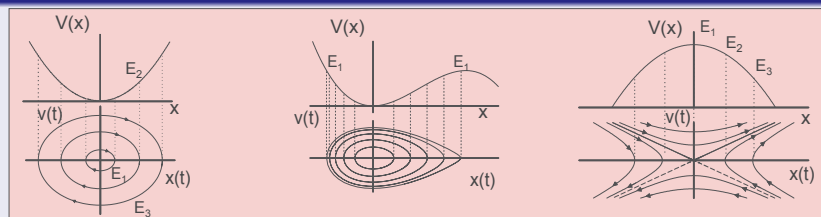
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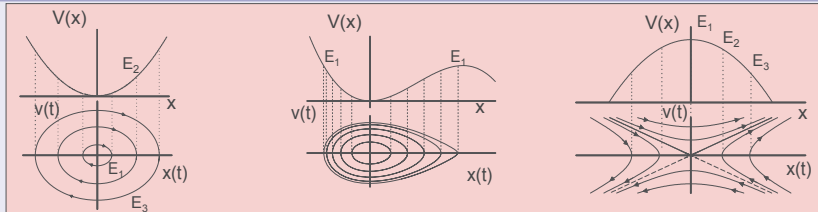
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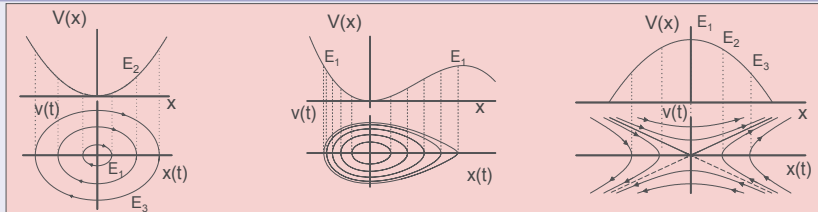
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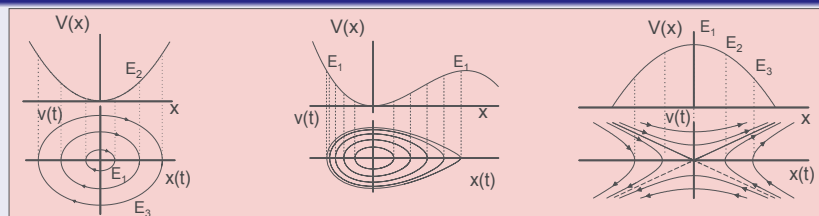
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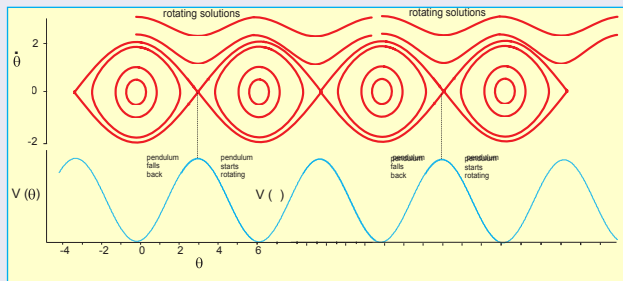
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$$E = \text{KE} + \text{PE} = m v^2 / 2 + \omega^2 m^2 x^2 / 2 = \text{ellipse} \quad (2)$$

Undriven, Frictionless Pendulum in Phase Space

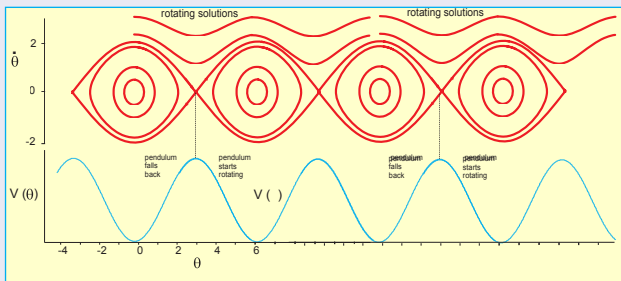
Separatrix Separates Open & Closed Orbits



- Closed: oscillation
- Open: rotation
- Both: periodic
- Orbits do not cross
- Open orbits touch
- Hyperbolic points
- Unstable equilibrium

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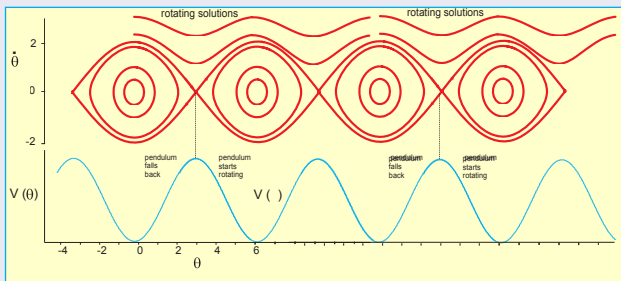
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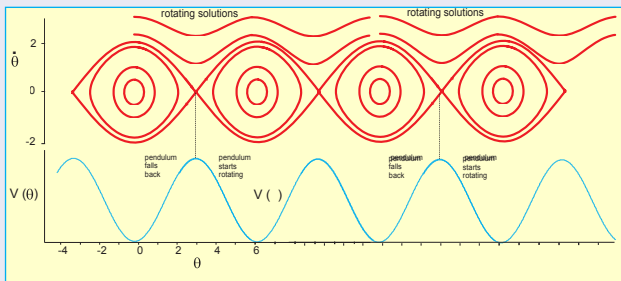
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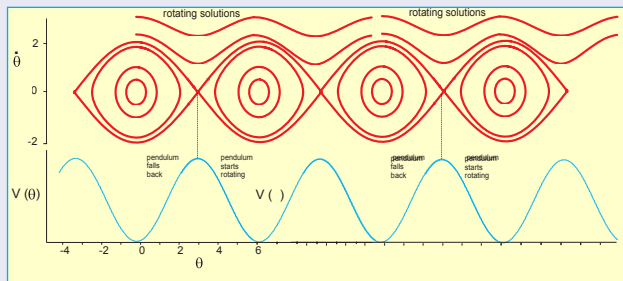
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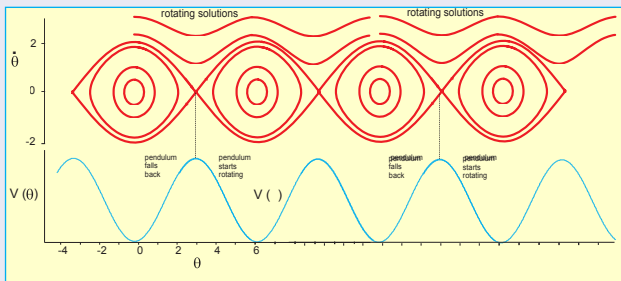
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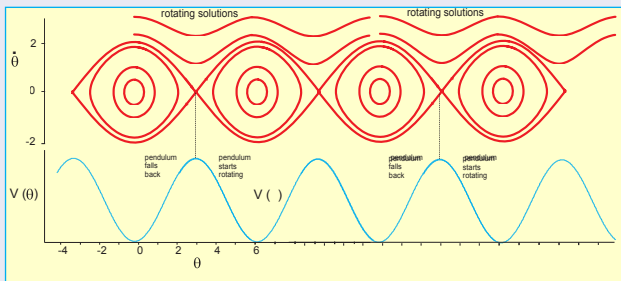
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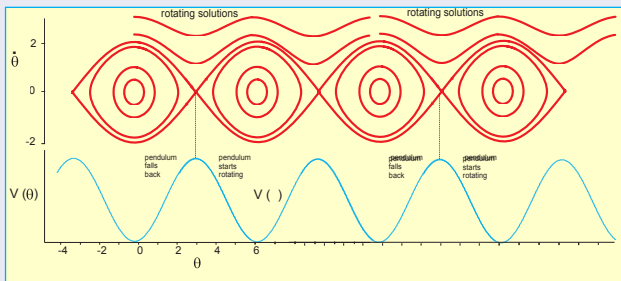
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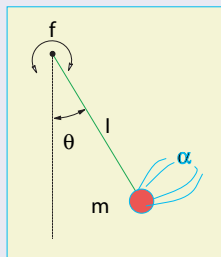
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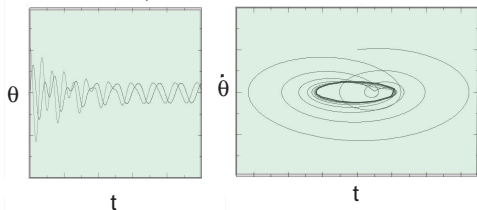
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Include Friction, Driving Torque (small t steps)

Geometry Tends to Remain



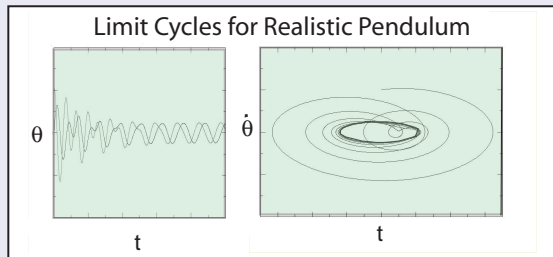
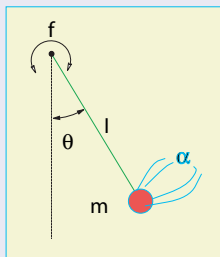
Limit Cycles for Realistic Pendulum



- Friction $\Rightarrow \downarrow E$
- Inward Spiral
- τ_{ext} can put E back
- Limit cycle = Balance
- $\langle \tau_{ext} \rangle = \langle \text{friction} \rangle$

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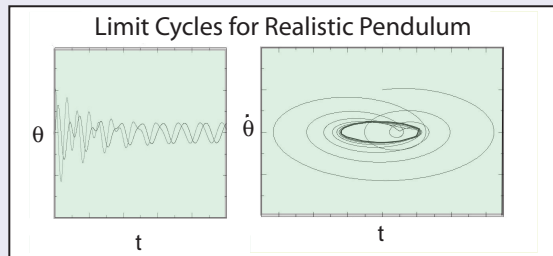
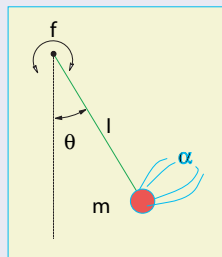


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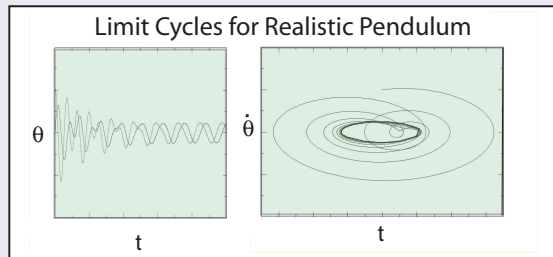
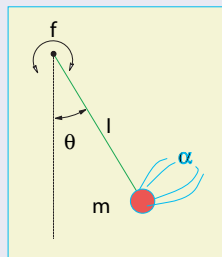
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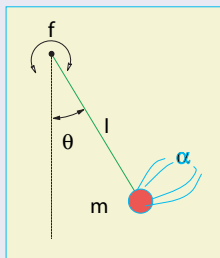


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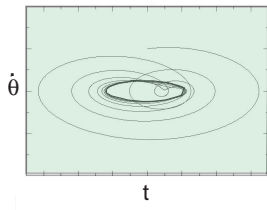
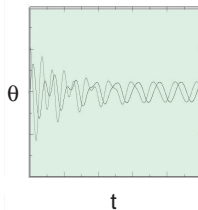
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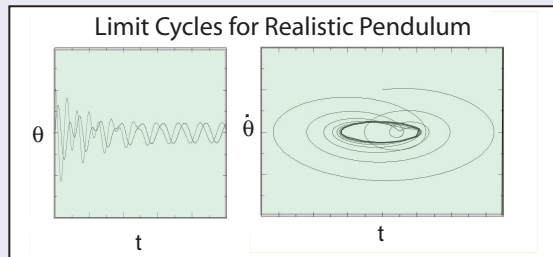
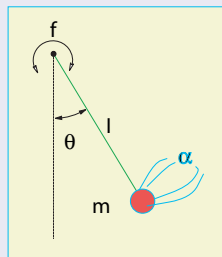


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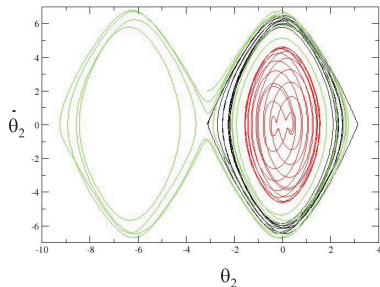
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Chaos As Viewed in Phase Space (Full Solution)

Look for in Your Simulations

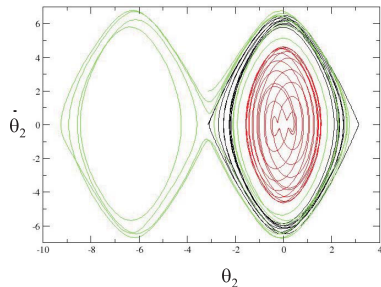


- Complex \leq Chaos \leq Rand
- Fixed Params, all x_0 , t s: flows

- Chaos complex \neq mess
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- Simplicity in chaos [PS, $\neq \theta(t)$]
- \rightarrow attractors (return)
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- Bands \Rightarrow continuity, sequential
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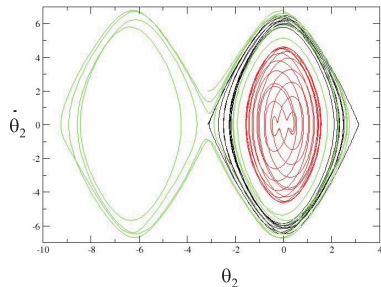
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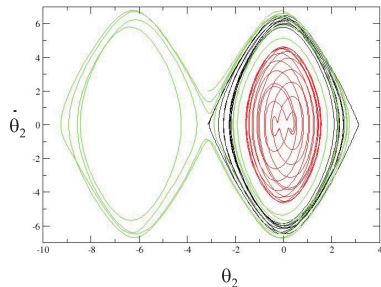


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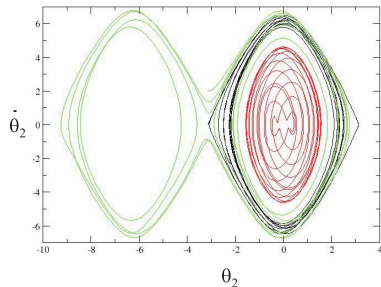


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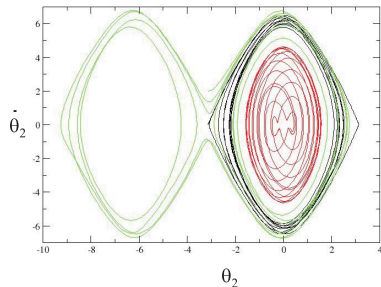


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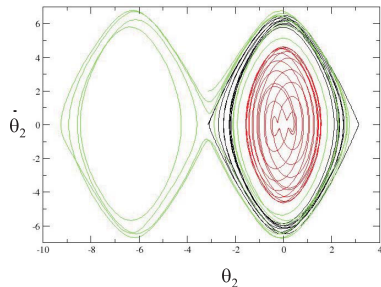


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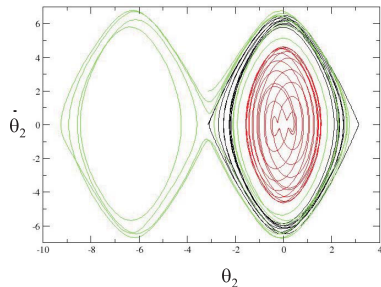


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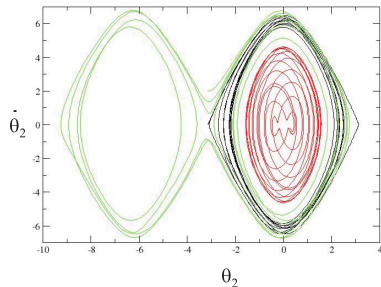


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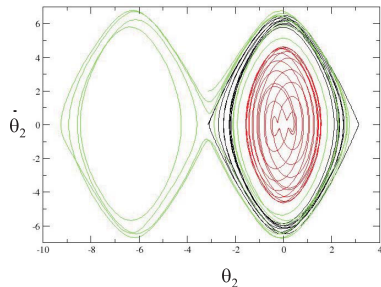


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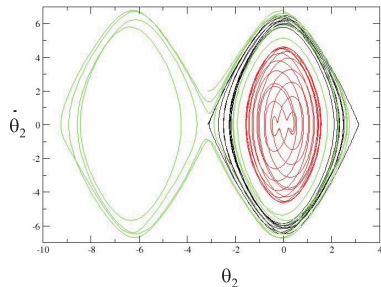


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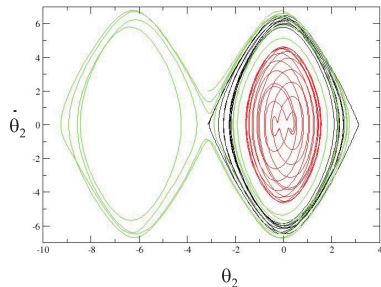


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Implementation: Let's Get Down to Work

Good Time for a Break!