

# Lecture 13 Review

More fun with elliptical orbits ([orbit.cc](#))

How to use multiple parameters in an ODE. ([vdpol.cc](#))

C++ struct structure

Intro to the logistic map

$$x_{i+1} = \mu x_i (1 - x_i)$$

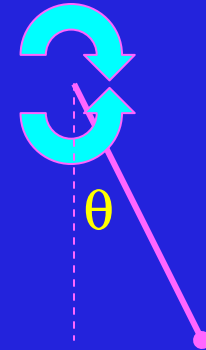
# Chaotic Pendulum

Examine phase space plots ( $dx/dt$  v.  $x$ ) for driven, damped pendulum.

$$\tau_g + \tau_f + \tau_{ext} = I \frac{d^2 \theta}{dt^2}$$

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

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



Verify oscillation of free pendulum. Plot  $x(t)$  v.  $t$ ; Plot  $dx/dt$  v.  $x$ .

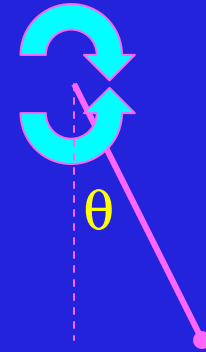
Similar to HW.

Choose  $\omega_0^2 = 1$

# Chaotic Pendulum (2)

Examine phase space plots ( $dx/dt$  v.  $x$ ) for driven pendulum

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



- Consider damped pendulum ( $f = 0$ .) Plot  $x(t)$  v.  $t$ ; Plot  $dx/dt$  v.  $x$ .  
Plot  $x(t)$  v.  $t$ ; Plot  $dx/dt$  v.  $x$ .

Choose  $\omega_0^2 = 1$

Choose  $\alpha = 0.2$

- Consider damped and driven pendulum.  
Plot  $x(t)$  v.  $t$ ; Plot  $dx/dt$  v.  $x$ .

Choose  $\omega_0^2 = 1$       Choose  $f = 0.52$

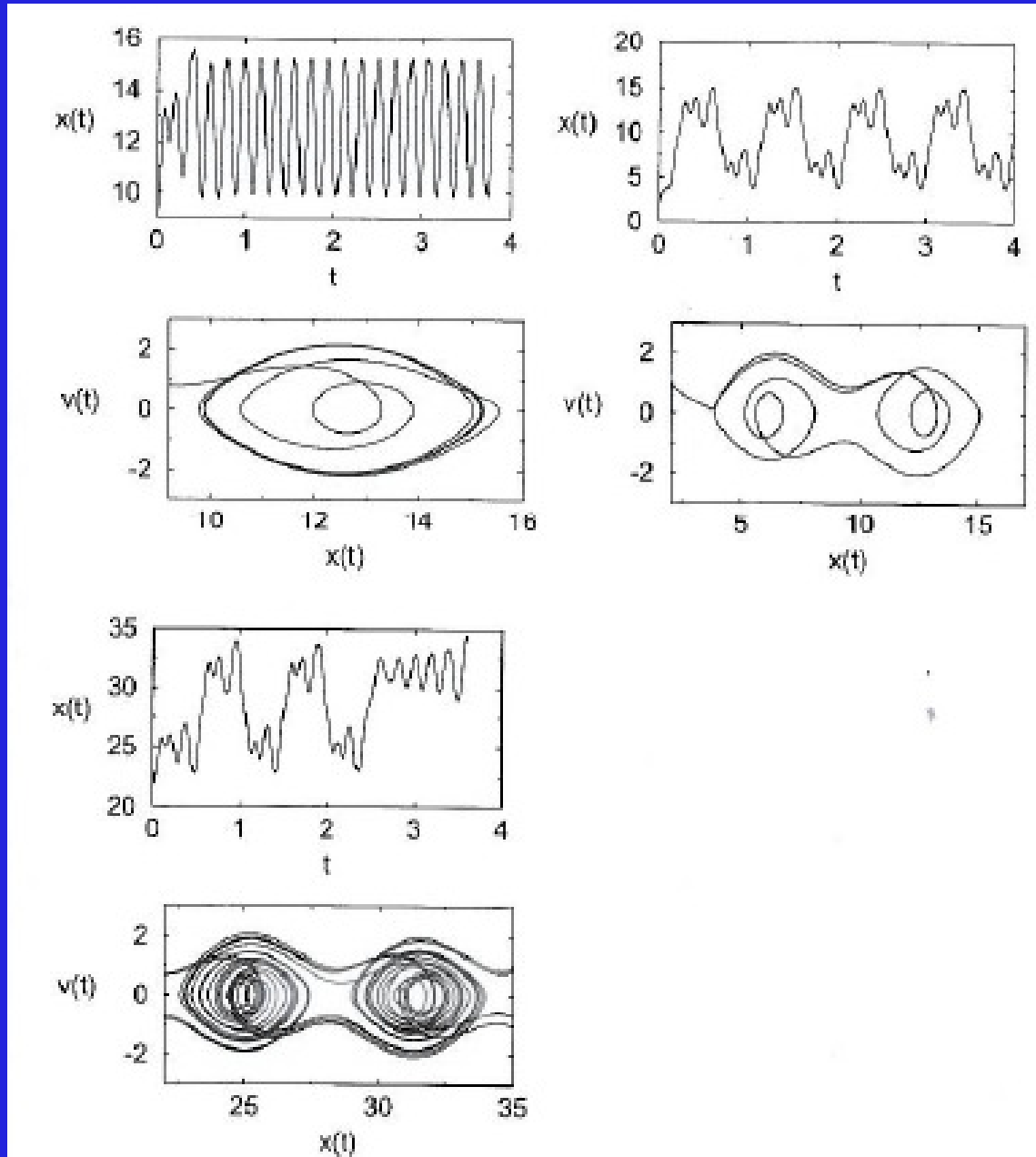
Choose  $\alpha = 0.2$       Choose  $\omega = 0.666$

$$(x_0, v_0) = (-0.0885, 0.8)$$

$$(x_0, v_0) = (-0.0883, 0.8)$$

$$(x_0, v_0) = (-0.0888, 0.8)$$

# Chaotic Pendulum (3)



# REVIEW: vdpol.cc

Need a way to use more than 1 parameter in an ODE.

Copy vdpol.cc

```
int
func (double t, const double y[], double f[],
      void *params)
{
    struct duo{ // this object holds 2 parameters
        double mu;
        double a;
    };

    duo PARAM;
    PARAM = *(duo *)params;
    // double mu = *(double *)params;
    f[0] = y[1];
    f[1] = -y[0] - PARAM.mu*y[1]*(y[0]*y[0] - pow(PARAM.a, 2.0)); // CHANGE ME
    return GSL_SUCCESS;
}
```

# REVIEW: C++ struct data structure

```
// struct construction
```

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    struct triplet{
```

```
        double a;
```

```
        double b;
```

```
        double c;
```

```
};
```

← Defines variable type "triplet"

← Don't forget semicolon (;) !!

```
triplet Test;
```

← Declares variable Test

```
    Test.a = 10.0;
```

```
    Test.b = 15.0;
```

```
    Test.c = 30.0;
```

# Summary

Chaos Intro w/ driven, damped pendulum.

**Don't suffer in silence. Scream for help!!!**

