

NUMERICS OF DYNAMICAL SYSTEMS

Problem Sheet 3

P3.1 Application of the subdivision algorithm: Zero-finding

Let $f : \mathbb{R}^d \rightarrow \mathbb{R}^d$ be continuously differentiable. Zeros \bar{x} of f , i.e. $f(\bar{x}) = 0 \in \mathbb{R}^d$, can be found using the (iterative) Newton method: For an initial value x_0 the sequence

$$x_{n+1} = x_n - \left(J_f(x_n) \right)^{-1} f(x_n) \quad (1)$$

converges quadratically to a zero of f , where $J_f(x_n) = \left. \frac{\partial}{\partial x} f(x) \right|_{x=x_n}$ is the Jacobian of f in the point x_n .

The iteration (1) defines a discrete dynamical system. Its fixed points are the zeros of f . The subdivision algorithm, applied on (1), constructs a covering of the zeros in a certain region.

Consider now the function $f : \mathbb{R}^2 \rightarrow \mathbb{R}^2$,

$$f(x, y) = \begin{pmatrix} 4x(x^2 + y - 11) + 2(x + y^2 - 7) \\ 2(x^2 + y - 11) + 4y(x + y^2 - 7) \end{pmatrix}.$$

- (a) Modify the algorithm from P2.2 such that it calculates a covering of the zeros of f in a rectangle $Q \subset \mathbb{R}^2$.
- (b) Use the subdivision algorithm to approximate the zeros in the square $[-5, 5]^2$.
How would you change the algorithm to converge to the zeros faster?

P3.2 The Ikeda system in GAIO

We consider the two-dimensional Ikeda map

$$f(x, y) = \begin{pmatrix} a + b(x \cos(\theta) + y \sin(\theta)) \\ b(x \sin(\theta) - y \cos(\theta)) \end{pmatrix}$$

with $\theta = c - \frac{d}{x^2 + y^2 + 1}$ and the parameters $a = 2.16$, $b = 0.65$, $c = 4.96$, $d = 37.65$.

- (a) Show that the map $f : \mathbb{R}^2 \rightarrow \mathbb{R}^2$ is a diffeomorphism.
- (b) Plot the first 10000 points of the (discrete) trajectory $f^j(1, 1)$, $j = 1, \dots, 10000$ for the initial point $(1, 1)$. Compare the behaviour for different initial points.
- (c) Download the file `attractor.m` from the course website¹ and modify it so that it approximates the relative global attractor of the Ikeda map w.r.t. the set² $Q = [-4, 6]^2$ up to depth 12, with 16 sampling points per box
(i) on the edges of the boxes, (ii) in a grid, or (iii) chosen randomly. (Use `help Tree` to get a description of the GAIO methods.) Compare the approximated attractor with the plot from (b).

P3.3 Convergence speed of the subdivision algorithm

For the linear contraction $f : \mathbb{R} \rightarrow \mathbb{R}$, $f(x) = \mu x$, $0 < \mu < 1$, consider the computation of the relative global attractor of $[-1, 1]$ using the subdivision algorithm (with division of intervals at their midpoints).

- (a) Compute the number α in the convergence theorem 2.18.
- (b) How many iterations of f are necessary to ensure $\alpha < 1$ if (i) $\mu = 1/4$, (ii) $\mu = 3/4$?
- (c) What happens if $\alpha \geq 1$?

¹<http://www-m3.ma.tum.de/NumDynSys1617/>

²Please note that GAIO uses center and radius to describe a box.